Texture Pack 8K – Stone Surfaces
 Version: 1.0.0
 Pipeline Compatibility: Built-in (Standard), URP, HDRP

Overview

Welcome to **Texture Pack 8K – Stone Surfaces**, featuring 19 versatile, high-resolution textures suited for various stone, rock, concrete, and pavement applications. From mossy rocks to modern asphalt, each material is provided at 8K resolution to deliver impressive detail and realism (or stylized depth) in your scenes. By default, materials are set up for the Built-in (Standard) pipeline, but they can be easily adapted to URP or HDRP.

Contents

Each material may include Base, Normal, Occlusion, Height, Specular, and/or Metallic maps as needed for that surface type. The included materials are:

1. **Asphalt**

2. **Brickwall**

3. **Cobblestone**

4. **Concrete**

5. **Cracked Concrete**

6. **Dungeon Floor**

7. **Fine Gravel**

8. **Gravel**

9. **Lichen Rock**

10. **Medieval Stone Wall**

11. **Mossy Rock**

12. **Old Asphalt**

13. **Old Brickwall**

14. **Old Concrete**

15. **Rock**

16. **Rocky Grass**

17. **Rocky Grass 2**

18. **Stonewall**

19. **Worn Concrete**

Demo Scene

- **Location:** A "Demo" folder in the package.

- **Showcase:** Each texture is displayed on basic 3D meshes under standardized lighting conditions for quick examination..

Installation & Usage

1. Importing the Package

1. Download from the Unity Asset Store.

2. In Unity, open **Package Manager** and import the package.

2. Pipeline Setup

- **Built-in (Standard):**

  - Materials are configured for the Standard Metallic or Specular workflow out of the box.

  - The included showcase demo uses the Built-in pipeline.

- **URP / HDRP:**

  - Convert each material to URP/HDRP (Lit) shaders via Unity's Render Pipeline conversion wizard (**Window > Rendering**) or manually assign the texture maps

in the new material slots.

3. Using the Demo Scene

- **Preview Setup:** Quickly view all textures on cubes, planes, or spheres.

- **Customization:** Adjust the lighting or import your own post-processing profiles to see how the textures will appear in your final scene.

4. Applying the Textures to Your Own Project

- **Drag & Drop:** Place any provided material onto your objects in the scene, it best to duplicate a material to make it your own.

- **Adjust Properties:** Tweak tiling, normal strength, metallic/specular sliders, to match your desired look.

Support & Future Updates

For questions or feedback, contact us through the Unity Asset Store. We aim to refine and expand our texture packs based on community interest, possibly adding pipeline-specific scenes or additional materials in the future.

Thank you for choosing Texture Pack 8K – Stone Surfaces!
 We hope these detailed textures spark creativity in your project, whether you're building towering fortresses, cracked concrete roads, or mossy caverns. Enjoy your new, stone-focused assets!