

# Maintenance Drone

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## Specs

A rigged and animated Maintenance Drone.  
Includes an example scene (See video demo)

### DEMO

Comes with 10 animations

- Idle
- Repair / Interact 1
- Repair / Interact 2
- Land
- Take-off
- Hit 1
- Hit 2
- Hit 3
- Hit 4 (in-place/only rotation)
- Die

### Model details

- Verts 15,897
  - Faces 14,271
  - Tris 31,521
- Grabber Tool

- Verts 1,584
- Faces 1350
- Tris 3088

Welder Tool

- Verts 248
- Faces 243
- Tris 492

Bone count

- 16

Comes with 3 realistic PBR materials

These include albedo, metallic smoothness, normal and ambient occlusion maps  
Textures provided in 2048x2048 and 4096x4096

Feel free to contact me for any extra features, animations or general work.

## Changing the hand tools

You can change the tools the robot is using by navigating down the armature tree in the inspector to Armature -> org\_root -> body -> shoulder\_L -> upperArm\_L -> elbow\_L -> lowerArm\_L -> tool\_L.

You can drag and drop any object you want as a child of this gameobject and then position as required. I have provided a grabber and welder tool. To switch between them, simply disable and enable the required gameobject. I show the process in the demo video.

