

CREDITS DOCUMENT

This document provides links and mentions of assets I've used in my art. While it doesn't include every single item—some may be unavailable or other reasons—it highlights the most important ones. I'm not going to list thousands of thousands of assets and images. Most assets were obtained through gifts, art trades, low prices, flash deals, or by hunting down freebies.

I'm a solo creator. All artworks, 3D scenes, and related projects are produced independently by me, without any studio, team, or enterprise backing. While I occasionally receive input or feedback from friends, all creative and technical work is done by me alone under a single-user license.

General

- [Creative Commons](#).
- Gimp | For transparency option.
- Google Drive/Docs/Sheets
- [Miro.com](#)
- My own content.
- Photoshop CC with [Nezumi](#).
- Two desktop monitors.
- Wacom Intuos Art tablet

Camera

- Nikon D7200
- Samsung Galaxy S22 Ultra
- Panasonic DMC-ZS100
- Previous cameras which I no longer have.

3D

- Blender
- [CGTrader](#)
- [KitBash](#)
- My own content.
- [Poly Haven](#)
- [Texture Max](#)
- [Textures.com](#) | For texture, images, skies, and models.
- [Turbosquid](#)
- [Unity Asset Store](#)
- Unity Engine

Public Domain | [What is a CC0 license?](#)

- [Flickr creative commons](#)
- [NASA](#)
- [Pexels](#)
- [Pixabay](#)

Space Engine | [Pro version](#) | [License](#)

- Base map shapes and textures such as the Albedo, Normal, and Specular maps.
- Images of environments, galaxies, rings, and the likes.
- Skyboxes of starfields, nebulas, black holes, etc.

Others

- Apose - [DataBar Barcode generator](#)
 - Brenz.net - [Random ID Generator](#)
 - [Fantasy Calendar](#)
 - [Fantasy Names](#)
 - Number Generator - [Random 20 Digit Number](#)
 - Tec-It - [Online barcode generator](#)
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I don't use anything made by generative AI even if the content is in the public domain.

Unity 3D

The main tool I use. I have 0 plans to change to another engine.

TOOLS

AndaSoft - [EasyRoads3D Pro v3](#)

Dogmatic - [Aquas Lite](#) | [Aquas](#)

Jason Booth - [MicroSplat](#) | [11 MS modules](#) | [MicroVerse - Core collection](#) | [MV Roads](#)

Procedural Worlds - [Mega Stamp Bundle](#)

Psychose Interactive - [Next-Gen Soft-Shadows](#) | Custom script done for me.

Rowlan - [Ultimate StampIT collection](#) | [World building bundle for MicroVerse](#)

Saad Khawaja - [Instant Screenshot](#)

Staggart Creations - [SC Post Effects Pack](#) | [Procedural Terrain Painter](#) | [Replace Selected](#)

Super Versus Inc - [Super Screenshot](#)

ENVIRONMENTS / SCAPES

3D digital environments - [Martian surface, stony](#) | [Martian surface, rocky](#) | [Network of paths](#)

Alex Merquy - [Grassy valley terrains](#)

Avionx - [Mountain TerrainScapes](#)

Banjo - [PBR Mountain Landscape pack](#)

Bencjaminn - [All In One - Heightmaps](#) | [RealWorldHeightmaps-V1](#)

Bicameral Studios - [Free island collection](#)

Black Sun - [4 Mars Landscapes](#) | [Sahara Desert](#)

Fumes Development - [Better Landscapes Pack Vol.1](#) | [Mini Nature Pack](#)

GapperGames Studios - [Eden terrain package](#)

Greenworks - [Mountain Forest Pack](#)

Gregory Seguru - [Mine](#)

MeshZone3D - [Winter zone mini](#)

NatureManufacture - [Meadow environment](#) | [Lava & Volcano 2019](#) | [Landscape ground pack 1](#) | [Landscape ground pack 3](#) | [Winter mountains](#)

ProAssets - [Free snow mountain](#)

Wizards Code - [Rugged Mountains](#) | [Hills, Mountains and Lakes](#)

PLANTS & FUNGI

Flash Haze - [Splash of Colors lite](#) | [Splash of Colors](#) | [Low-grow flora](#)

Infinity PBR / Magic Pig Games - [Book of the Dead - Built-In Renderer Conversion](#)

Jesse Mario - [Fantasy plants](#) | [Dead tree pack](#)

Mikołaj Spychał - [Toadstools Pack](#)

SeedMesh - [Mexican Desert](#) | [Succulents](#) | [Mushrooms](#) | [SeedMesh shaders](#)

SilverTM - [Red Desert Pack](#)

TriForge Assets - [Valley Forest](#) | [Fantasy Forest demo](#)

Underhill Labz - [Dead forest](#)

Vitallie - [Alien fantasy Plants biome](#)

ROCKS

Game-Ready Studios - [Crystal Metal](#)
Goatogrammetry - [Castle Valley Collection 1](#)
Pixel Make - [Canyon pack](#)
Studio Skye - [Modular Cliff Building Pack 1](#) | [Modular Cliff Building Pack 2](#)
Tobyfredson - [Rocky Hills Environment - Light Pack](#)
Triplebrick - [Free rocks](#)

SKIES

BG Studio - [8K Skybox Pack Free](#)
BG Studios - [Free Stylized Hand-Painted Skybox](#)
Butterfly World - [Simple Dynamic Clouds](#)
Hendrik Haupt - [Enviro 3 - Sky and Weather](#)
MoodWare - [City Street Skyboxes Vol. 1](#)
RPGwhitelock - [AllSky Free - 10 Skies set](#)

SPACE

Cobble Games - [Space Station](#)
Mark Dino - [Asteroids Pack](#)
Muntadas Quentin - [Planet Shader](#)
Problemecium - [Scingularity](#)

BUILDINGS / FURNITURE / PROPS

255 Pixel Studios - [POLYGON office building](#) | [Parking Garage - Complete](#)
Aligned Games - [Realistic Post Apocalyptic Mall](#)
AP3X Models - [Rooftop safehouse](#) | [Map Constructs](#) | [Safehouse Towers](#) | [Secret Radio Room](#)
Asset Maiden - [Modular Metro Tunnels](#)
Bohn Studios - [OWA Window Blinds 01](#)
Brick Project Studio - [Apartment Kit](#) | [Fast Food Restaurant Kit](#)
Daniel Kole Productions - [MSFMC Radar dish](#)
Dexsoft - [Abandoned City 1](#)
Dmitrii Kutsenko - [Industrial set 1](#) | [Industrial set 2](#) | [Industrial set 3](#) |
Duane's Mind - [Industrial storage tanks](#)
FastTrackStudio - [Post Apocalyptic College](#)
Finward Studios - [Suburb Neighborhood House Pack](#) | [Office and Police Station Pack](#)
Game Stuff Studio - [Apartment block](#) | [Urban building](#) | [Old building NYC #3](#)
Gamevio - [Garden Greenhouse](#)
IL.ranch - [High city](#) | [Cyber city](#)
Loknar Studio - [Destroyed Building Kit - Demo](#) | [Destroyed Building Kit](#)

Lukas Bobor - [Abandoned Asylum](#) | [Wasteland Cabin](#) | [Desert Buildings](#) | [Desert Buildings Modular](#) | [Desert Fortification](#)
Neo Star - [Post Apocalyptic Fortress](#) | [Destroyed Buildings and Debris](#)
PolyPixel - [Post Apocalyptic World](#)
PolySquid - [Country houses with interiors](#)
Purple Jump - [Apocalyptic Wasteland](#) | [Town Constructor 1](#)
QuadArt - [Modular Houses](#) | [House- Furniture](#)
Sandro T - [Flooded Grounds](#)
Sayantan Biswas - [Shipping containers](#)
Sherman Waffle Studios - [Kowloon Walled City modular pack](#)
Xiro - [Abandoned Shopping Mall](#)

CREATURES

Bl4st - [Mimic prototype](#)
Etherion Designs - [Alien Biomass Planet](#)
Indie Cat - [Fully animated cats](#)

VEHICLES

HavolkStudio - [Battle trucks](#)
IG Blocks - [Train Passenger](#)
Maksim Bugrimov - [Apocalypse pack](#)
Mojo-Structure - [Flatcar kit 1](#)
Vattalus Assets - [Spaceship with Full Interior: Fenris Frigate](#)

MIXED CATEGORIES

ALP - [Rustic environment](#) | [Swamp & Forest](#) | [Farm models](#) | [Oak tree](#) | [Poplar tree](#)
Daelonik Artworks - [Alien Terrain Pack](#) | [Neon City Bundle](#) | [Free real skies](#)
Dmitriy Dryzhak - [Desert plants](#) | [Dried trees](#) | [Biomass webs](#) | [Cave constructor](#) | [Cactuses](#)
Evgenii Nikolskii - [Mars Landscape](#) | [Lunar Landscape](#) | [Modular Industrial Set](#) | [Planets of the Solar System](#)
Manufactura K4 - [Dark City2 - Cyberpunk Pack](#) | [Alien Fantasy Forest](#) | [Rock & Boulders 1](#) | [Rock and Boulders 2](#)
Unity Technologies - [Environment pack](#) | [Character pack](#) | [Terrain demo](#) | [Courtyard](#) | [Windridge City](#) | [Adam Exterior Environment](#) |
Etc free.

Other 3D

Other 3D assets

Much less used as compared to Unity.

KitBash3D

[Aftermath](#)

[Construction Zone](#)

[Favelas](#)

[Future Slums](#) - Via [Unity Asset Store](#).

[Mission to Minerva](#)

[Neo City](#) (Free sample kit) - [Via Unity Asset Store](#).

[Post Apocalypse](#) (Legacy kit)

[Sci-Fi Industrial](#) - Via [Unity Asset Store](#).

CGTrader

3Mech - [Nuclear Cooling Tower 2](#)

AbsoluteWitch - [Terrain mesh free](#)

ApprovedByNature - [Green Mountain](#)

Avianx - [Seamless TerrainScapes - SandDunes](#)

Denniswoo993 - [SHC Abandoned Factory hall](#)

Golems - [16K Seamless Mars Landscape Terrain - Smooth Erosion](#)

HavolkStudio - [Apocalyptic big truck](#)

IgYerm - [Detailed Peterbilt 379 with interior](#)

Korboleevd - [Post Apocalyptic destroyed skyscrapers Pack](#)

Saz88 - [Mountainous Terrain Icelandic](#)

Subpixelisk - [Echinocactus Grusonii](#) | [Euphorbia Rigida](#)

Tenzero - [Mega collection sci-fi cityscape](#)

Unixium-FR - [European Biome 1](#)

Xfrog - [Joshua Tree - Yucca Brevifolia](#) | [Saguaro - Carnegiea Gigantea](#)

TurboSquid

3D_QQ - [Desert terrain](#)

Crymears - [Town House](#)

DHK_krm - [Road bridges pack](#)

DigitalART3D - [Distant city](#)

Ice Kazim - [Mountain10](#)

Juanmrgrt - [Buildings and skyscrapers in ruins](#)

Nvere_ - [Modular Road](#)

RaffyRaffy - [Cracked valley in Blender](#)

Shurik1986 - [Volcano Mountains - Colima](#) | [Rock cliff mountains](#)

Yana Aria - [Green plato mountains](#)

Designs

Credits can be found on [individual profiles at ToyHouse](#) with additional information in the Ownership tab.

Below is to give a general idea.

Akela74

I have over 70 designs made by her which I got for free, in a trade, or bought. [All rights have been surrendered.](#)

SteveniumZero

- He created the characters [Noctis](#) (previously Noji), [Sandstone](#), and Yoniren.
- Helped with the design of the [votiris species](#) and character [Volkar](#).
- Made the [mighty woodrat](#) species.

[All rights have been surrendered.](#) Under the TH ownership tab, Noctis for example: “*All ownership rights belong to Fury. There is no restriction of what content can or cannot be made of Noctis, and no restriction of what the new owner does with him outside of content.*”

CMCrusoe

I have a dozen designs made by her which I got for free, in a trade, or bought. Design terms can be [found here](#).

W-Prancis

- Helped with the design of the [votiris species](#). [Permission to use](#) as I please, with credits given.
- Made 7 designs as part of trades. [Nsfw is allowed](#).

Arven

Made the coat for [Istvan](#) which I later edited.

NorthernRed

[Coyote coat](#) 3 with all rights surrendered and [nsfw allowed](#).

Cobaltopia

Made 1 dyre coat as part of a trade. [Free to do what I want](#) with it as long as credit is given.

Doggolard

[Hokkaido 2 and 4](#), [Shiba 1](#), and [Husky 3 and 5](#). Can be [used for a comic](#) and have to [remain canids](#).

RorkRP

[Coat 6](#).

- *These are 100% free, but they are first come first serve*
- *Breeds are entirely up to you, feel free to alter the design however you please*
- *I strongly encourage you to use these designs in TOII at some point, but you don't have to do so at any point*
- *Because they are free, you can trade them for other designs, but please do not sell them for points or \$\$ unless you make and/or commission custom art of them down the line (thus fairly increasing their value)*

SodaSmuggler / SpiriMuse

A total of 6 designs where [all rights have been surrendered](#). “*If you purchase the design, you purchase the rights for it and you are not required to credit me for the design.*”

- [Character Ichor](#) and subsequent coat.
- The coat of Jäger from The Dreyrigr. (Shown in screenshots.) Muse was specific that I cannot use the white facial marking.
- [Running Wolf Designs](#) #2, 3, and 4.
- [Wolf design](#) #1.

She previously had a partial Cadavard cameo with her fursona Aleyius being a [specter sibling](#) of [Nibiru](#). This has stopped being the case as of Sept 2021.