

Scifi Weapon Series: Heavy Weapons I

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 3 heavy weapons, ammunition and empty magazines. The ammunition can be used for ejecting empty cartridges or bullet time with slowly flying projectiles. The complete rounds can be used as pickup models or they can be parented to the empty magazines to create full magazines.

The grenade and missile launcher support several reload/magazine options.

Static, non-animated weapon models are also included. They can be used for 3rd person games or if an animated weapon is not needed.

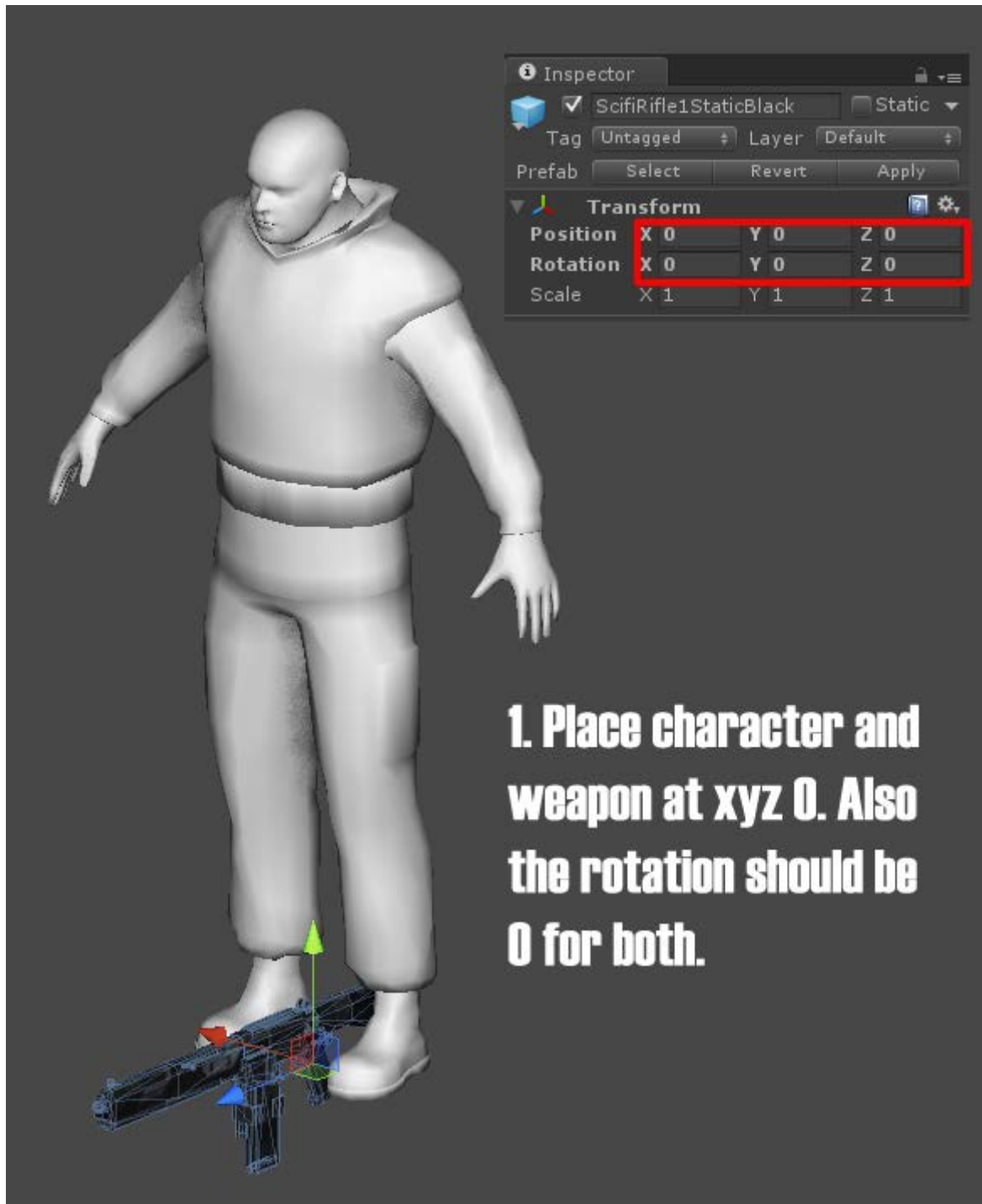
Also 5 different texture sets are included.

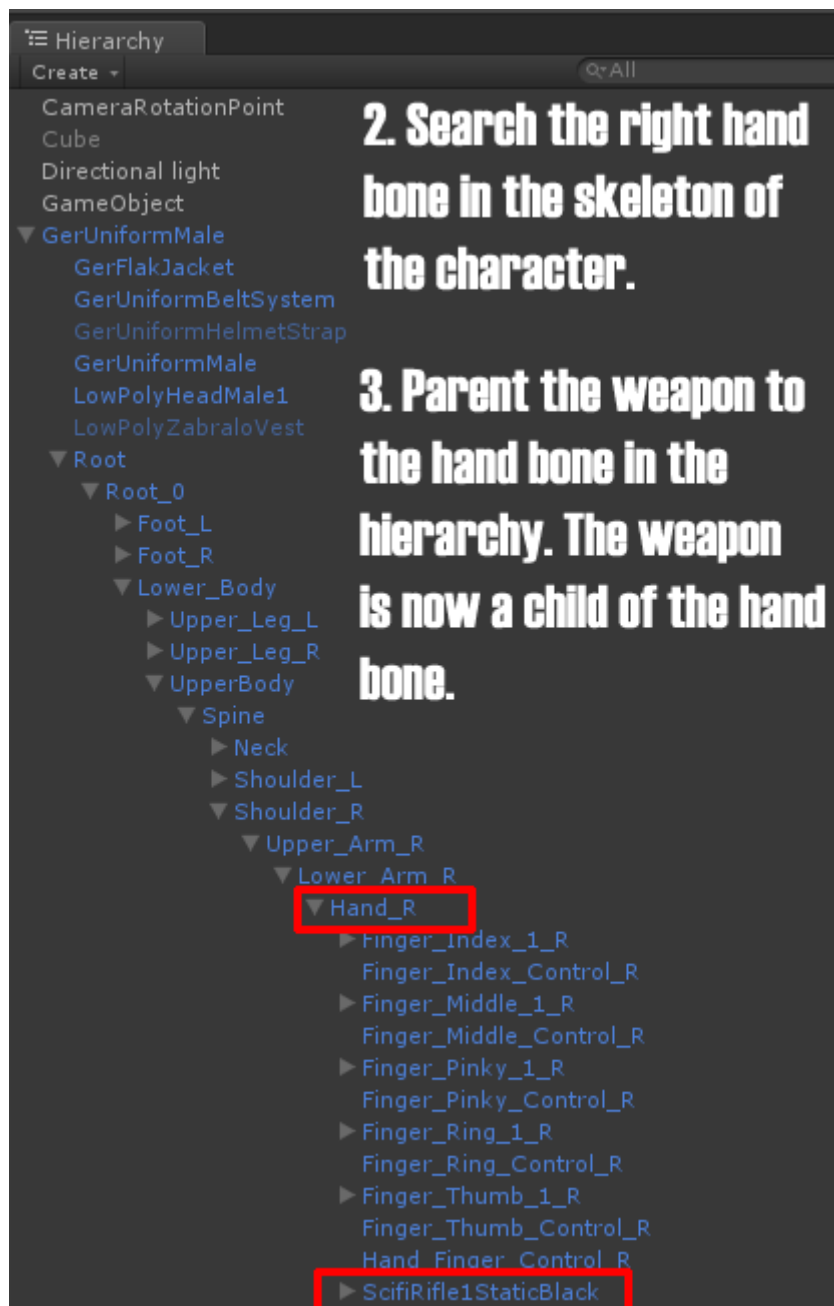
Scaling of the models

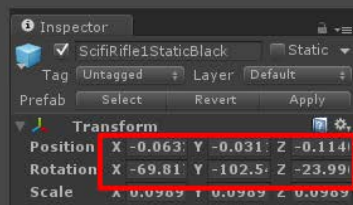
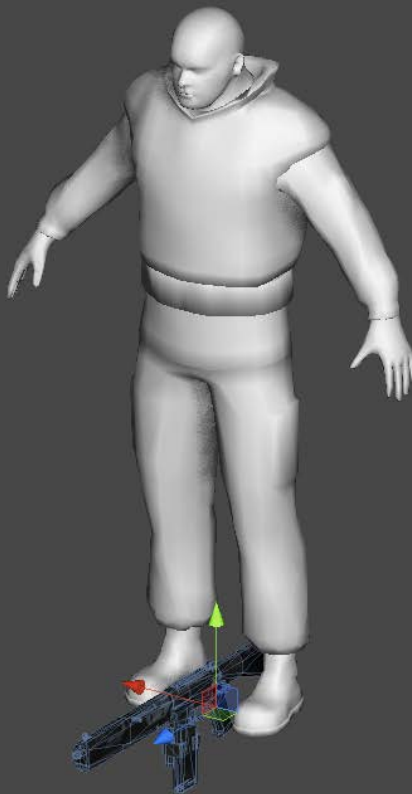
All models are scaled so that they can be used by a 2 unity unit tall character.

Intended use of the models

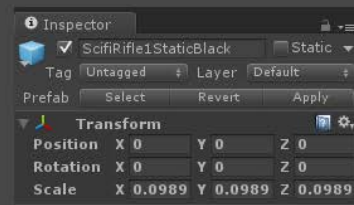
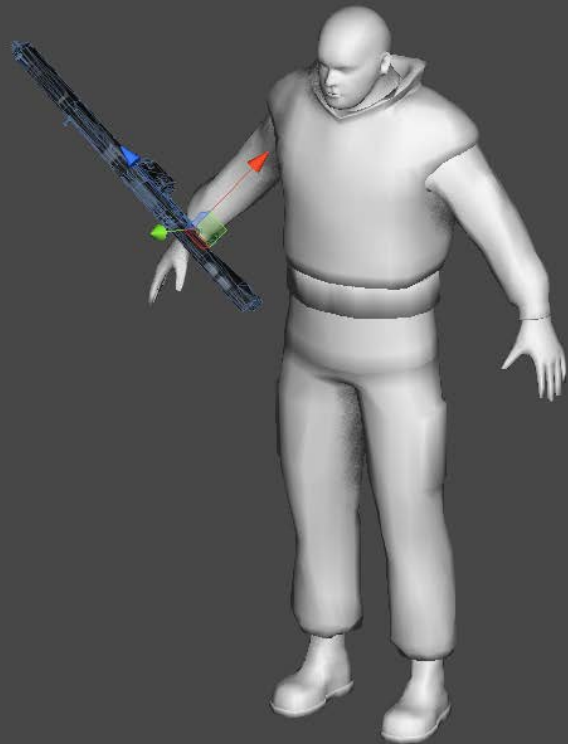
The pivot point (origin) of each weapon is in the middle of the pistol grip. The weapons are designed to be parented to the right hand bone of a 1st or 3rd person character. The rotation and position of the weapons can then be fine-tuned so that they will work together with the animations of the character/FPS arms.



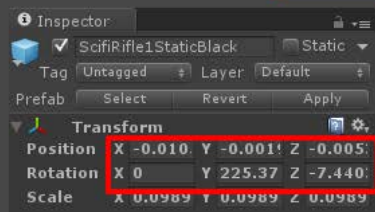
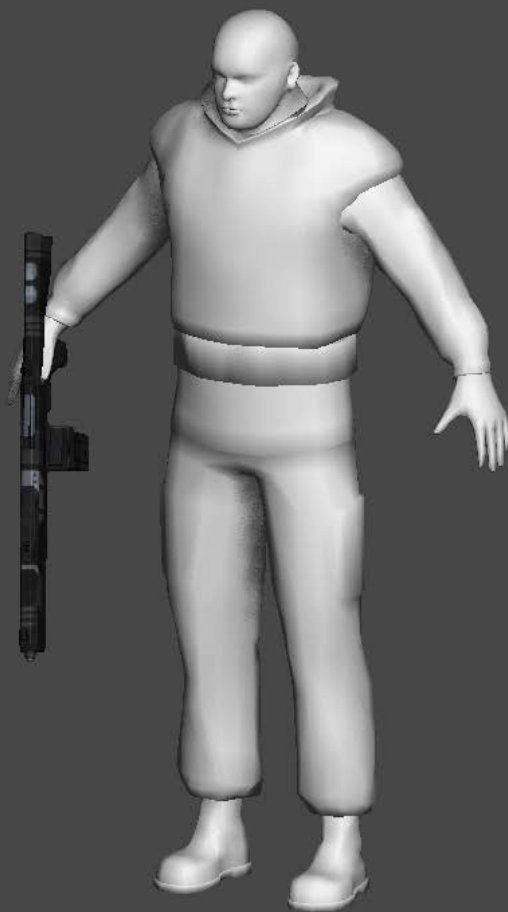




Note that the values for position and rotation have changed. That is because the weapon is now of the hand bone and position and rotation are now in relation to the parent.



4. Set the position and rotation of the weapon to 0 again. the weapon will now move to the hand bone.



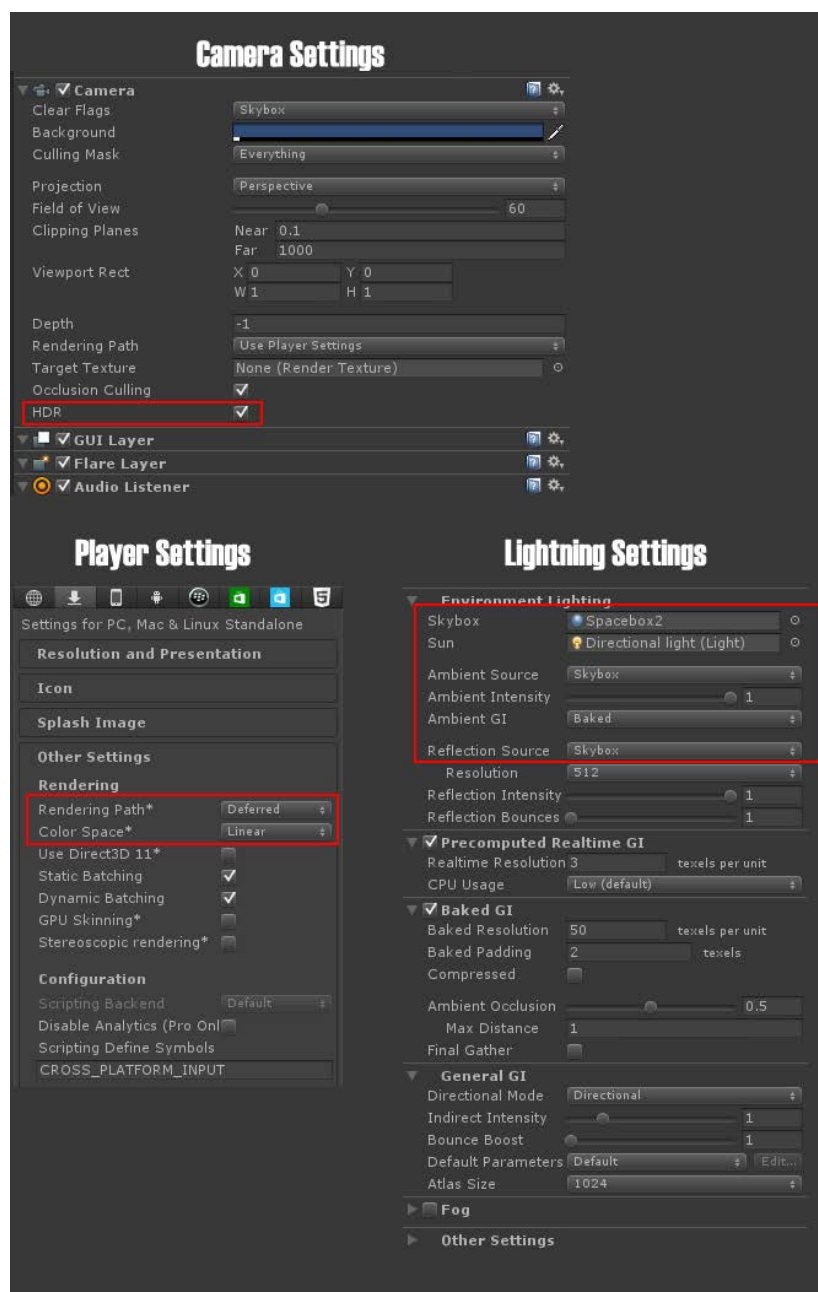
5. Adjust the position and rotation of the weapon until the weapon is positioned correctly in the hand of the character.

6. Now the weapon will work together with the character animations.

A quickstart to physical based rendering (PBR)

These models have PBR textures that work with the Unity 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. The occlusion map in the unity standard shader seems to give only a very subtle effect. Therefore I added albedo maps with baked in ambient occlusion. These albedo maps with AO are added to the shader by default. You can always change them with the pure albedo maps if you want.

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.