2D Spaceships Mega Pack

Thank you for buying this model pack.

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

Content

This pack contains 6 complete spaceship fleets, separate weapons, missile + torpedo, damage decals and 5 different texture sets for each fleet.

Sourcefiles

The PSD sourcefiles are included and can be edited, e.g. add more details, create new color schemes, etc.

Sorting Layers

The sprites use 6 sorting layers:

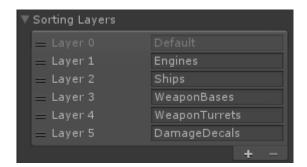Layer 0 – Default: Displays the background, e.g. a space texture

Layer 1 – Engines: Displays the engine thrusters

Layer 2 – Ships: Displays the ship hulls, missiles, torpedoes

Layer 3 – Weapon Bases: Displays the Bases of the turrets. The bases are circles and have a centered pivot to rotate the turrets

Layer 4 - Weapon Turrets: Displays the weapon of the turret. The weapons are parented to the bases.

Layer 5 – Damage Decals: Displays the damage decals on the ships

Keep in mind that the sorting layers are not exported with the project. This means the sorting layers are missing if you import this pack into a project. Sadly you have to go through the prefabs and set them up by hand again.

Not exporting layers is a precaution by Unity itself to prevent messing up/overwriting existing layers in a project.

Contact Information

You can contact me here: 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.