

Modular Ancient Alien Pillars



v. 1.02

A modular set of ancient alien pillars. Comes with pre-built configurations and allows for an endless number of configurations. Includes two example scenes with all pieces and pre-built configurations laid out. Also includes a destructible pillars demo built with the included broken pieces.




For reviews, questions, or comments, please visit www.assetstore.unity3d.com/#!/content/9462 or contact us at support@cunningforcegames.com.






Key Features



- 49 meshes
- 97 prefabs
- 28 unique configurations pre-built
- Broken pieces can be put back together seamlessly
- Two LOD stages for the parts for Pillars 1 and 2
- All models share one texture/material for reduced draw calls
- Includes two texture resolutions (1024 and 2048)
- Highest poly mesh only has 352 tris and 400 verts

	<p>Pillar 01</p> <p>236 tris, 288 verts (LOD0) 76 tris, 120 verts (LOD1)</p> <p>Main part of Pillar 01. Can be attached to a base and/or connector piece. Can also be stacked next to or on top of each other.</p>
	<p>Pillar 01 Base</p> <p>92 tris, 134 verts (LOD0) 28 tris, 46 verts (LOD1)</p> <p>The base for Pillar 01. Can also be used as a top.</p>

	<p>Pillar 01 Connector</p> <p>92 tris, 134 verts (LOD0) 28 tris, 46 verts (LOD1)</p> <p>Put on top of Pillar 01 to connect multiple pillars together.</p>
	<p>Pillar 01 Segments</p> <p>188 tris, 228 verts (LOD0, each segment) 68 tris, 104 verts (LOD1, each segment)</p> <p>Two broken segments for Pillar 01.</p>
	<p>Pillar 02</p> <p>64 tris, 76 verts (LOD0) 32 tris, 44 verts (LOD1)</p> <p>Main part of Pillar 02. Can be attached to a base and/or connector piece.</p>
	<p>Pillar 02 Base</p> <p>192 tris, 134 verts (LOD0) 96 tris, 70 verts (LOD1)</p> <p>Base piece for Pillar 02. Can also be used as a top piece.</p>
	<p>Pillar 02 Connector</p> <p>192 tris, 134 verts (LOD0) 96 tris, 70 verts (LOD1)</p> <p>Put on top of Pillar 02 to be able to connect multiple Pillar 02's together.</p>

	<p>Pillar 02 Frame</p> <p>352 tris, 400 verts (LOD0, Left), 192 tris, 220 verts (LOD0, Right) 184 tris, 236 verts (LOD1, Left), 96 tris, 124 verts (LOD1, Right)</p> <p>The outer frames for Pillar 02. Can be used around the edges of Pillar 02.</p>
	<p>Pillar 02 Segments</p> <p>76-120 tris, 74-98 verts (LOD0) 28-42 tris, 36-44 verts (LOD1)</p> <p>Broken segments of Pillar 02.</p>
	<p>Pillar 02 Frame Segments</p> <p>92-220 tris, 87-237 verts (LOD0) 36-100 tris, 43-123 verts (LOD1)</p> <p>Broken segments of the frame pieces for Pillar 02.</p>

	<p>Pillar 03</p> <p>120 tris, 128 verts</p> <p>Main piece of Pillar 03. Can be attached to a base.</p>
	<p>Pillar 03/Pillar 04 Base</p> <p>12 tris, 24 verts</p> <p>Base for Pillar 03 and/or Pillar 04. Can also be used as a top piece.</p>
	<p>Pillar 03 Segments</p> <p>128 tris, 134 verts (Top), 36 tris, 46 verts (Bottom)</p> <p>Broken segments of Pillar 03.</p>
	<p>Pillar 04</p> <p>12 tris, 24 verts</p> <p>Main piece for Pillar 04.</p>
	<p>Pillar 04 Connector</p> <p>12 tris, 24 verts</p> <p>Connector for Pillar 04. Can also be used as a base.</p>

	<p>Pillar 04 Segments</p> <p>32 tris, 42 verts (each segment)</p> <p>Broken segments of Pillar 04.</p>
	<p>Slab 01</p> <p>12 tris, 22 verts</p> <p>A slab that can be attached to the sides of pillars.</p>

Included Configurations



