Background Alien Skyscrapers with Transit System

v. 1.02

Low-poly alien skyscrapers and transit system for use as part of background environments. Includes two demo scenes with pre-built configurations and all prefabs laid out.

For reviews, questions, or comments, please visit https://assetstore.unity.com/packages/slug/9640 or contact us at support@cunningforcegames.com.

Key Features

- 29 meshes, 42 prefabs (including 2 pre-built configurations)
- Modular transit system
- All models share a texture atlas for reduced draw calls
- 4K texture resolution (2K default at import)
- Includes albedo, metallic, normal, ambient occlusion, and emission texture maps
- Models range from 8-528 tris and 12-514 verts

Note: These models are intended to be used as part of background environments. As such, these models are not animated, do not include colliders, and the transit system may not be perfectly seamless when connected together.