

Cannon

DOCUMENTATION



Thanks for choosing my asset, hope this will bring you satisfaction.
Otherwise please leave me a comment and let me know what do you think about it.

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➤ **Polycount:** - Catapult: 19 916 tri
- Rock: 376 tri

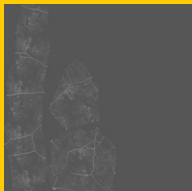
➤ **Texture maps infos:** PBR package maps

Catapult



4096 x 4096 px

Rock



2048 x 2048 px



➤ **Rig:** Yes



Rig infos: Wheels can be animated in local rotation

➤ **Animation:** Shoot and reload