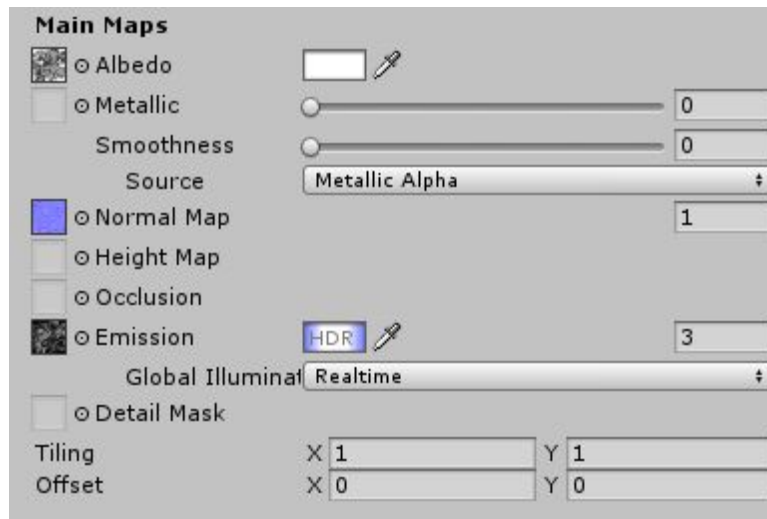


This model pack contains 45 asteroids with different shapes and a few textures for each of them.

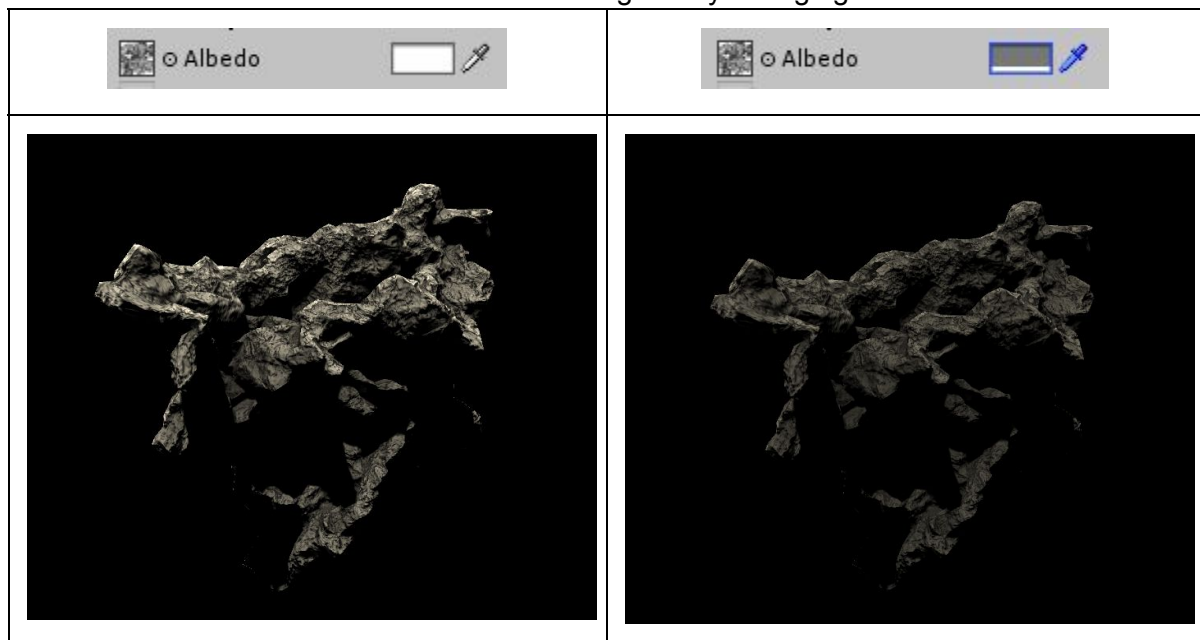
Here you will find the instruction of how to customize this assets.

1) MainMaps



- **Albedo.**

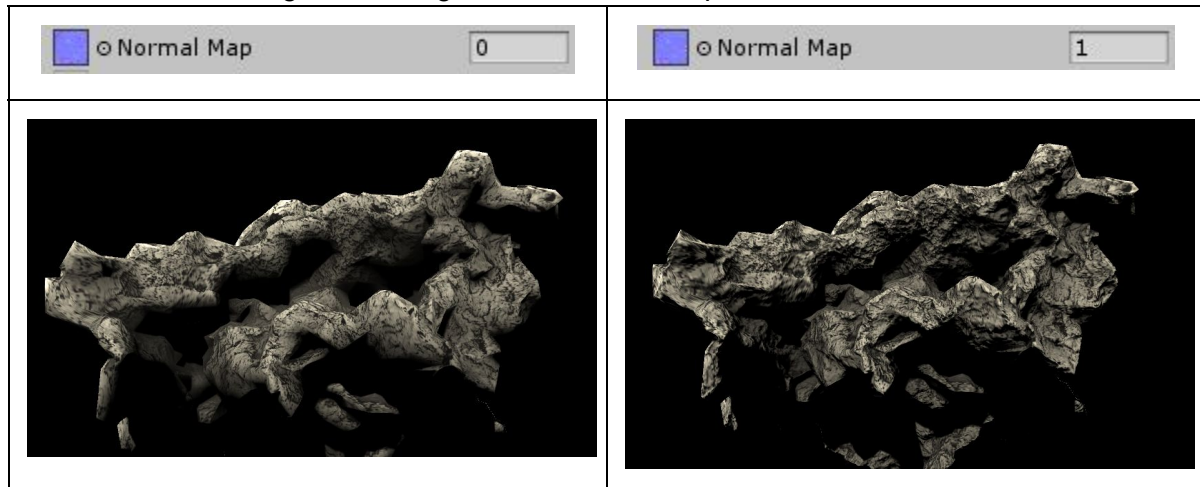
You can make the asteroid darker or brighter by changing Albedo color.



- **Normal Map**

The normal map texture was baked specifically for each model.
You can't use the normal maps from other asteroid versions.

You can change the strength of the normal map.



- **Emission**

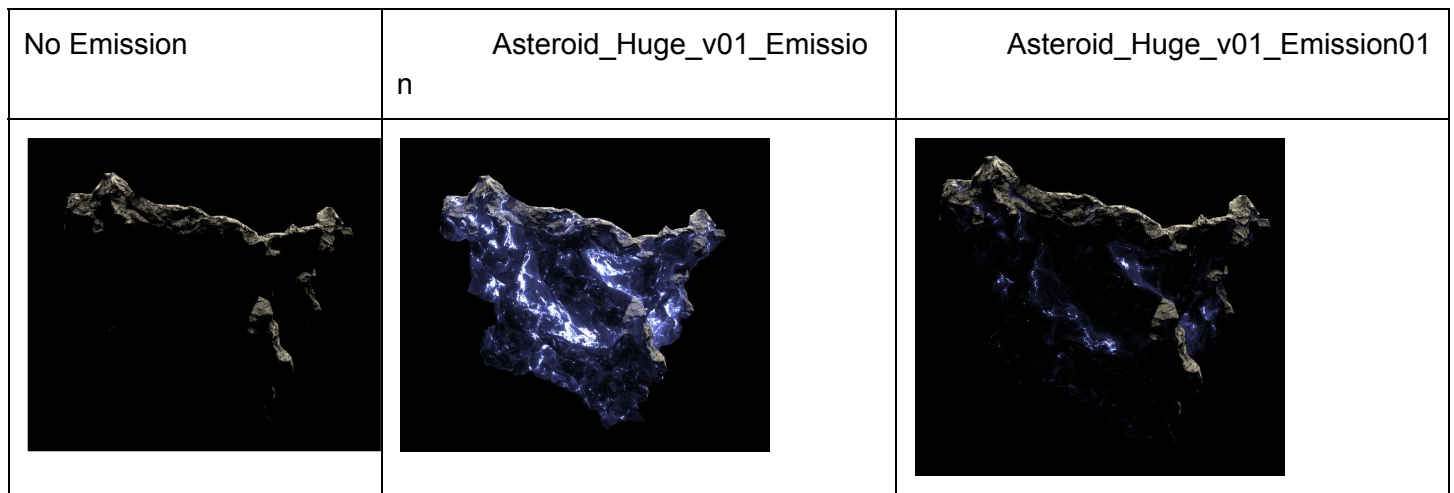
The emission texture was baked specifically for each model in two versions. You can't use the emission textures from other asteroid versions.

For example if you want to change the emission texture for asteroid

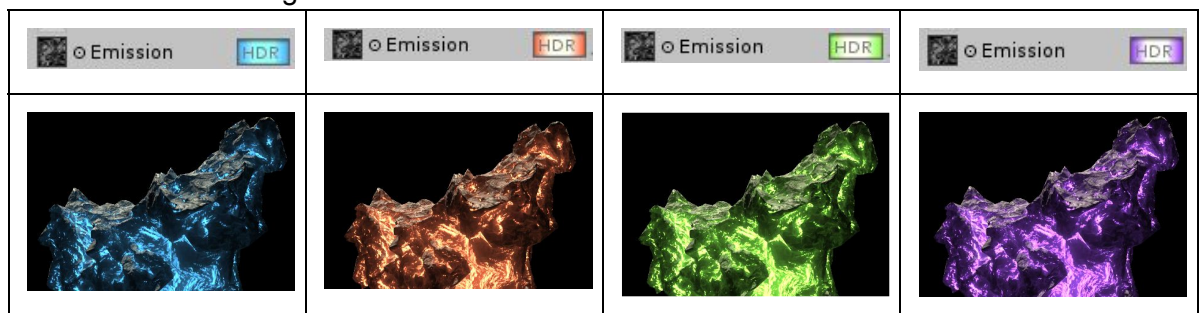
“Asteroid_Huge_v01”, then you can use this textures:

“Textures\Emission\Asteroid_Huge_v01_Emission”

“Textures\Emission\Asteroid_Huge_v01_Emission01”



You can change the color of emission.



Release notes

v1.0

- Initial release