

OFFROAD

VEHICLE PACK 4x4

#TURBOCHARGE

Racing..



Asset Store Link : <https://assetstore.unity.com/publishers/26267>

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*IMPORTANT

Please read the 'Readme document' and follow the steps to achieve better lighting, for the lights to work properly as seen in our demo video.

VEHICLE PACK

Asset Store Link : <https://assetstore.unity.com/publishers/26267>

This Vehicle pack contains a 3d model with five variation of the **Hummer vehicle**. All the model are Game-Ready with high-Quality PBR Texture.

All vehicle were animated and ready to drive. It also include a collection of terrain assets including the whole game environment as shown in the Demo Video.

The livery of this vehicle can be customize with your own design, a PSD file was included in this asset where you can easily customize the base color and livery of your vehicle. Please check out tutorial link . **Video tutorial** <https://youtu.be/lzA-6Zim43E>

Each Vehicle is loaded with C# script for car controller where you can easily control your vehicle using W, A, S, D or Arrow key from your keyboard.

All vehicles are Ready to Drop & Drive. Each vehicle parts are carefully named and detached.

Prefabs are included so you can easily drag and drop the model to your scene from the Prefab folder.



ORANGE BLUE

This model have an orange-blue theme we named it ZTR Racing Academy. Since all names and livery design are done by us you are free to use or modify it in any of your games.

The base color of all vehicle can be change or modify. A PSD file for changing the vehicle color and livery was included in this game asset.

VEHICLE MODEL SPEC

POLY COUNT

Exterior : 26544 tris

Interior : 6050 tris

TEXTURE

Format : PNG

Resolution:

Exterior-4096x4096 Interior-2048x2048

Glass-2048x2048 Livery-4096x4096

Lights-2048x2048 Wheel-1024x1024



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RACING ACADEMY

ZRT



NAVY BLUE

This model have was named SP 84 with Navy blue theme. Since all names and livery design are done by us you are free to use or modify it in any of your games.

The base color of all vehicle can be change or modify. A PSD file for changing the vehicle color and livery was included in this game asset.

VEHICLE MODEL SPEC

POLY COUNT

Exterior : 26544 tris

Interior : 6050 tris

TEXTURE

Format : PNG

Resolution:

Exterior-4096x4096 Interior-2048x2048

Glass-2048x2048 Livery-4096x4096

Lights-2048x2048 Wheel-1024x1024



GREEN GREY

This model have an Green-Grey theme named HG SECTOR. Since all names and livery design are done by us you are free to use or modify it in any of your games.

The base color of all vehicle can be change or modify. A PSD file for changing the vehicle color and livery was included in this game asset.

VEHICLE MODEL SPEC

POLY COUNT

Exterior : 26544 tris

Interior : 6050 tris

TEXTURE

Format : PNG

Resolution:

Exterior-4096x4096 Interior-2048x2048

Glass-2048x2048 Livery-4096x4096

Lights-2048x2048 Wheel-1024x1024



RED BLACK

This model have was named GMV Active Dynamics with Red-Black theme. Since all names and livery design are done by us you are free to use or modify it in any of your games.

The base color of all vehicle can be change or modify. A PSD file for changing the vehicle color and livery was included in this game asset.

VEHICLE MODEL SPEC

POLY COUNT

Exterior : 26544 tris

Interior : 6050 tris

TEXTURE

Format : PNG

Resolution:

Exterior-4096x4096 Interior-2048x2048

Glass-2048x2048 Livery-4096x4096

Lights-2048x2048 Wheel-1024x1024



TurboCharge

Racing



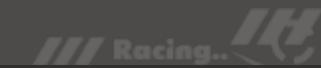
Racing

TURBOCHARGE

YELLOW BLACK

This model have a Yellow-Black theme named Avenue 44. Since all names and livery design are done by us you are free to use or modify it in any of your games.

The base color of all vehicle can be change or modify. A PSD file for changing the vehicle color and livery was included in this game asset.



VEHICLE MODEL SPEC

POLY COUNT

Exterior : 26544 tris

Interior : 6050 tris

TEXTURE

Format : PNG

Resolution:

Exterior-4096x4096 Interior-2048x2048

Glass-2048x2048 Livery-4096x4096

Lights-2048x2048 Wheel-1024x1024



#TURBOCHARGE

#Racing..

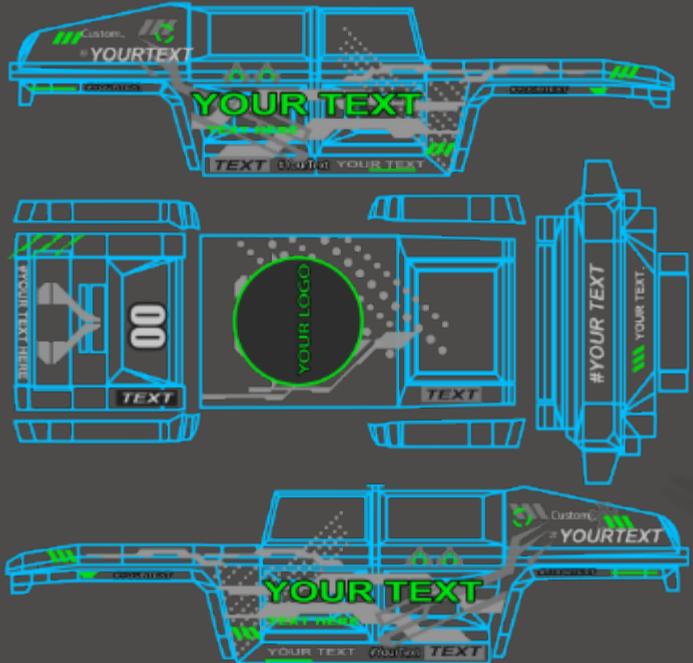
Racing
#TURBOCHARGE



CUSTOM LIVERY

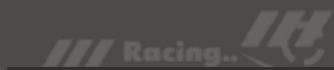
A PSD file for custom Livery was included in this pack. You can open the PSD file and edit the livery texture or create your own Livery Texture.

The full tutorial step by step on how to create a custom livery can be found [here](#)



FUNCTIONAL LIGHT SYSTEM

Just like the real life vehicle this vehicle has a complete light system. A script was included for the light function so you can switch the light ON or OFF for Head light, Fog light, Tail light and marker light (Turn signal).



LIGHT CONTROL (KEYBOARD)

Headlight
Fog-light
Brake light
Marker-light (Turn Left)
Marker-light (Turn Left)
Double Signal

: H
: F
: SPACE
: Q
: E
: T



O	OPEN DOOR
C	CLOSE DOOR
Q	TURN SIGNAL LEFT
E	TURN SIGNAL RIGHT
H	HEAD LIGHT
F	FOG LIGHT
T	DOUBLE SIGNAL



VEHICLE SCRIPT (CAR CONTROLLER)

All vehicle are ready to drive. Each vehicle are loaded with C# script to control the function of the vehicle. The following are some of the script that control the vehicle.

CAR CONTROLLER

This script control the movement of the vehicle. You can find the code in CarScript.cs in the Script folder.

```
// Update is called once per frame
void Update()
{
    float a = Input.GetAxis("Vertical");
    float s = Input.GetAxis("Horizontal");
    float b = Input.GetAxis("Jump");
    Go(a,s,b);
    CalculateEngineSound();
    CheckForSkid();
}
```



ENGINE SOUND

This script control the engine sound of the vehicle from low pitch to high pitch. You can find the code in CarScript.cs in the Script folder.

```
public void CalculateEngineSound() {

    float gearPercentage = (1 / (float)numGears);
    float targetGearFactor = Mathf.InverseLerp(gearPercentage * currentGear, gearPercentage * (currentGear + 1),
        Mathf.Abs(currentSpeed / maxSpeed));

    currentGearPerc = Mathf.Lerp(currentGearPerc, targetGearFactor, Time.deltaTime * 5.0f);

    var gearNumFactor = currentGear / (float)numGears;
    rpm = Mathf.Lerp(gearNumFactor, 1, currentGearPerc);

    float speedPercentage = Mathf.Abs(currentSpeed / maxSpeed);
    float upperGearMax = (1 / (float)numGears) * (currentGear + 1);
    float downGearMax = (1 / (float)numGears) * currentGear;

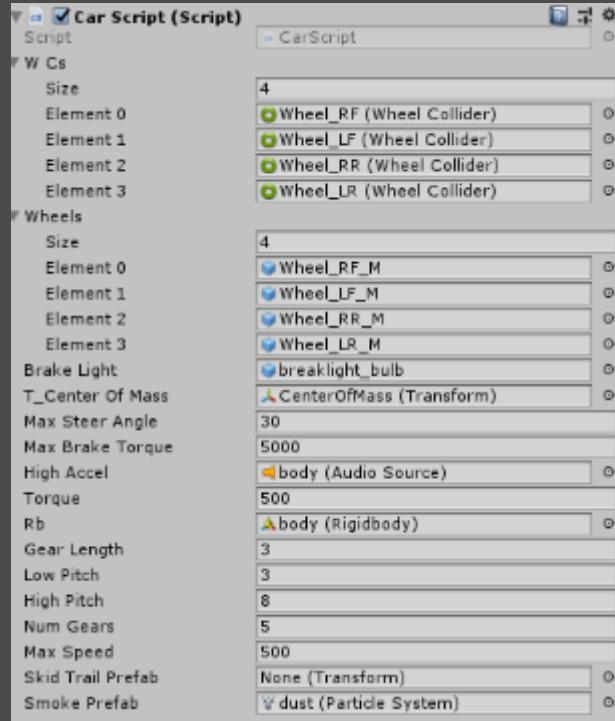
    if (currentGear > 0 && speedPercentage < downGearMax) {
        currentGear--;
    }

    if (speedPercentage > upperGearMax && (currentGear < (numGears - 1))) {
        currentGear++;
    }

    float pitch = Mathf.Lerp(lowPitch, highPitch, rpm);
    highAccel.pitch = Mathf.Min(highPitch, pitch) * 0.25f;
}
```

CUSTOMIZE ENGINE SOUND

You can adjust the sound pitch from the inspector between low pitch and high pitch. You can also change the gear length.



DOOR ANIMATION

You can open the door from the driver side by pressing 'O' to open and 'C' to close from your keyboard.



C# SCRIPT

DoorLeft.cs (open/Close door)

You can edit or modified the key for opening or closing the door by replacing **KeyCode.O** with **KeyCode.'YOUR KEY'**. You can do the same for Closing the door.

```
void Update()
{
    //For openeing the door
    if(Input.GetKeyUp(KeyCode.O ))
    {
        Mydoor.Play("OpenDoor");
    }

    //For closing the door
    if(Input.GetKeyUp(KeyCode.C ))
    {
        Mydoor.Play("CloseDoor");
    }
}
```

EnableBreaklight.cs (Brake lights)

You can edit or modified the key for brake-light by replacing **KeyCode.Space** with **KeyCode.'YOUR KEY'**.

```
void Update () {
    //For brake lights
    if(Input.GetKeyUp(KeyCode.Space ))
    {
        myLight.enabled = !myLight.enabled;
    }
}
```

EnableFoglight.cs (Fog lights)

You can edit or modified the key for brake light by replacing **KeyCode.F** with **KeyCode.'YOUR KEY'**.

```
void Update () {
    //For Fog light
    if(Input.GetKeyUp(KeyCode.F ))
    {
        myLight.enabled = !myLight.enabled;
    }
}
```

EnableHeadlight.cs (Head Glow)

You can edit or modified the key for headlight glow by replacing **KeyCode.H** with **KeyCode.'YOUR KEY'**.

```
void Update () {
    //For Headlight glow
    if(Input.GetKeyUp(KeyCode.H ))
    {
        myLight.enabled = !myLight.enabled;
    }
}
```

EnableHeadlamp.cs (Head lights)

You can edit or modified the key for head light by replacing **KeyCode.H** with **KeyCode.'YOUR KEY'**.

```
void Update()
{
    //For Head light
    if(Input.GetKeyUp(KeyCode.H ))
    {
        myLight.enabled = !myLight.enabled;
    }
}
```

EnableScriptLeft.cs / EnableScriptRight.cs (Turn Signals)

You can edit or modified the key for turn signal left by replacing **KeyCode.Q** with **KeyCode.'YOUR KEY'**.

Similarly you can edit or modified the key for turn signal right by replacing **KeyCode.E** with **KeyCode.'YOUR KEY'**. For double signal you can edit **KeyCode.T**

```
void Update () {
    //For left signal
    if(Input.GetKeyUp(KeyCode.Q ))
    {
        myScript.enabled = !myScript.enabled;
        myLight.enabled = false;
    }
    //For double signal
    if(Input.GetKeyUp(KeyCode.T ))
    {
        myScript.enabled = !myScript.enabled;
        myLight.enabled = false;
    }
}
```

```
void Update () {
    //For right signal
    if(Input.GetKeyUp(KeyCode.E ))
    {
        myScript.enabled = !myScript.enabled;
        myLight.enabled = false;
    }
    //For double signal
    if(Input.GetKeyUp(KeyCode.T ))
    {
        myScript.enabled = !myScript.enabled;
        myLight.enabled = false;
    }
}
```



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Video Tutorial link : <https://youtu.be/lzA-6Zim43E>