

triple A quality weapon model and textures for your Unity project!

The intended usage for the models and its textures are first person shooters.

High resolution textures exported out of Substance Painter. Materials, meshes and texture names follow an easy to understand naming convention.

Important note: sounds are not included!

Weapon models, rig, animations, materials and textures only.

Technical Notes:

Texture Size: 4096X4096, 1024X1024 PNG TARGA. Format

Physically-Based Rendering: Yes

Poly Count weapons:

M4A1 - 13974

Magazine – 948

IronLook - 1486

Arms – 9506

10 Animations:

-2 Idel

-Run

-Walk

-crouch_Walk

-Reload

-Shoot

-Zoom Look

-Zoom Shot

-Zoom Shoot

fbx. models. All the models have their own prefabs.

Please rate and comment our work. Let us know if something is wrong or needs to be improved.