

README for Abandoned Vehicles – november 2015

Hi, thanks for purchasing this package!

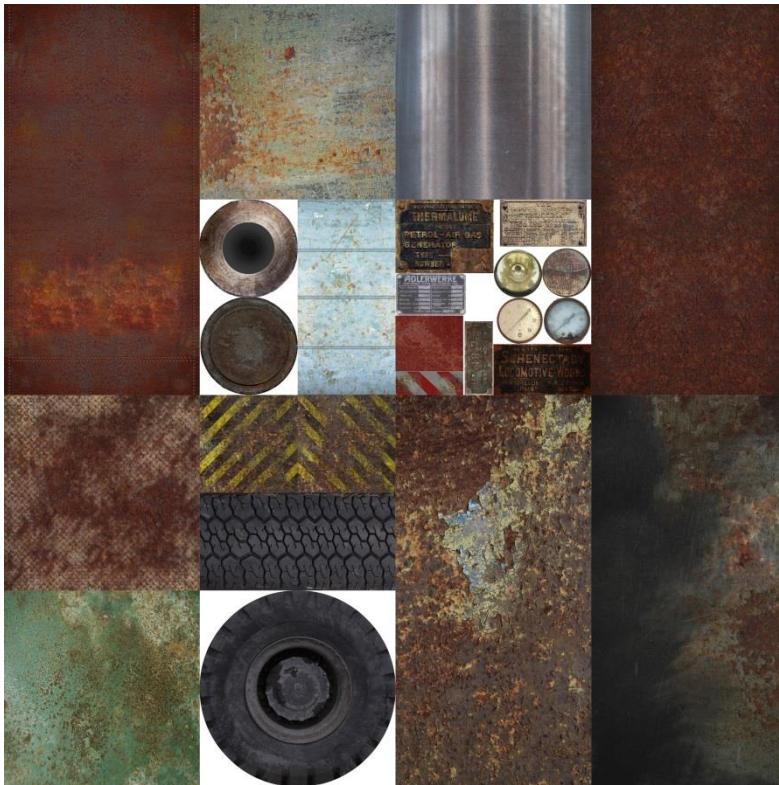
This is a high quality package that contains old vehicles - ideal to populate abandoned industrial environments. All vehicles have 3 Diffuse texture variants - either use the base models or start building your own by combining and tweaking different base elements.

The concept is simple:

1. Pick your parts
2. Connect, scale and rotate them (pivot setup and hierarchy included) - Use the 'V snap' function in Unity to snap the elements together
3. Build your scene!

All elements share **ONE** 4096x4096 texture atlas that supplies a physically based Diffuse- Normal- Specular- Ambient Occlusion- and Height-map.

The Diffuse map source-PSD is supplied so you can tweak the atlas yourself!



(This atlas is also basis of the 'Machine Builder PRO - Volume 1' package)

I put a lot of work in designing and producing this package, therefore I want you to be satisfied with it!

If there's any problem or if you have a question, please contact me via e-mail

Aron Versteeg
info@artbeat.nl

If you like the package, please leave a positive review in the Asset Store...THX!