Stylized Guns Pack

For Built-In

Documentation

Thank you for purchasing this pack. Here you will find 3 textured weapon models, with their bullets, particles and shaders.

MODELS

All models have the pivot point on their trigger, as well as having some separate geometry to make it easier to animate the various parts. There are 3 types of bullets, 1 base for the holograms with 3 variations for the weapons and the 3 weapons with their textures and with the hologram shader.

The poly count

> Light-Pistol: 1722 faces.
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> Machine Gun: 1626 faces.
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> Shot Gun: 1048 faces.
>
> Gun Base: 181 faces.
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> Bullet Mesh: 32 faces

ANIMATIONS

In this pack you will find idle and shooting animations, both with triggers to shoot and without script calls.

TEXTURES

All textures are 2K, and their materials are already ready to be used directly on models. Albedo, Ambient Occlusion, Height, Metallic and Normal maps.

SHADERS

Apart from the models, Shaders are also included that work for any type of project that use Built-in

SCRIPTS

There are some scripts to test both the movement and the use of weapons that could perfectly be the basis to expand it and perform a First Person Shooter.