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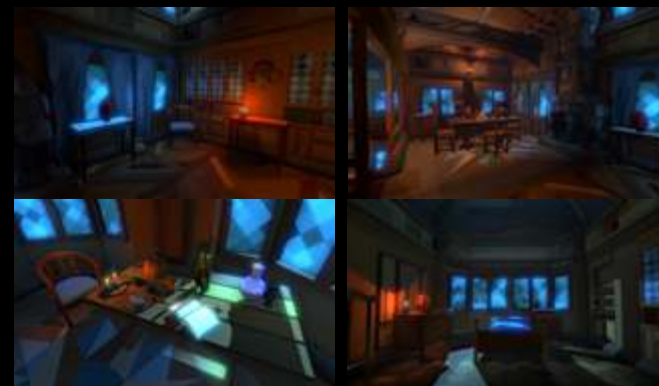
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**PolyWorld: Fantasy Interiors** lets you create interiors of any layout with loads of props, decorations, walls, roofs, and lighting effects.

### Features:

- Two interior styles: Home and Underground
- An elegant and unique interior design
- Extensive modularity lets you customize the layout of your interior
- Tons of props! Food, furniture, lights with custom projected shadowmaps, decorative items, and more!
- Awesome demo scene!
- Runs great in VR!



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Inspired by the art style of Timothy Reynolds, **Polyworld: Woodland Toolkit** is a suite of tools and 3D artwork to create a faceted world for use in the Unity engine.

*"I'm in love with everything I can do with this toolset. Really great." -Jamie Gault*

### Features:

-Create your world using the familiar Unity Terrain tools and heightfields, paint infinite terrain textures, then convert that to a faceted, Polyworld terrain.

-Convert any mesh, **even characters**, to the PolyWorld style. **Any 3d object** in the asset store can be used! \*blendshapes not supported yet

-Includes a vast array of prefabs and meshes in the same faceted art style.

-14 faceted skyboxes with associated ambient cubemaps give you a variety of lighting conditions.

-Powerful mesh combine script to reduce draw calls for mobile

-Desktop and Mobile demo scenes!



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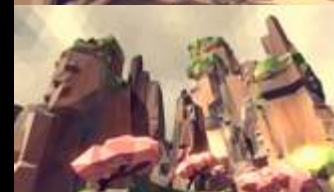
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Polyworld: Ancient East Toolkit is the latest iteration of the popular PolyWorld art pack series.

### Features:

- New medieval China-style architecture.
- Tons of new props and prefabs to create an old village with shops, consumer goods, canals, flags, tapestries, old stone walkways, etc. All buildings and most props have 3 LOD levels.
- Exclusive ModifyColor script which allows you to effortlessly change PolyWorld mesh colors to get all the variety you want.
- All basic scripts included:
  - PolyWorld Terrain Generator
  - PolyWorld Mesh Converter
  - Mesh Combine
  - SurfaceNoise
- Desktop and Mobile demo scenes!



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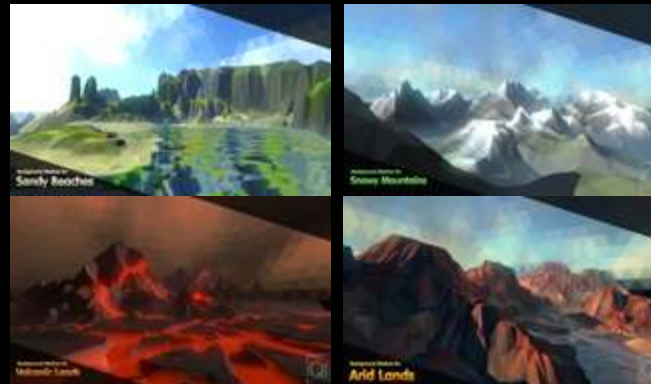


## PolyWorld Vistas

**Polyworld: Vistas** is a collection of background meshes in the low-poly style that will help enhance your scene.

### Features:

- Mesh sets in 5 biomes: Snowy Sylvan, Dry, Icebergs, Volcanic, Sandy Cliffs.
  - 14 faceted skyboxes to give you a variety of lighting conditions.
  - Unparalled support via email.
- \*PolyWorld scripts not included.



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The **Urban Construction Pack** includes tons of objects to help you make the best looking, and best optimized, metro city environment for your projects.

*"There is not a complete set of modern buildings, here or on another site that can compete visually with these sets of buildings -Vaughn Carpenter*

### Features:

- \* 5 architectural styles with 3-5 premade buildings.
- \* Each style has a large set of modular pieces to create your own building.
- \* Complete road and highway sets: one lane, two lanes, intersections, long and short turns.
- \* Custom Scripts to help you work (Mesh Combine, Teleport, Align)
- \* A scripted traffic light system, walls, sidewalks, poles, signs, stairways and SO much more!
- \* Desktop and mobile demo scenes included
- \* BONUS 2 Free [3D Cloud Models](#)



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## Better Rocks and Cliffs

Let's face it.; You want your project to look its best. You can't compromise on even the smallest details. That's why you'll love **Better Rocks and Cliffs**.

*"These layer together really nicely, allowing you to combine and stack multiple into new rock formations."*  
-Sean Slavik

### Features:

**- Unity 5 ready! Include PBR setups for Alloy and Standard Shader!**

- 6 rock models with Cubic and concave variants. Each rock is custom unwrapped with special attention given to each one.

- hard, soft, rough, and jagged features

- 2048x2048 diffuse and normal maps, 100% seamless.

- Source PSDs included for customizing or setting up for Physically Based Rendering

- Demo scene with free terrain textures



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### skyshop skies pack 1

Skyshop Skies Pack 1 is a package of 10 high resolution, photoreal, spherical panoramas that is meant for use in Marmoset Skyshop within Unity.

*"Excellent high quality exterior/interior panoramas! Ranging from warm tones to cold ones, night to day."*  
-ewHurtado

#### Features:

Package includes 10 4096x2048 spherical panoramas of various locations in TIF format. The locations were picked to give a variety of interesting lighting conditions that could exist in common video game environments. The lighting generated from these panoramas are guaranteed to add life and mood to your projects.

If you're critical of lighting, or you want something spectacular to serve as a background for your 3D models, the Skyshop Skies Pack is perfect for you.



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## 3D Cloud Models

**3D Cloud Models** (Quantum MetaClouds) is a package of 15 photoreal cloud models for use in Unity. You can position them anywhere you like, rotate them, scale them. Since they are Game Objects, you can script them just like anything else.

*"The clouds look like something out of a game with a huge budget, and really, it is underpriced. It is a steal, and I highly recommend it for everyone," -Jacque Rabie*

### Features:

- \* 15 low polygon models: Duplicate, move, rotate, and scale the clouds in your scene to create epic skies and artistic direction.
- \* 3 custom shaders: Hard-edged Alpha Blend, Soft-edged Alpha Blend, and Alpha Clip. These shaders use just the RGB channels of the texture and not the alpha channel, keeping memory footprints low.
- \* A special Editor Script to make editing your clouds fast and easy. Dynamically change the ambient and sun color of the clouds. Also modify the contrast, density, thickness, and opacity. Easily orient them towards an object or the scene camera.

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## Desert Terrain Pack

**Desert Terrain Pack** (Quantum Arid) is a package of 10 low poly background terrain meshes for use in your Unity projects. You can position them, rotate, and scale these models and compose them in your scenes.

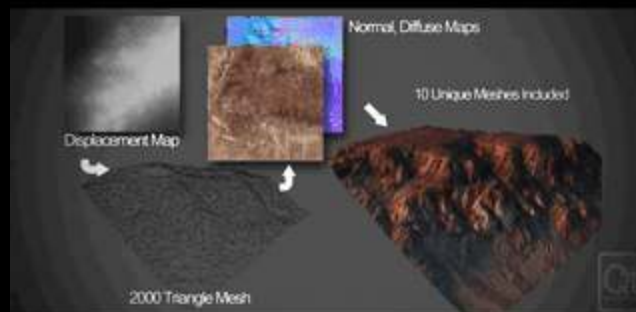
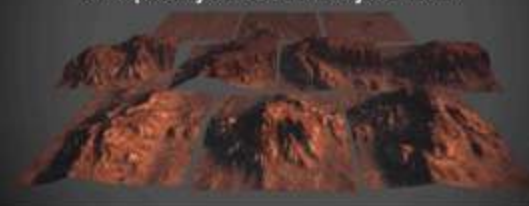
*"Built several scenes now with this asset and it looks stunning on mobile." -Matt Alexander*

### Features:

- \* 10 low polygon (~2000 triangles) meshes approximately 100mx100m in size. This is not a Unity Terrain. Duplicate, rotate, and compose these in your scene to your liking.
- \* 10 custom made, hi fidelity 2048x2048 diffuse and normal maps; a set for each mesh.
- \* 10 16bit greyscale displacement maps used to create Unity Terrains.
- \* Custom made, extremely high resolution 360 degree MidWest-inspired skybox. Each side of the skybox is 2048x2048.



10 Meshes to Copy, Paste, Rotate, Scale.  
Compose your scene as you like it.

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## Rocky Hills Terrain Pack

**Rocky Hills Terrain Pack** (Quantum Highlands) is a package of 10 terrains in both mesh and heightmap format for use in your Unity projects.

*"Gorgeous, great kit great assistance!" -Marica Sacurro*

### Features:

When using the meshes, you can position them, rotate, and scale these models and compose them in your scenes for backgrounds. For Unity Terrains, you can use these to create rich terrain detail for your first and third person games.

- \* 10 16bit greyscale heightmaps used to create Unity Terrains and 10 16bit splatmaps to apply to your Unity Terrains for accurate texture distribution.

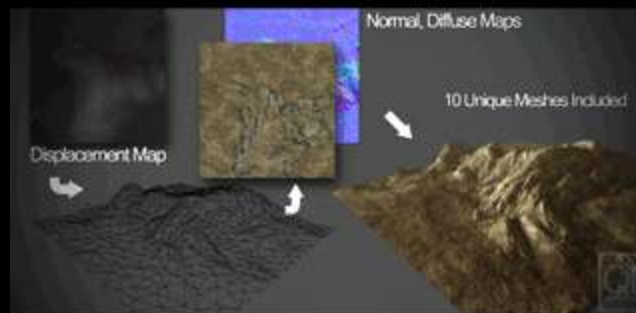
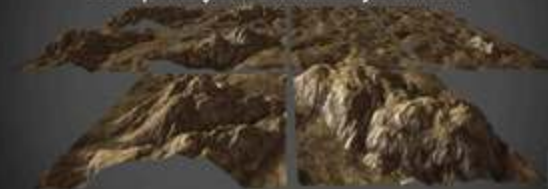
- \* 10 low polygon (~2000 triangles) ground mesh versions of the terrains approximately 100mx100m in size. Duplicate, rotate, and compose these in your scene to your liking.

- \* 10 custom made, hi fidelity 2048x2048 diffuse and normal maps; a set for each terrain.

- \* A Custom made, extremely high resolution 360 degree skybox. Each side of the skybox is 2048x2048.



10 Meshes to Copy, Paste, Rotate, Scale.  
Compose your scene as you like it.

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## Alpine Terrain Pack

**Alpine Terrain Pack** (Quantum Cold) is a package of 6 low poly background terrain meshes for use in your Unity projects. You can position them, rotate, and scale these models and compose them in your scenes.

*"As advertised, this terrain works beautifully as background geometry to polish up any arctic/alpine scene." -Ryan Lamb*

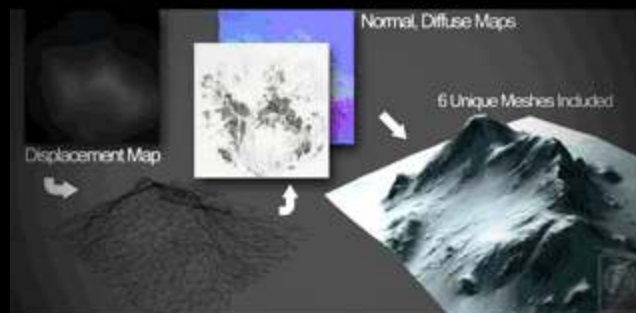
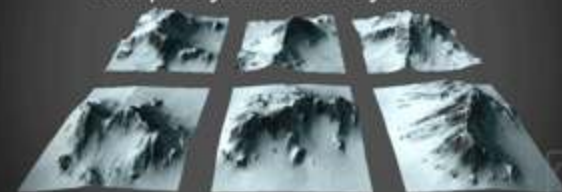
### Features:

When using the meshes, you can position them, rotate, and scale these models and compose them in your scenes for backgrounds.

- \* 6 low polygon (~2000 triangles) ground meshes approximately 100mx100m in size. Duplicate, rotate, and compose these in your scene to your liking.
- \* 6 custom made, hi fidelity 2048x2048 diffuse and normal maps; a set for each mesh.
- \* 6 16bit greyscale displacement maps used to create Unity Terrains
- \* Custom made, extremely high resolution 360 degree arctic skybox. Each side of the skybox is 2048x2048.



6 Meshes to Copy, Paste, Rotate, Scale.  
Compose your scene as you like it.



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