

High resolution modelling over Snaps

A key benefit of using Snaps is that Environment Artists can export the environment Prototype Prefabs from Unity and enhance them in their software of choice.

They they model directly over the Snaps to create high definition game Assets using the following process:

1. Create the high resolution model
2. Reduce the polygons to create a game resolution model
3. Texture

This includes creating:

- A UV map from the game resolution model (via unwrapping)
- A normal map from the high resolution model
- Layers for the required Materials (for example, metal and emissive elements)

This approach supports modular and collaborative creation, and allows teams to efficiently deliver ambitious high fidelity environments to create immersive player experiences.