Thanks for buying the asset!

Textures :

(Tank Body) 4096x4096 diffuse, metal, roughness, and normal textures;

(Tank Track) 2048x2048 diffuse, metal, roughness, and normal textures;

Polygon count: 22538 polygons, 24003 vertices, 47168 triangles.

Rigging: Yes

UV mapping: Yes

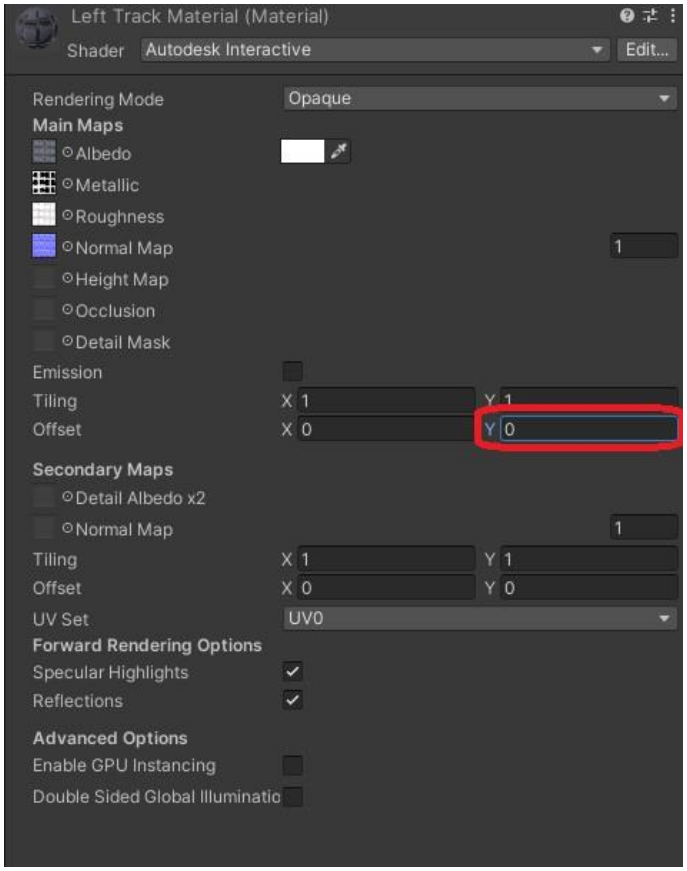
The body, turret, muzzle, wheels, left and right tracks are separated and have correct pivots.

This Model has two separate materials for the tank body and tracks; Tracks, also have UV maps, so it`s possible to make the effect of track scrolling by adjusting the Y value in track material Offset settings(instructions with images are below).

Also, this model has an armature with bones to deform the track. Instruction on how to make track deformation is below.

Track Scrolling:

If you want to make effect of track scrolling you should change Y value in track material Offset settings.
You can change it in script.



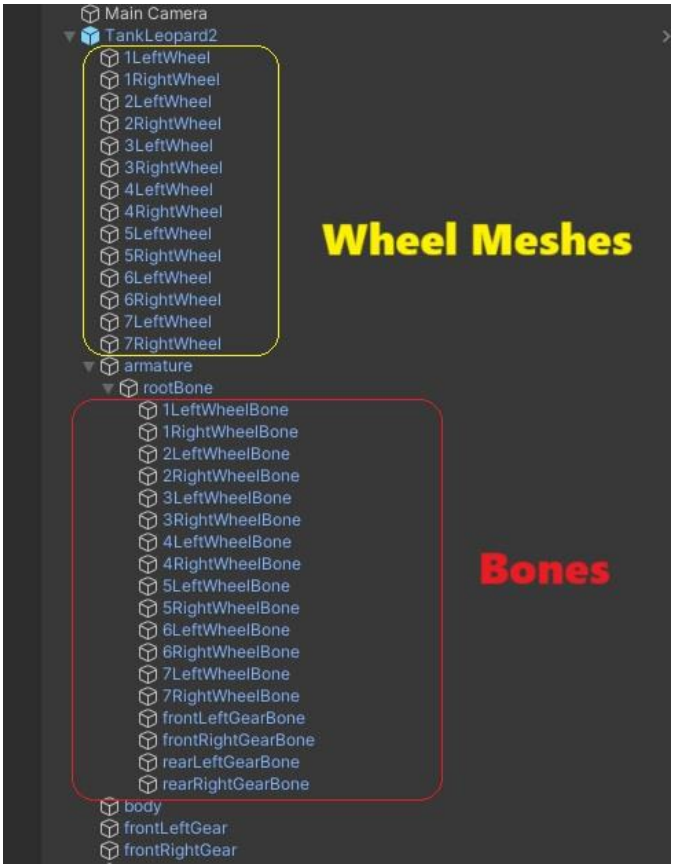
Here is example:

```
float leftTrackYOffsetPos = 0f;
void TrackScrolling(Material track, float speed)
{
    leftTrackYOffsetPos = (leftTrackYOffsetPos + (speed*Time.deltaTime))%1;
    track.mainTextureOffset = new Vector2(0, leftTrackYOffsetPos);
}
```

Track Deformation:

To deform tank tracks you need to change position of WheelBones. You can set their position to position of suitable wheel`s meshes. There are also bones for tank gears, but i don`t recomend to change their position because in real tanks they are not movable.

(Don’t apply rotation, only position).



Example of how to change position in the script(this script should be applied to each bone, which you want to move):

```
[SerializeField] Transform connectedWheel;

// Update is called once per frame
void Update()
{
    if (connectedWheel != null)
    {
        this.transform.position = connectedWheel.position;
    }

}
```

If you have any question you can send them to **orest.kucher@gmail.com**