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Body Kit High Poly Cars Vol 1

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What is this Package?

This package has 20 car models, ready to use scripts, shaders, effects, post effects and helpers to create a race game.

Please see the below explanations to see what is included and can be done:

- Please do not hesitate to ask any question on your mind (before or after purchase)!
- Package has been created with **Unity 6000.0.24f1 and URP**. Shaders, effects, post effects, custom passes etc. use URP so will not work on other pipelines. But 3d models can be used on any pipeline (we will update the package to the latest Unity version always)!
- 20 unique 3d car models (fbx included).
- Car models are very detailed and have **~250K poly each!**
- Models have textures on wheels, grilles, interior and lights!
- Wheels and calipers are separated and have origin-pivots, so can be animated-changed etc. easily.
- Steering wheels are separated and pivoted too!
- Cars have NO gauges (speedometers) etc. They are only static images. So you have to use-create your own UI's there!
- Has unique exhaust, flame and nitro effects.
- Life-like weather effects on cars (or any surface) via paint shader (rain, snow, waves - only can be used with a special URP paint shader).
- Best planar reflection script and shader (for perfect mirrors and reflective PBR surfaces). Even works for VR and is tested with: Rift, Rift-S->SPInstanced mode only - Quest, Quest2, Quest3 Standalone->Multi View mode only - Quest, Quest2, Quest3 with Oculus Link->SPInstanced mode only!
- Stencil and depth based decal shader to put decals on any surface (paint shader especially).
- Easy touch scripts to manipulate touch events on mobile.

Demos

You can see sample videos here on Youtube:

[Body Kit High Poly Cars for Unity3d - URP - Full Project - Car 20 - YouTube](#)

Car Models

Here are visual (in game) screenshots of the cars:



















