



# Alien Jet Package

By Lyas Studio



# Introduction on the package

- The Model has been done in Autodesk 3D max 2012 and unwrapped in this software as well, the texturing process also has been done in Adobe Photoshop with the special texturing techniques.
- This package contains a model with the texture and some scripts to let the user to control the movement and shoot at the other objects to destroy them.
- The polycount of this model is just 2056 which can help a lot to the performance of the game, as we tested before on lots of Virtual Environments.
- This package has been tested before and it does not have any problem in the game engine.

# How to assign it?

- In the main folder (Package Aliens Jet) there are 3 main folders, the “AlienJet” folder is the main one which includes all the assets and scripts, materials and textures. Each folder has been specified for the function that it has inside of it.
- In the Test scene you can see which asset is useful for which part and how you can assign the specific things together.
- There are some scripts in the Script folder which can assign to any other object rather than that jet or the cube in the scene.



# Hope you like it

Any question:  
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