



Congratulations on downloading the: **Brat.00** asset!

Please take a minute to read through the document to familiarise yourself with this asset, ensuring you get the most from it. Be reminded this asset pack requires **Unity 5.0.0** or higher.

The **Brat** motorbike is a promotional build from the **Custom Motorcycles** pack

Included you'll find 1x Complete motorbike, assembled from the detailed parts categories as available in the

**Custom Motorcycles** pack :

Brakes, Chassis, Engines, Exhausts, Lights, Mudguards, Rims, Seats, Steering, Suspension, Tanks, Tyres.

The 30 Prefabs consist of 2 complete motorcycle sets and 28 single parts.

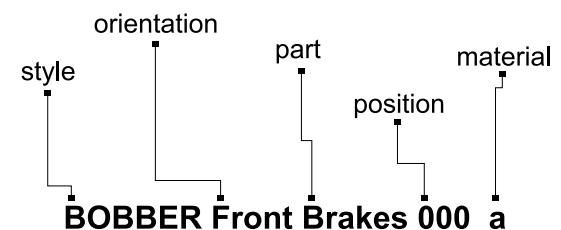
You'll also find a folder called *000 Position*

where the parts are in 0,0,0 position, ready for animation.

Three 2048x2048 texture map variations (Original, Night & Apocalypse) make up this **Brat**, each with accompanying normal map. PSD(texture) and PNG(normal) files.

Plus 1 Scene of the Brat Stand up Set for previewing purposes.

### The **LOGIC** name:



### THANK YOU

I hope you enjoy the package and that it will  
only add value to your project.

Keep an eye out for any updates of the  
pack as we will keep looking to improve it.

Please don't forget to rate this package.  
All feedback will be considered for improvement.



# Please take note!

The following pages are the documentation for the  
Custom Motorcycles.**00** pack

Included for your perusal to inform you of what you're missing out on!

...again, Thank You



Congratulations on the purchase of your: **Custom Motorcycles.00** asset!

Please take a minute to read through the document to familiarise yourself with this asset, ensuring you get the most from it. Be reminded this asset pack requires **Unity 5.0.0** or higher.

Included are 5x Complete motorcycles, modeled in the styles of Bobber, Classic, Mutt, Scrambler & Tracker bikes.  
All are pre-assembled from the following detailed parts categories:

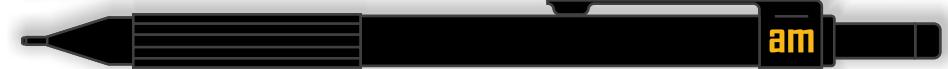
Brakes - 5x front & 5x back discs, in position or axis on 0,0,0  
Chassis - 5x chassis + 4 conversion bits  
Engines - 5x individual engines  
Exhausts - 5x left & 5x right exhausts  
Lights - 5x front & 5x back lights including indicators  
Mudguards - 5x front & 5x back mudguards  
Rims - 5x front & 5x back rims, in position or axis on 0,0,0  
Seats - 5x seats  
Steering - 5x handlebar sets, in position or axis on 0,0,0  
Suspension - 5x front, 4x back & 1x center suspension  
Tanks - 5x gas tanks  
Tyres - 5x front & 5x back tyres, in position or axis on 0,0,0  
Uniform - various generic parts, in position or axis on 0,0,0

The 558 Prefabs consist of 45 complete motorcycles, 36 part sets and 477 single parts.

Three 2048x2048 texture map variations (Original, Night & Apocalypse) each with accompanying normal map. PSD and PNG files.

Plus 5 Scenes grouping each style of motorcycle for previewing purposes.

# artistic mechanics



## How to use your **Custom Motorcycles.00** asset!

Firstly there's the logic behind the name, please refer to the figure on the right.

There's three basic scenarios in which to get your asset in the game:

**Scenario 1** - Choose one of the complete bikes \*(fixed/unfixed/combination)

\*Fixed option will be ideal to use as a static prop

\*Combination are the five complete bikes but with obvious moving parts unfixed to be animated

\*Unfixed are complete motorcycles but all the parts are unfixed and removable/interchangeable

**Scenario 2** - Choose one of the five \*Unfixed pre-assembled bikes but remove & swap out parts\*\*

\*\*All parts are interchangeable and **mostly** in their correct positions granted you complete your bike at the 0,0,0 location. The parts that are **not** in their correct positions (cross style build) can be moved to the right spot using their particular joining/assembling point on the model. (Refer to '**Assembly points**' on pages 3 onwards)

Having already moved your bike to a different location in your game space and wanting to add/change a part then you'll use the 'Assembly points' again for correctly fitting the new part.

**Scenario 3** - Build your own custom bike from the ground up.

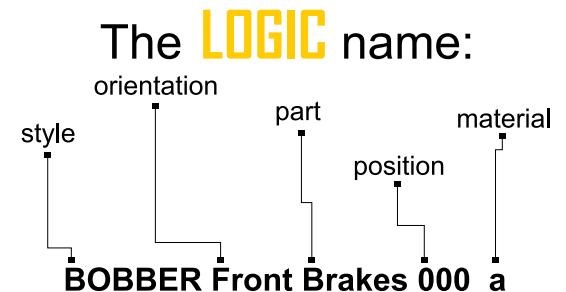
It's recommended to assemble your bike at the 0,0,0 location as **most** parts will be in their correct position. If a part seems out of place or interfering with another please use the '**Assembly points**' to correctly place/locate the part. This should only happen when cross style parts are being used.

Also note that some parts are relying on others for their placement, for example a headlight, regardless of the style, will not have a mounting position without the steering parts in place, similarly the seats without the chassis and so on...

In an ideal build you'd start with the 'Uniform parts', (generic parts like axles, battery etc.) and work your way up from there to a complete/uncomplete assembly depending on the way you want to use the bike.

Lastly - **In Position** refers to parts in their correct assembled position. **000 Position** are the same parts but positioned with their typical rotational point @ a major(x/y/z) axis for easy animation before moving it to its correct assembled position

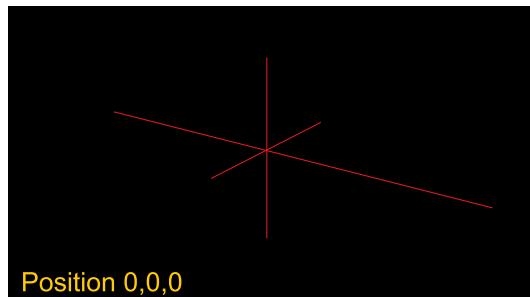
Please remember these are only building guidelines and should you want to create a scrapyard of parts or create a bike with no rims that's fine too.



# artistic mechanics

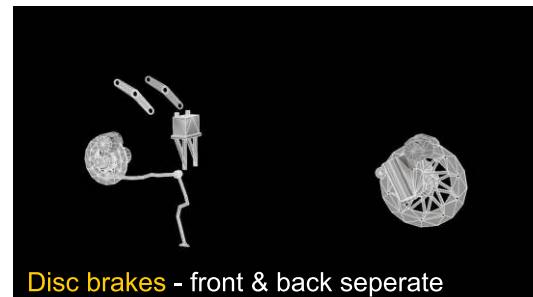


Using Assembly points for your **Custom Motorcycles.** See below the **Assembly points**; areas marked in **RED/GREEN**.  
Please take note these are **NOT** screen shots of the models in Unity.



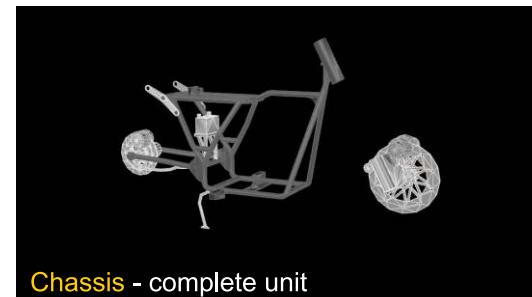
Position 0,0,0

A good place to start



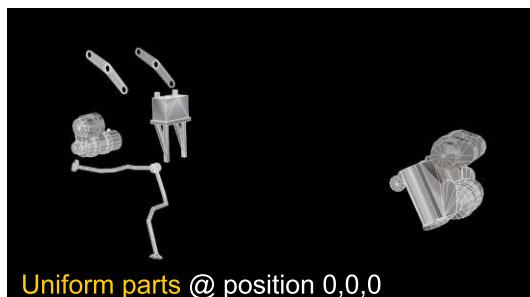
Disc brakes - front & back separate

Joins to the axles



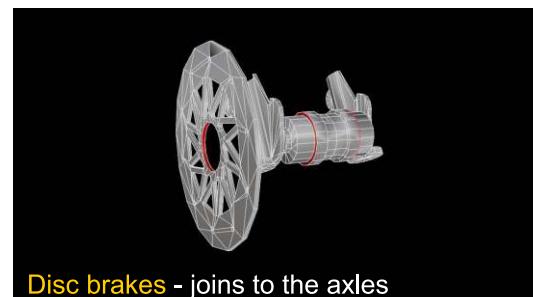
Chassis - complete unit

Joins to the axles



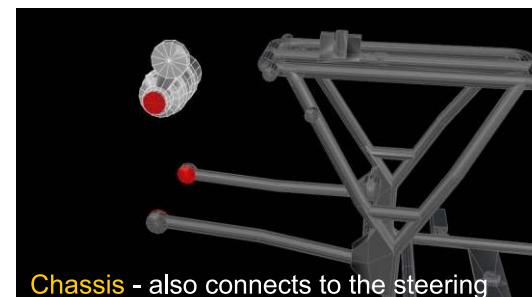
Uniform parts @ position 0,0,0

Unwanted parts should be deleted



Disc brakes - joins to the axles

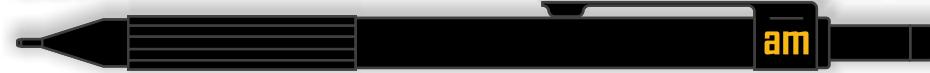
Several snap points around edge



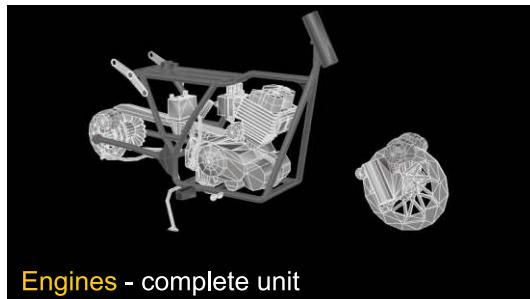
Chassis - also connects to the steering

Use the centre point to snap

# artistic mechanics

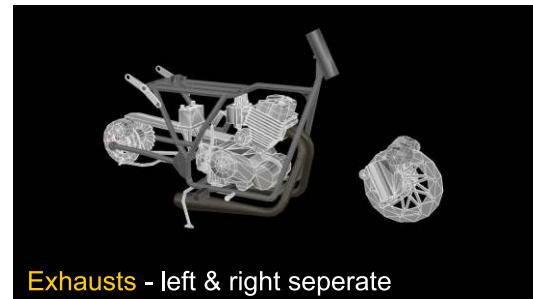


Using Assembly points for your **Custom Motorcycles.** See below the **Assembly points**; areas marked in **RED/GREEN**.  
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**Engines** - complete unit

Joins to the chassis



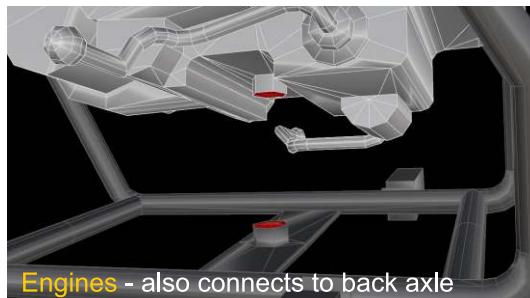
**Exhausts** - left & right separate

Joins to the chassis



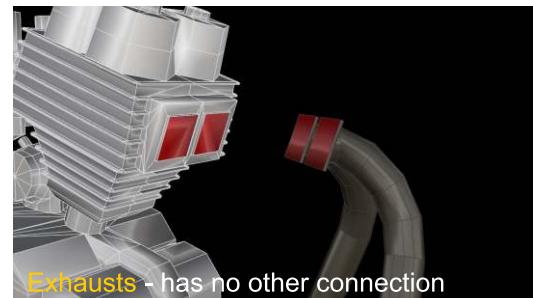
**Mudguards** - front & back separate (front)

Joins to the axles



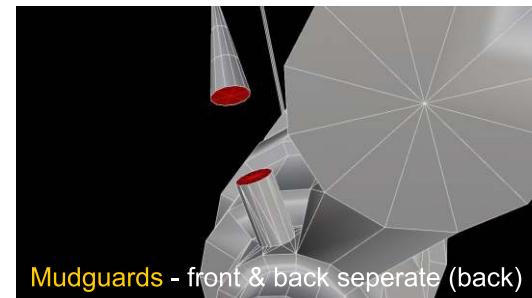
**Engines** - also connects to back axle

Use the centre point



**Exhausts** - has no other connection

Several snap points around edge



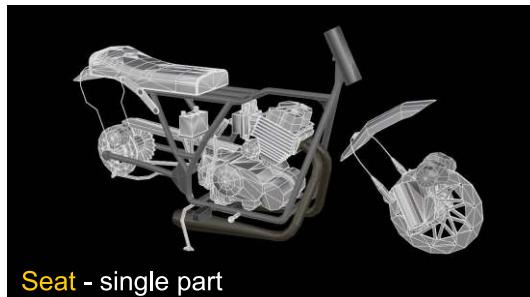
**Mudguards** - front & back separate (back)

Use the centre point

# artistic mechanics

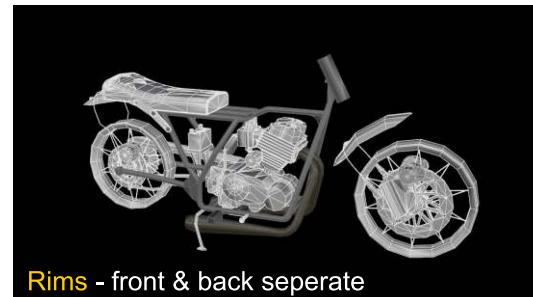


Using Assembly points for your **Custom Motorcycles.** See below the **Assembly points**; areas marked in **RED/GREEN**.  
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**Seat** - single part

Joins to the chassis



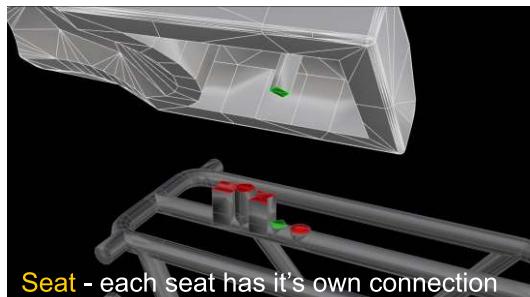
**Rims** - front & back separate

Joins to the axles



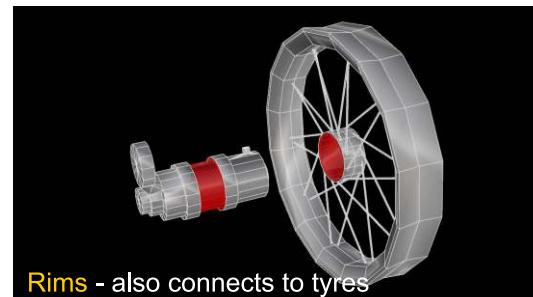
**Steering** - complete unit

Joins to the chassis



**Seat** - each seat has it's own connection

Snap points vary accordingly (green here)



**Rims** - also connects to tyres

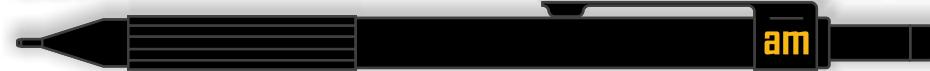
Several snap points around edge



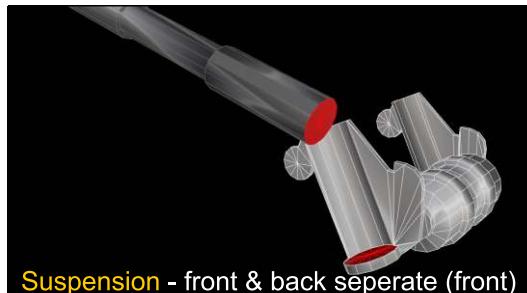
**Steering** - also connects to suspension

Use the centre point

# artistic mechanics



Using Assembly points for your **Custom Motorcycles.** See below the **Assembly points**; areas marked in **RED/GREEN**.  
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**Suspension** - front & back separate (front)

Joins to the axle use centre point



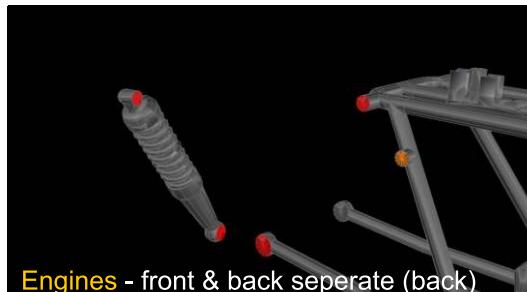
**Tank** - complete unit

Joins to the chassis



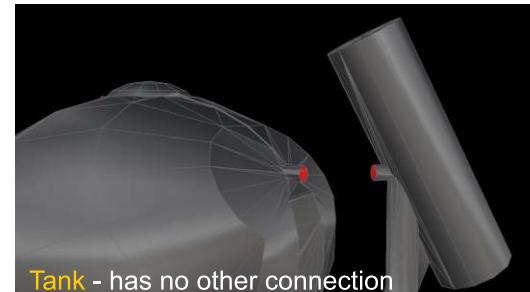
**Tyres** - front & back separate

Joins to the rims



**Engines** - front & back separate (back)

Joins to the chassis use the centre point



**Tank** - has no other connection

Use the centre point



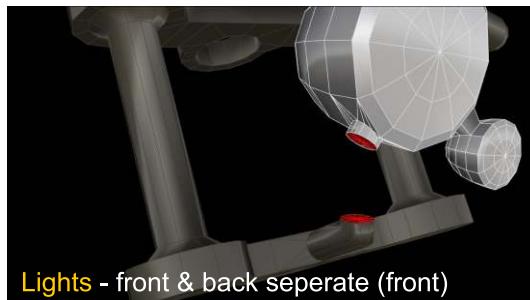
**Tyres** - has no other connection

Several snap points around edge

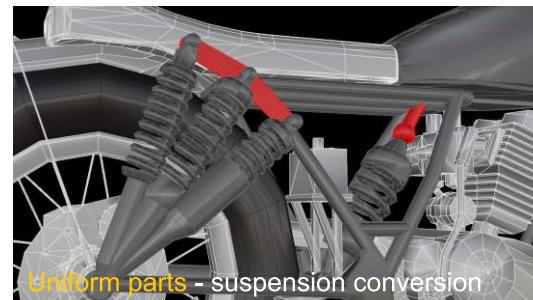
# artistic mechanics



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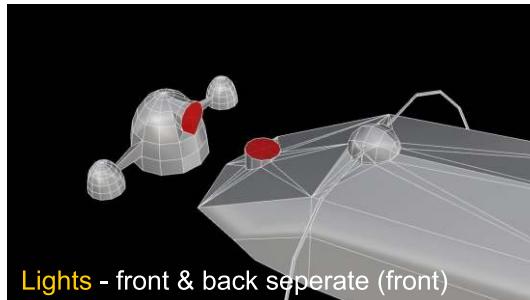
Lights - front & back separate (front)  
Joins to the steering use centre point



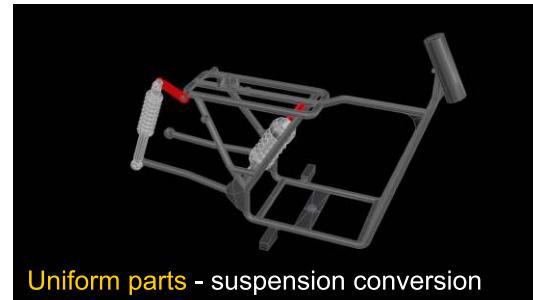
Uniform parts - suspension conversion  
Joins to chassis with centre point & edges



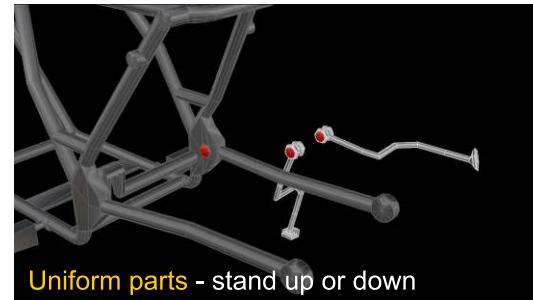
Uniform parts - stand up or down  
Joins to the chassis



Lights - front & back separate (front)  
Joins to the mudguard use centre point

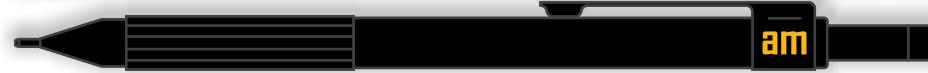


Uniform parts - suspension conversion  
Four options for the rear only



Uniform parts - stand up or down  
Use the centre point

# artistic mechanics

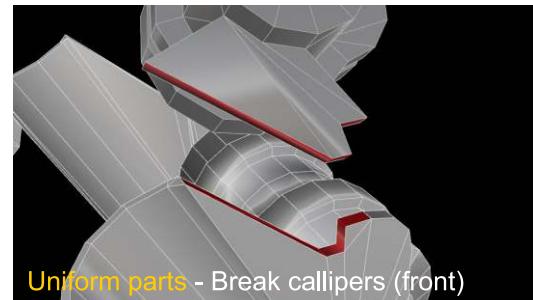


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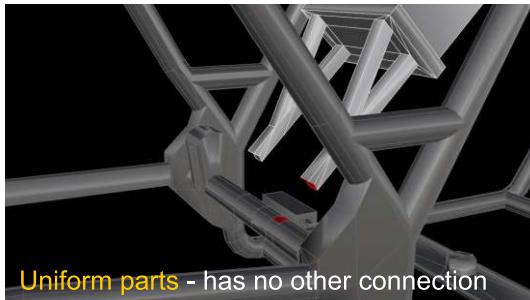
Uniform parts - battery or not

Joins to the chassis



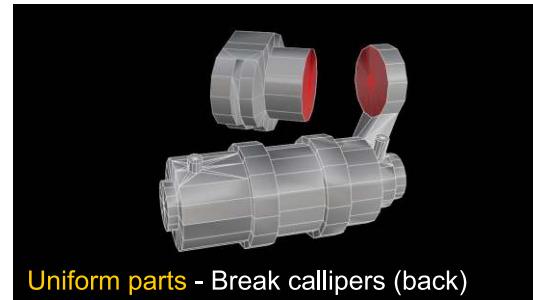
Uniform parts - Break callipers (front)

Joins to the axles (left or right option)



Uniform parts - has no other connection

Several snap points around edge



Uniform parts - Break callipers (back)

Use the center point (right option only)

## THANK YOU

I hope you enjoy the package and that it will only add value to your project.

Keep an eye out for any updates of the pack as we will keep looking to improve it.

Please don't forget to rate this package.  
All feedback will be considered for improvement.