Creating Weapon - Art Guidelines

- Many weapons are skinned meshes and floppy so additional segments could be needed to the the topology on those weapons to support floppiness
- For blood paint, UVs must be unique for each weapon part, mapped in UV space 0-1, no tiling or overlapping UVs for anything that should receive blood paint
- Try to keep UV islands together where possible, avoid cutting UV's up where there are no natural seams, the blood painting will work better in those cases
- Weapons have one albedo with smoothness in alpha, and one normal map (if needed), use the shader ase_weapon
- Red vertex color is used for metallic surfaces, all other vertexes should be set to black, enable "IsMetallic" on the material
- All non moving parts on a weapon should be combined into one mesh. e.g a sword should be one mesh a flail with chain links should be three meshes (one spike ball, one chain link, one handle)
- Paint breakup noise need to be added to the material in the BreakUpNoise slot, you can use the TEX_Char_BloodCutBruiseMask_01 texture
- For blood splatter on the weapons to work the game object holding the mesh renderer for the weapon should also hold the Paint Surface script, set the Texture Size to something small like 64 or 32 pixels depending of the size of the weapon
- Enable the "Clean Blood" bool if you want the weapon to self clean from blood over time
- Add the script Paintable to the game object holding the Rigidbody component, then add the game object holding the Paint Surface script to the slot "Paint Surface" in the Paintable component
- The blood splatter paint particle will hit the collider and paint to the visual mesh. This means that the render mesh and the colliders must match pretty close, the smaller the paint radius the closer it need to match