

Unity

Stylized Medieval Hammer Pack – 4 Variants

The Stylized Medieval Hammer Pack is a high-quality collection of stylized fantasy weapon assets designed specifically for Unity. This pack includes 4 unique medieval hammer variants crafted for RPG, fantasy, survival, and action games. Each hammer is optimized for real-time performance while maintaining a clean and visually appealing stylized look.

Built with performance, scalability, and flexibility in mind, these assets are suitable for PC, console, and mobile platforms. The pack is easy to integrate into existing projects and ideal for both gameplay and cinematic use cases.

Key Features

- 4 Ready-to-Use Stylized Hammer Variants
- High-quality fantasy medieval weapon designs
- Optimized for real-time performance
- Clean topology and organized asset structure
- Suitable for RPG, fantasy, survival, and action games
- Easy drag-and-drop integration in Unity
- Compatible with PC, console, and mobile platforms

Included Content

- Double Head Hammer
- Heavy Hammer
- Iron War Hammer
- War Hammer

Target Use





- Game Development
- Cinematics & Animation
- Mobile Applications
- PC & Console Projects

Technical Details

- Total Assets: 4 Static models and prefabs
- Style: Semi-realistic, low-poly
- Texture Sizes: 4096×4096
- Optimized Geometry: Approximately 4,000 to 6,000 triangles per mesh
- Platform Support: PC, Console, Mobile

Designed for fantasy combat systems, medieval-themed adventures, and stylized action games, the **Stylized Medieval Hammer Pack** delivers a polished set of handcrafted weapons that blend visual quality with efficient optimization for Unity-based projects.

ASSETS INFO

SR	Model Name	Tris	Image
1	War Hammer	4668	
2	Double Head Hammer	5780	
3	Iron War Hammer	4468	
4	Heavy Hammer	5962	

TEXTURE INFO

- Hammer_1

Texture_1_AO -> 4096x4096
Texture_1_BaseColor -> 4096x4096
Texture_1_Height -> 4096x4096
Texture_1_Metallic -> 4096x4096
Texture_1_Normal_OpenGL -> 4096x4096
Texture_1_Roughness -> 4096x4096

Texture_2_AO -> 4096x4096
Texture_2_BaseColor -> 4096x4096
Texture_2_Height -> 4096x4096
Texture_2_Metallic -> 4096x4096
Texture_2_Normal_OpenGL -> 4096x4096
Texture_2_Roughness -> 4096x4096

- Hammer_2

Hammer_2_AO -> 4096x4096
Hammer_2_BaseColor -> 4096x4096
Hammer_2_Height -> 4096x4096
Hammer_2_Metallic -> 4096x4096
Hammer_2_Normal_OpenGL -> 4096x4096
Hammer_2_Roughness -> 4096x4096

- Hammer_3

Battle Hammer_2_AO -> 4096x4096
Battle Hammer_2_BaseColor -> 4096x4096
Battle Hammer_2_Height -> 4096x4096
Battle Hammer_2_Metallic -> 4096x4096
Battle Hammer_2_Normal_OpenGL -> 4096x4096
Battle Hammer_2_Roughness -> 4096x4096

- Hammer_4

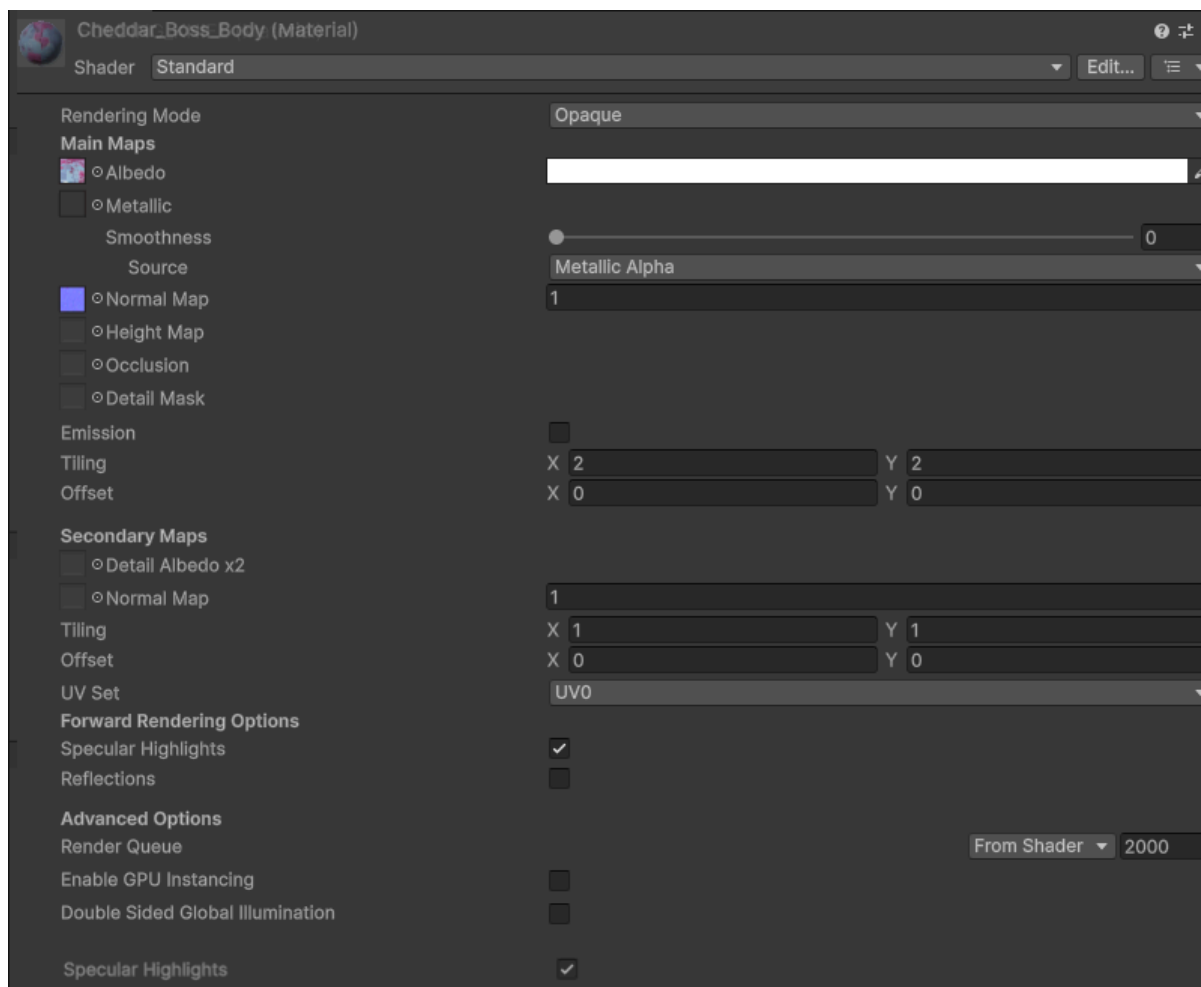
Hammer4_low_Hammer4_BaseColor -> 4096x4096
Hammer4_low_Hammer4_Height -> 4096x4096
Hammer4_low_Hammer4_Metallic -> 4096x4096
Hammer4_low_Hammer4_Normal2 -> 4096x4096
Hammer4_low_Hammer4_Roughness -> 4096x4096

Material Setup Info:

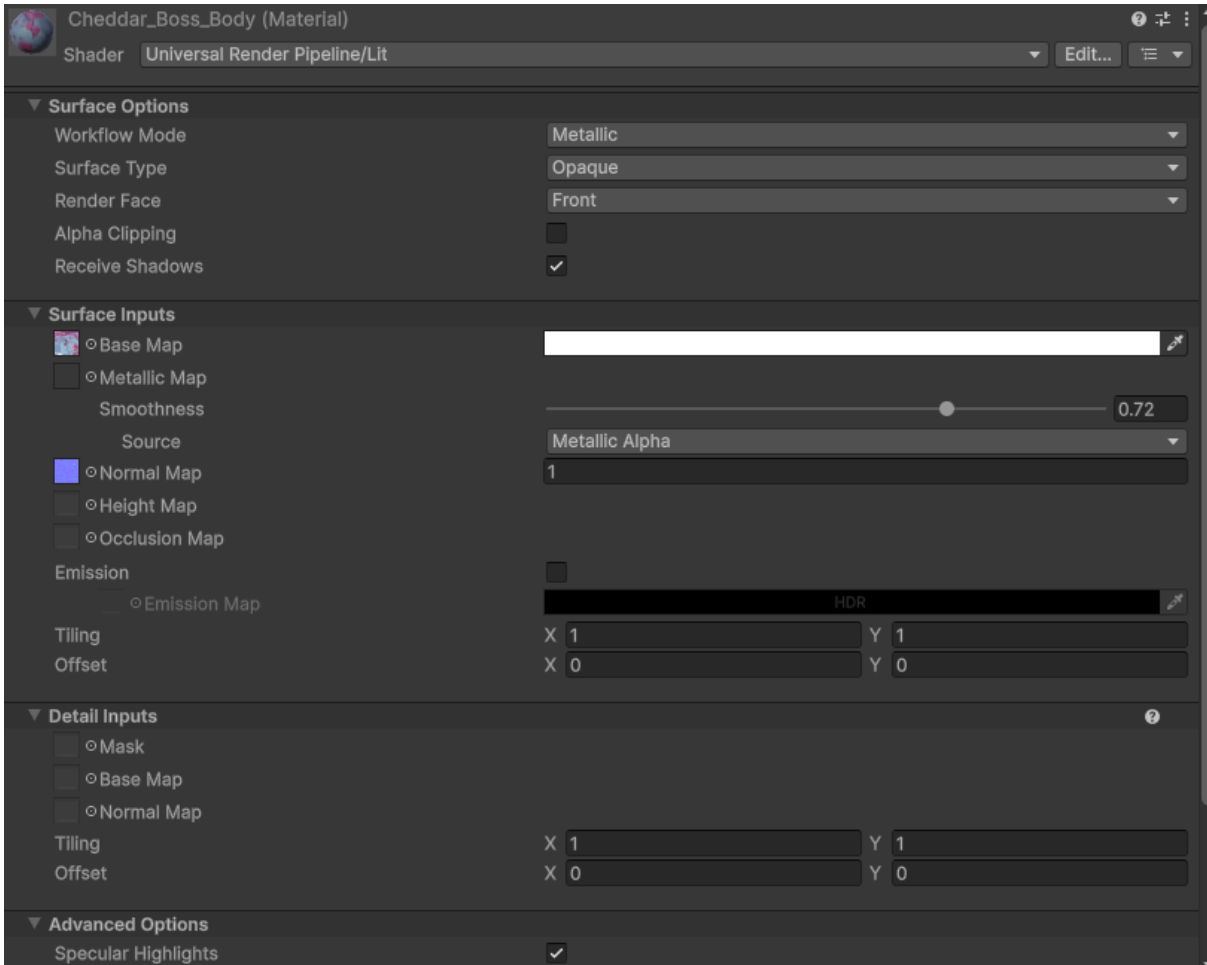
All the required texture maps for all 3 Pipelines(BIRP,URP,HDRP) are included in the package.Here are the examples of all 3 pipeline’s material setup:

Material Setup Info:

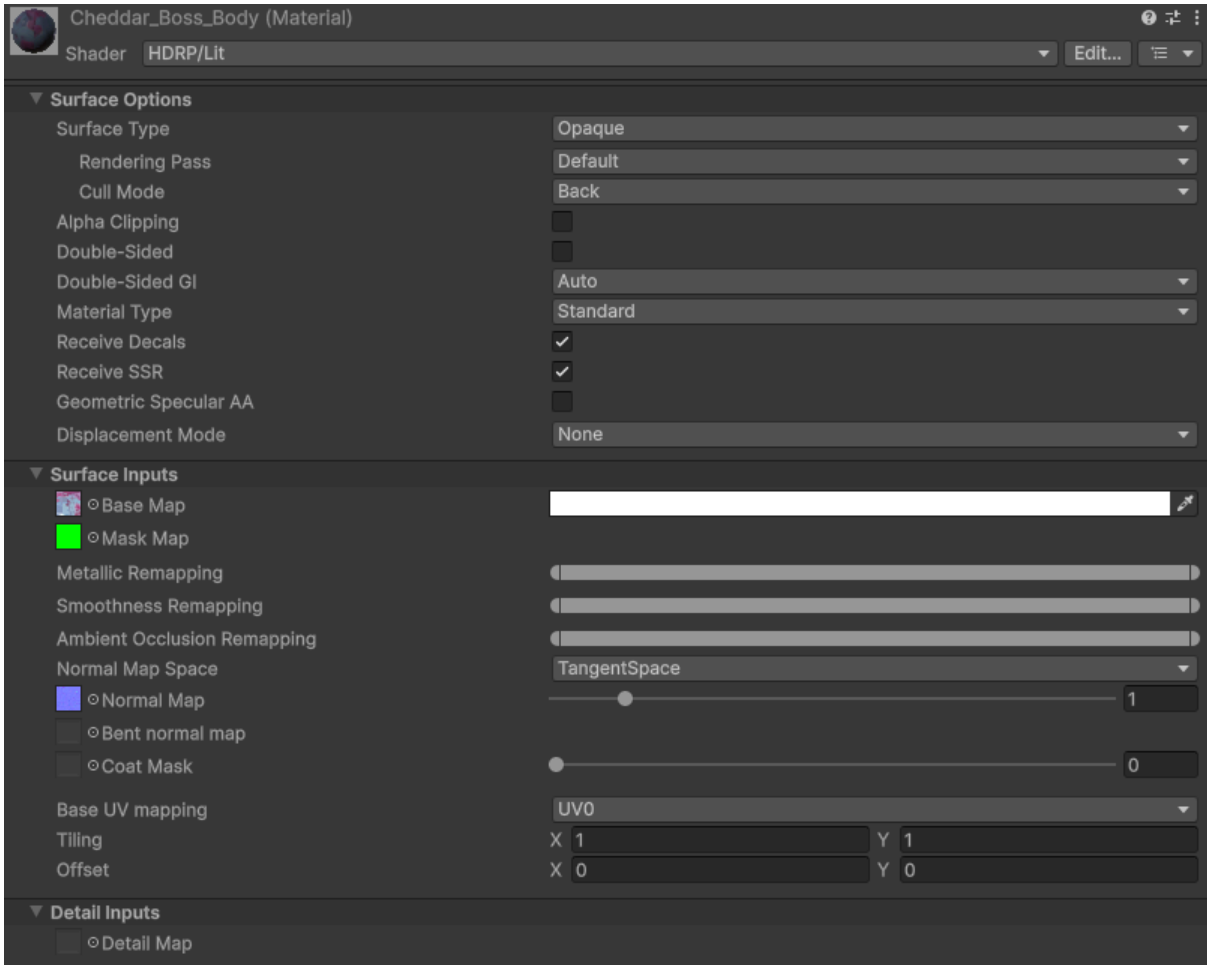
All the required texture maps for all 3 Pipelines(BIRP,URP,HDRP) are included in the package.Here are the examples of all 3 pipeline’s material setup:



Img: BIRP Material Setup



Img: URP Material Setup



Img: HDRP Material Setup

Support and Feedback

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*Thank you for choosing the **Stylized Medieval Hammer Pack**. We hope this documentation helps you. Happy Gaming!*

THANK YOU

UE

Stylized Medieval Hammers Pack – 4 Variants

The **Stylized Medieval Hammers Pack** is a high-quality collection of stylized weapon assets created specifically for Unreal Engine projects. This pack includes 4 unique medieval Hammers variants designed with clean topology and optimized geometry for real-time performance.

Built for fantasy games, RPG environments, cinematics, and stylized projects, these assets are lightweight, easy to use, and compatible with modern Unreal Engine workflows.

Key Features

- 4 Ready-to-Use Stylized Hammers Meshes
- Clean UV Mapping & Organized Files
- Semi-realistic, optimized visual style
- Optimized for real-time performance
- Easy drag-and-drop Unreal Engine Blueprints
- Compatible with multiple platforms and project types

Included Content

- Double Head Hammer
- Heavy Hammer
- Iron War Hammer
- War Hammer

Target Use





- Game Development
- Cinematics & Animation
- Mobile Applications
- PC & Console Projects

Technical Details

- Total Assets: 4 Static Meshes
- Engine: Unreal Engine (UE 5.3+ compatible)
- Style: Semi-realistic
- Texture Sizes: 4096×4096
- Optimized Geometry: Approximately 4,000 to 6,000 triangles per mesh
- Platform Support: PC, Console, Mobile

Perfect for creating fantasy combat scenes, medieval environments, and stylized gameplay experiences, the **Stylized Medieval Hammers Pack** offers a clean and performance-friendly solution for Unreal Engine developers and 3D artists.

ASSETS INFO

SR	Model Name	Tris	Image
1	War Hammer	4668	
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Blender

Stylized Medieval Hammer Pack – 4 Variants

The **Stylized Medieval Hammer Pack** is a high-quality stylized weapon collection created specifically for Blender. This pack includes 4 unique medieval Hammer variants designed with clean topology and optimized geometry for the game.

Built with performance, flexibility, and visual appeal in mind, these assets are ideal for fantasy games, RPG environments, cinematics, animations, and stylized projects. Each Hammer features hand-crafted details and game-ready optimization suitable for PC, console, and mobile platforms.

Key Features

- 4 Ready-to-Use Stylized Hammer Models
- Clean and organized asset structure
- Game-ready optimized meshes
- High-quality PBR textures
- Compatible with multiple platforms and engines
- Easy to customize and integrate

Included Content

- Double Head Hammer
- Heavy Hammer
- Iron War Hammer
- War Hammer

Target Use





- Game Development
- RPG & Fantasy Projects
- Cinematics & Animation
- Mobile Applications, PC & Console Games

Technical Details

- Total Assets: 4 Static Meshes
- Engine Compatibility: Unreal Engine / Unity / Blender
- Style: Stylized Medieval / Semi-realistic
- Texture Sizes: 4096×4096
- Optimized Geometry: Approximately 4,000 to 6,000 triangles per mesh
- Platform Support: PC, Console, Mobile

Perfect for creating fantasy worlds, medieval combat scenes, and stylized gameplay experiences, the **Stylized Medieval Hammer Pack** delivers a clean, professional, and performance-friendly solution for game developers and 3D artists.

ASSETS INFO

SR	Model Name	Tris	Image
1	War Hammer	4668	
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