

Thanks for purchasing Medieval Signs package!

If you have any issue or suggestion, feel free to contact me on [zefaistos@live.com](mailto:zefaistos@live.com)

## CUSTOMIZING THE SIGN DESCRIPTION

Each sign has two different materials: one for the default texture, and another one for the inner description. I included 8 texture variations ("description" material), so you have two options on how to change the sign description: pick a sign variation and just edit the albedo texture, or create new variations by duplicating the material and albedo texture of any sign, apply both to a duplicated sign and edit this new duplicated textured to your desired description.

Editing the albedo texture is pretty simple. Open the .psd albedo texture on your image editor software and check the layers. You have a layer for the background, a layer for the painting details and another layer for the texture.



You can change the text, remove the details, or add different details or symbols. You can replace the sign description with anything you want. Just make sure to keep everything inside the wood area of the texture.

You can also play with transparency and blending options (like overlay) with your texts and symbols, in order to blend the inscriptions with the wood material and give a more natural look.

## CUSTOMIZING THE GENERIC SIGNS

I also included a "generic" version of each one of the signs variations. This version has only one material and the inner wood frame mesh is removed from the model. Similarly, you can edit the main albedo texture, now from the "sign" material, and put any text or symbols you want:



Keep in mind that the albedo texture for this material, which is the main material for all signs, uses a higher resolution. For this reason I did not include multiple variations, in order to avoid multiple large texture files. You may duplicate the textures and materials according to your needs.