

## Spaceship Cockpit

Thank you for buying this model pack.

To use the models, simply drag the prefabs, located in the “Prefabs” folder into your scene.

### Customization

This pack contains a first person spaceship cockpit. The joystick and throttle are separate meshes and are movable during an animation. 3 animated buttons are included that can be placed everywhere in the cockpit (different cockpit layouts are possible), Also static, non-animated buttons are included.

3 additional types of panels (with left and right versions) that are also modular are also included.

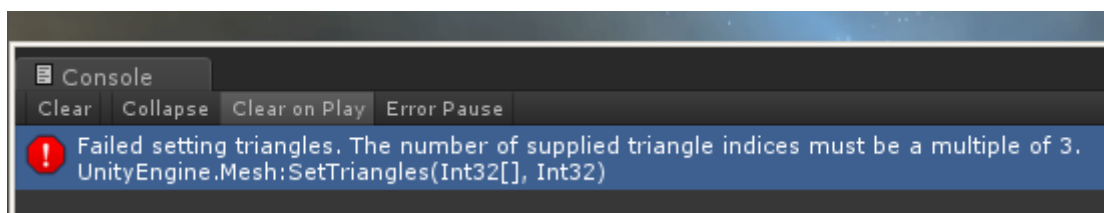
Finally there are separate meshes for each panel included that can be used for displaying HUD elements in world space, e.g. with render to texture.

### Optimization

The cockpit objects like buttons, joystick, throttle and the cockpit itself use the same material. So it's easy to optimize them with the combined children script. Parent as much objects as you want to an empty and attach the combined children script to the empty game object.

Look at the models in the example scene on how to parent correctly.

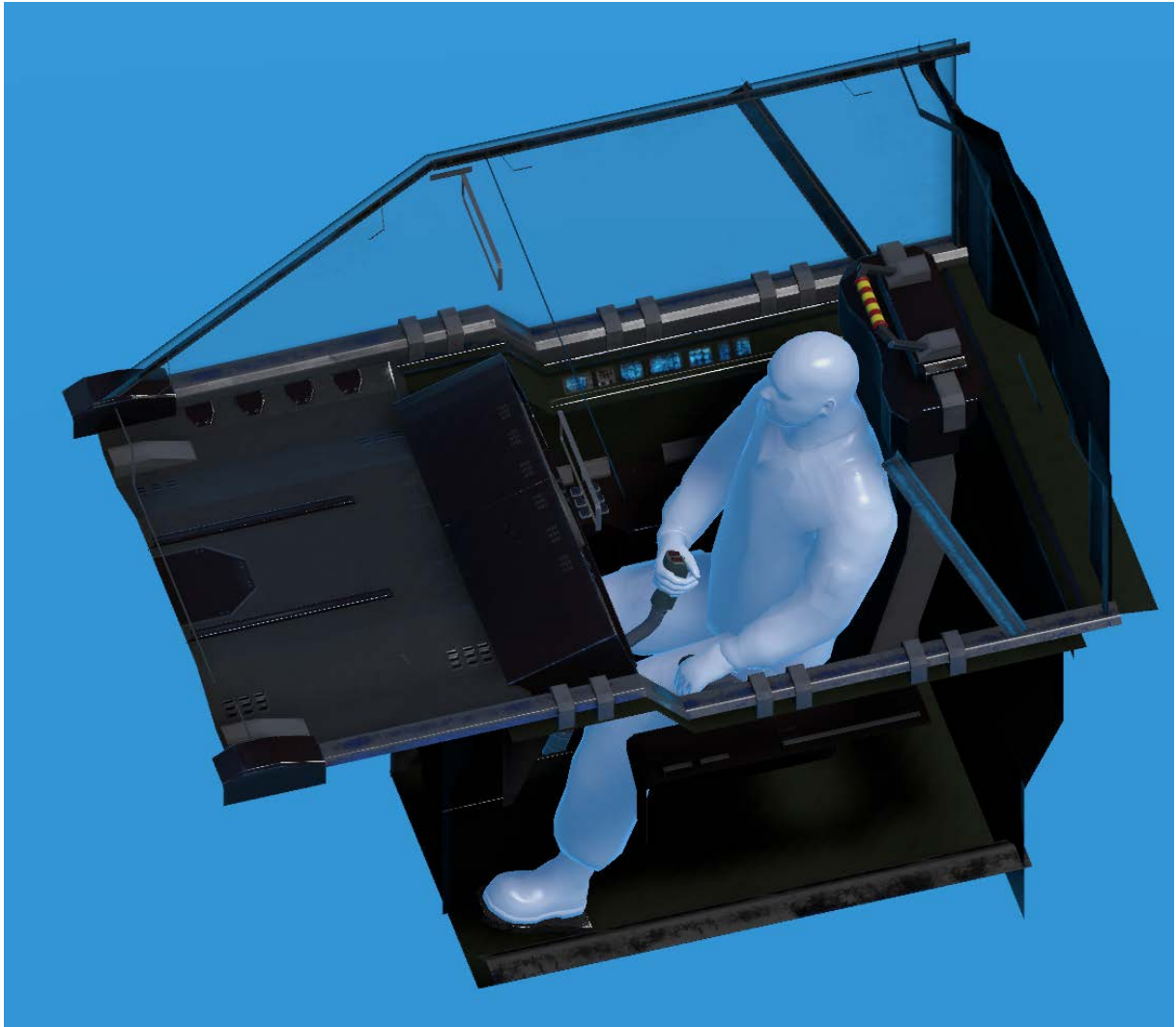
**Important: Uncheck “Generate Triangle Strips” or you will get the following error if you enter play mode:**



**Important: Don't use the combine children on the animated objects, because they cannot rotate/animate then. Use it only on static parts that don't move.**

## Scaling of the models

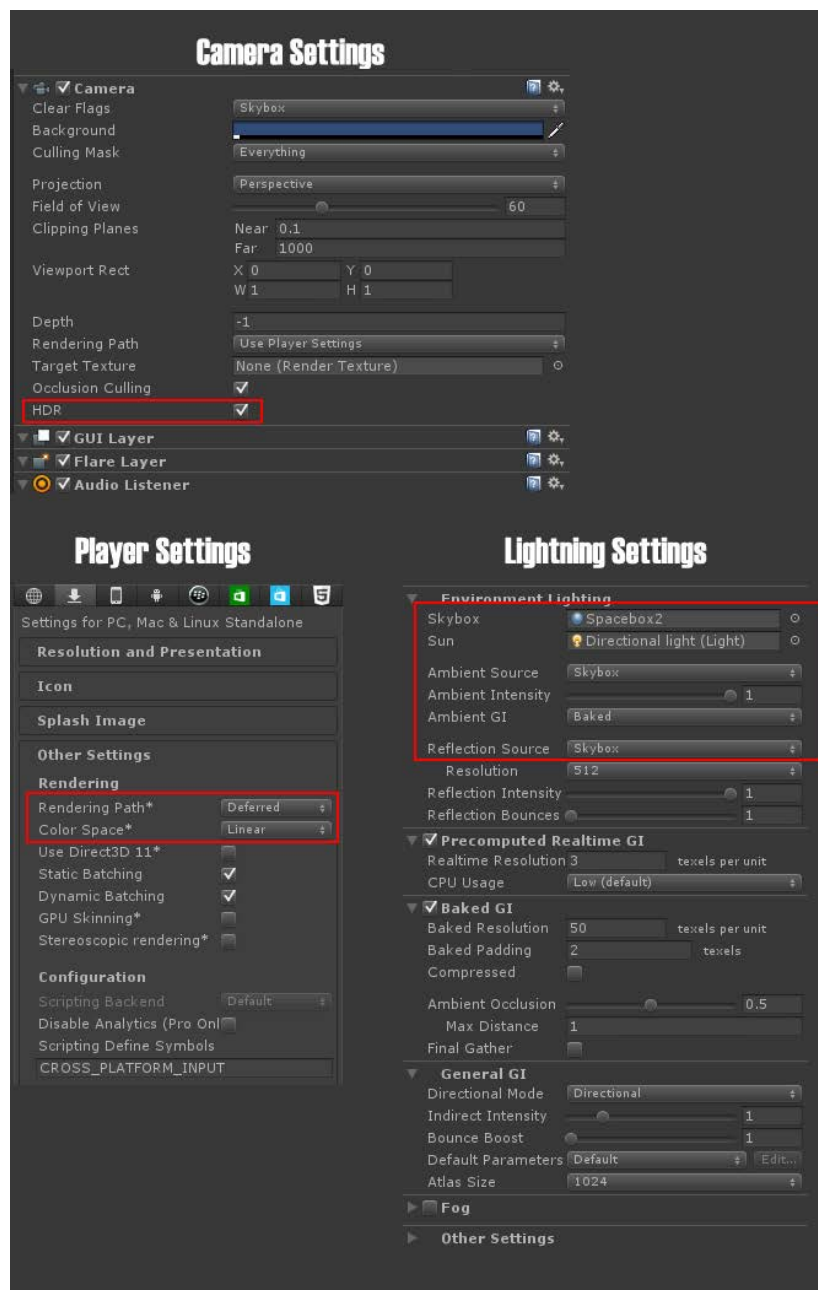
The cockpit is scaled to match a 2 unity unit tall character by default. You can change that scale of course by either changing the scale of the models in the import settings or by manipulating the transform scale of the prefabs.



## A quickstart to physical based rendering (PBR)

This model has PBR textures that work with the Unity 5 standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be “Deferred”, color space must be “Linear”
- Make sure the “HDR” checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you’re free to play around with the lightning settings to achieve different results. “Continuous baking” should be enabled to see changes immediately.



## **Albedo Maps**

There are two different types of albedo maps included. A pure albedo map and one with baked in ambient occlusion. The pure albedo map is added to the shader by default. You can always change it with the albedo map with baked in ambient occlusion if you want.

## **Public Domain Picture**

The picture used for the “SexyChickPic” is a CC0 public domain picture and free for commercial use.

## **Contact Information**

You can contact me here: [msgdi@yahoo.de](mailto:msgdi@yahoo.de). Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.