



GEAR PACK DOCUMENTATION

Included in this pack:

- 10 bumped specular unique gear models;
- 10 reflective bumped specular variations from regular models;
- 4 gear pivots;
- Basic rotation script and reflection map;

Gear materials:

1024x1024 diffuse/specular textures.

1024x1024 bump maps.

Pivot materials:

512x512 diffuse/specular textures.

512x512 bump maps.

Using your models:

Drag the prefab to the scene. Each gear model variation has its own material (bumped specular or reflective bumped specular). You can change main color and specular color on inspector panel for variations, but be aware that any prefab linked to the same material will be affected.

A basic rotation script is attached to every gear model. The speed can be changed on inspector panel. Any value below 0 will make the gear rotating the opposite direction.

Gear_9 and Gear_10

Both gear models are not a single object. Every child can rotate in its own speed and direction. If you desire the Gear Center rotating as well, just attach the script and set the speed for the object on the scene.