Sci-Fi Weapons (Firearms) with 5 Skins/Textures

This pack contains 16 futuristic Sci-Fi weapons that can be perfectly used for top down shooters, low poly games and most Sci-Fi mobile games. The models are high quality so they can also be used for first person shooters. The style is between low poly and midpoly. So the weapons can be used in a low poly game as well as in most other games with better graphics, as long as they don't use triple A graphics.

Models:
- 3 snipers
- 3 pistols
- 3 shotguns
- 3 maschinepistols
- 3 assault rifle
- 1 heavy machine gun

Each weapon comes with 5 easy to swap skins:
- basic
- blue camouflage
- red camouflage
- snow flakes
- smokelines

Color Legend:

- **purple = important information**
- **blue = unity directory or file path**
- **blue and underlined = link for website**
- green = Scene path

Folder structure:

- Textures: /Assets/49Wares/3D-Models/LowPoly Sci-Fi Firearms/Textures
- Prefabs: /Assets/49Wares/3D-Models/LowPoly Sci-Fi Firearms/Models/[Weapontype]/Prefabs
- Materials: /Assets/49Wares/3D-Models/LowPoly Sci-Fi Firearms/Models/[Weapontype]/Materials/[Skintype]
- Showcase: /Assets/49Wares/3D-Models/LowPoly Sci-Fi Firearms/Showcase

Setup for URP:

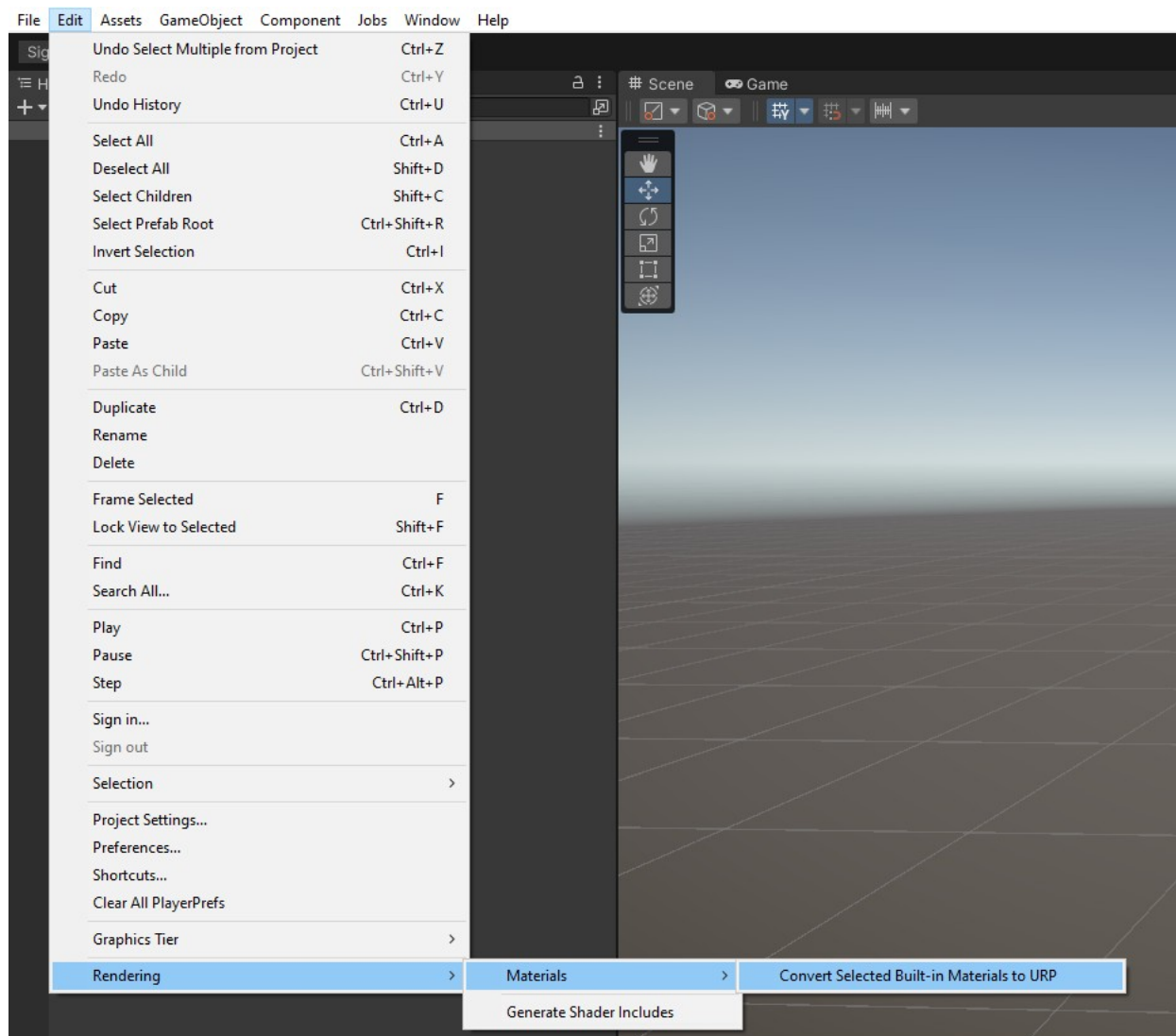1. Navigate to the path /Assets/49Wares/3D-Models/LowPoly Sci-Fi Firearms/Models

2. Click on „'Models'" and then type „t:Material" into the search bar.

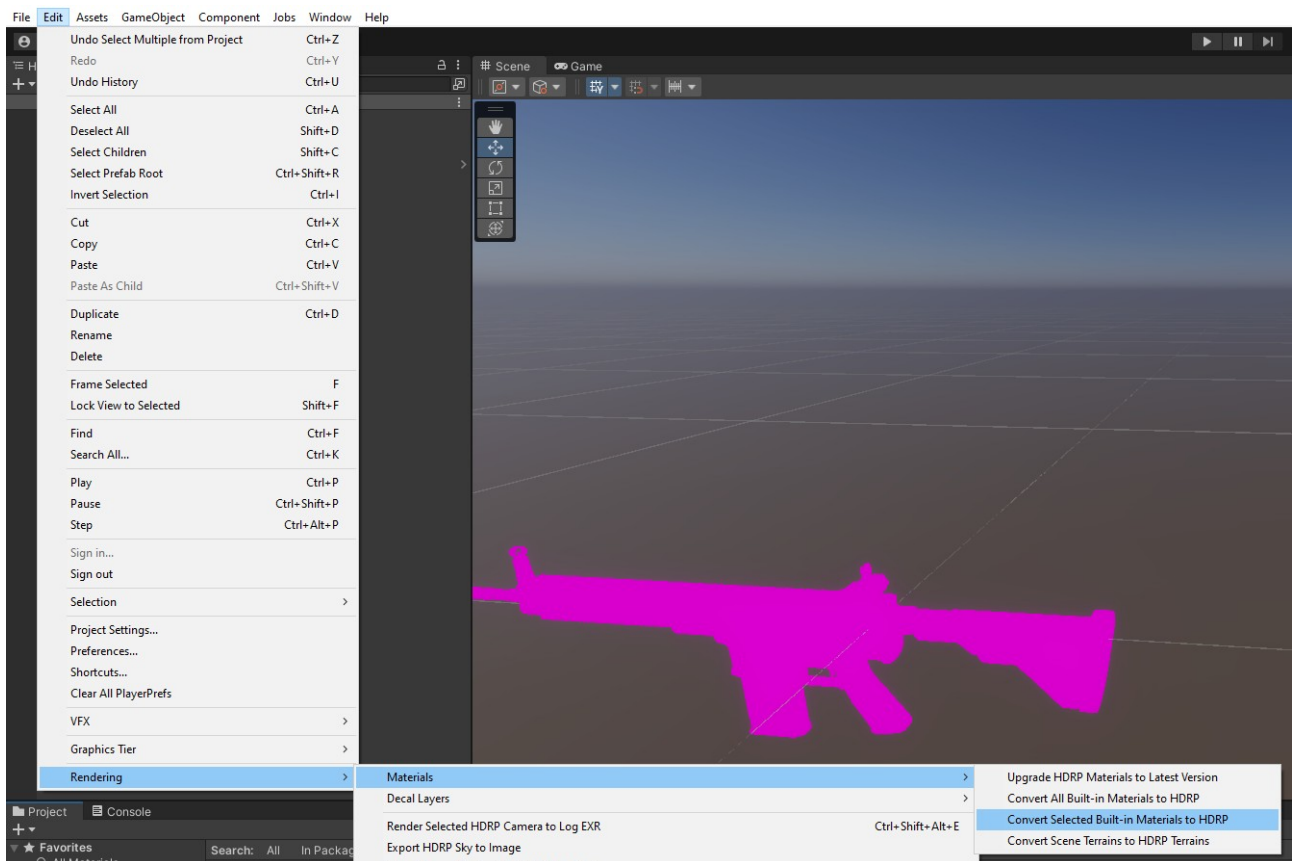3. Click on „Edit→Rendering→Materials→Convert Selected Built-in Materials to URP"

Setup for HDRP:

1. Navigate to the path /Assets/49Wares/3D-Models/LowPoly Sci-Fi Firearms/Models

2. Click on „'Models'" and then type „t:Material" into the search bar.


3. **Click on „Edit→Rendering→Materials→Convert Selected Built-in Materials to HDRP"**

Change the Glow-Color (Emission) to Red:

1. Navigate to the path /Assets/49Wares/3D-Models/LowPoly Sci-Fi
    Firearms/Models/[Weapontype]/Materials/[Skintype]

2. Click on the Material that you want to change and in the Inspector click on the „HDR color
    picker" under the „Emission Header"

3. Select the Color Type „HSV"

4. Enter the following Values „Hue = 0", „Saturation = 100", „Value = 75", „Intensity = 10"
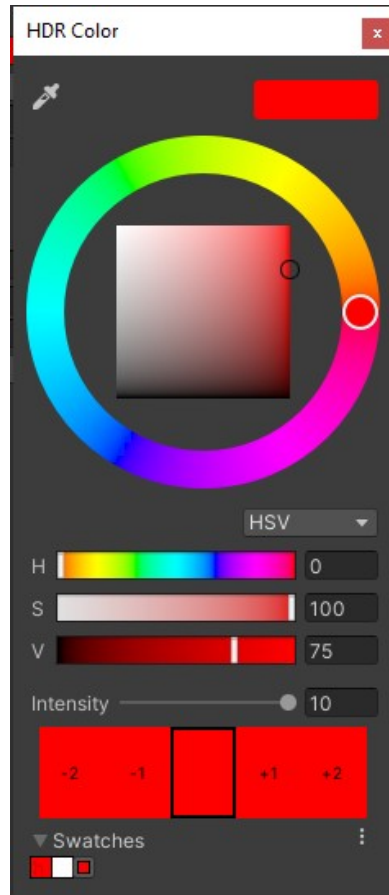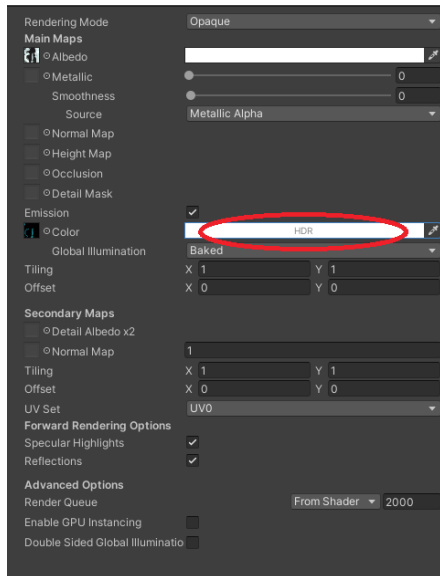
Tooltip: If you change the „Hue value" you can also generate other color variations.

Troubleshooting:

- If everything is pink please follow the instructions under „Setup for URP". In case you use HDRP follow the instructions under „Setup for HDRP".

If none of these tips helped, join our discord so we can help you: https://discord.gg/qzz2DrU9nV