

Made with Mice Custom Shaders

The custom shaders supplied in this package are intended to show off these art assets at their best. I began making them mostly because I wanted to include more emissive maps with my art assets. Emissive panels and such being a staple of the sci fi 'look'. That being said I do not know how optimal they are likely to be in other situations. If you find their performance lacking then it would be a fairly simple matter to adapt the texture maps to suit Unity's built-in shaders or other commercially, or freely available, shaders.

All of these shaders were authored before the arrival of widespread physically-based shading (PBR). It is quite possible that I may supply a pack of PBR compatible converted textures for use with Unity 5+ and its new standard PBR shader.

Also, this version of the pack (1.0) is not optimised for mobile. Again, it is quite possible that I will publish a mobile version, if there is enough demand to pay for the work required for optimising these assets.