

MODULAR



POLYGON
SPACESHIPS
CREATOR

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Introduction

Polygon Spaceships Creator is a modular spaceships collection in polygon style, if you are already familiar with our [Ultimate Spaceships Creator](#), then you would find using this polygon styled version quite straightforward.

Borrowing from our [Ultimate Spaceships Creator](#), this collection picks 8 spaceship sets and transforms them into polygon style. Each spaceship set comes with 10 examples and 4 colors each. This entire collection uses only one material and one texture (color atlas), all the details are done using 3D modeled polygons and UVs to pick the color.

All of the 80 spaceship examples are built from modules, examples with the modular parts separated are also included so that you can easily modify them to create your own spaceships, alternatively you can create a spaceship from scratch by assembling the modules.

There are many artistic 3D modeling or texturing methods to represent a polygon/lowpoly style, I have opted for what I believe is the most practical and easy to use or modify style which saves on texture space and allows adding future content or new packs without having to add any new textures. Due to all the details being 3D modeled in polygons, these polygon spaceships do have a higher triangle count than 3D models which use textures for details. Each spaceship averages around 5K triangles (2K min - 14K max) while capital ships average around 20K triangles (10K min - 35K max).

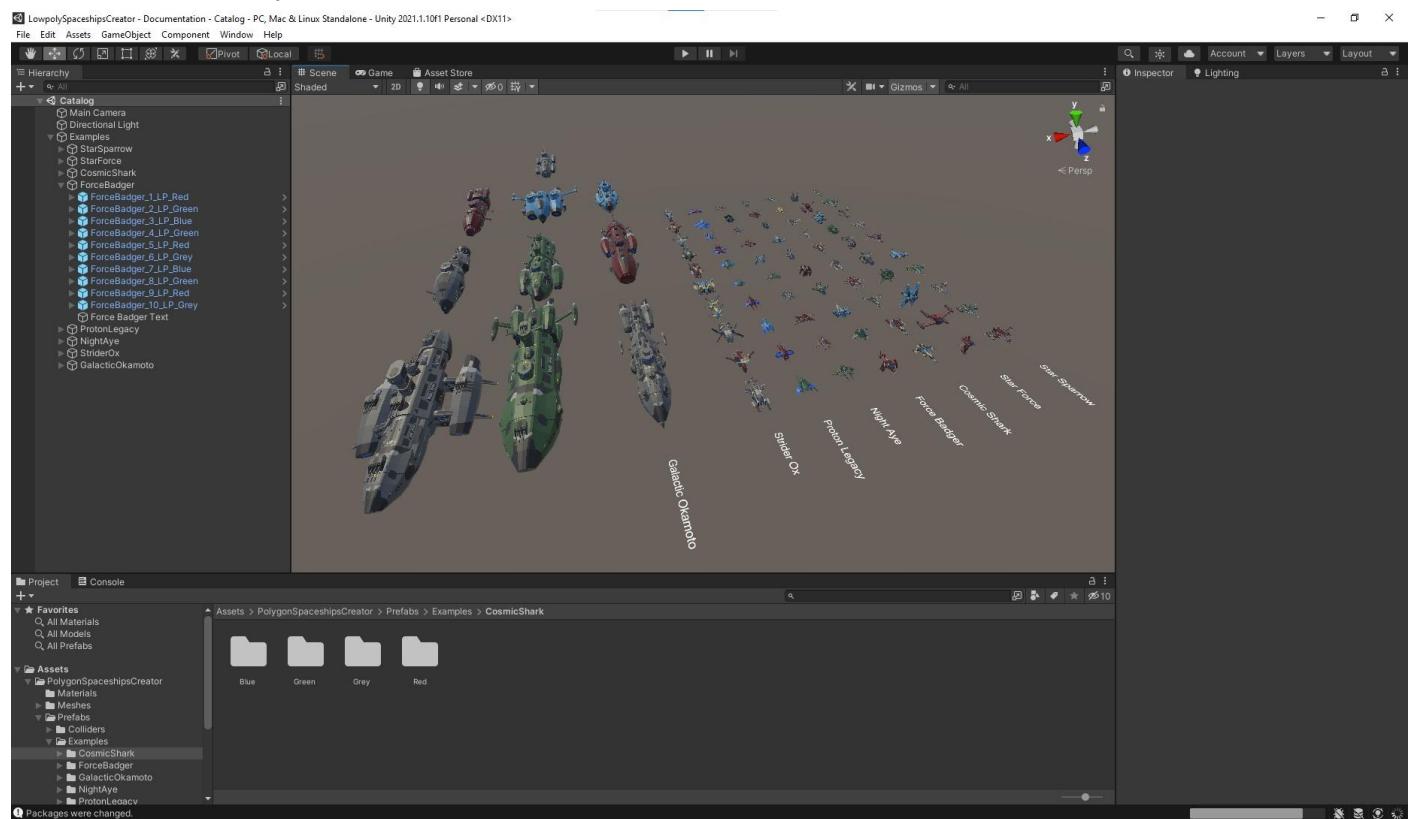
Due to using a modular approach, please do note that the spaceships may contain intersecting or interpenetrating modules or parts.

Features

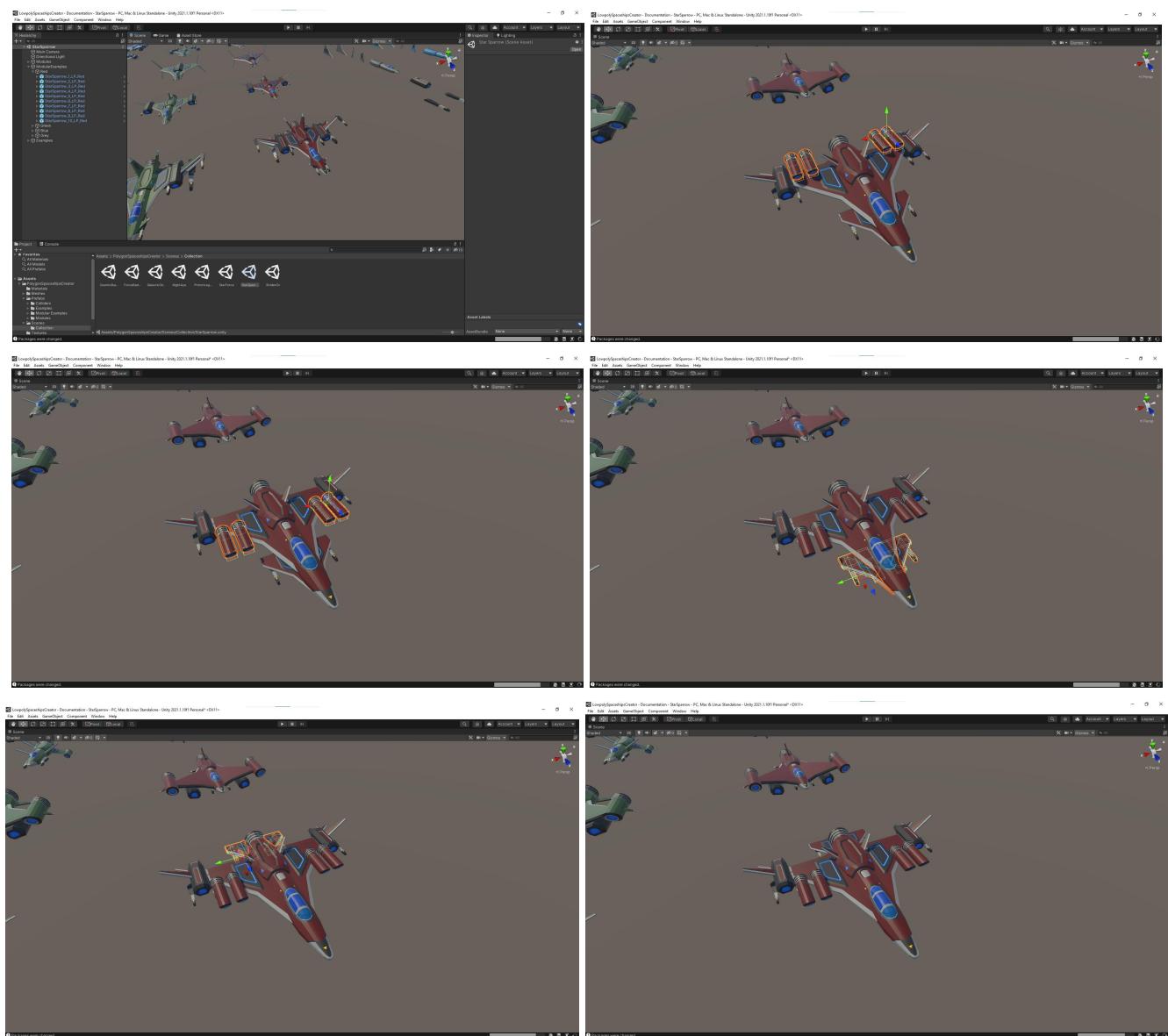
- 80 spaceship examples.
- 8 different modular spaceship sets.
- 4 preset color variations for each spaceship.
- One single indexed texture for the entire collection.
- Easily create unlimited color variation.
- URP & HDRP compatible.

Getting Started

Open up the catalog scene, have a look at all the available ships, and make your pick of any spaceship that you feel will suit the style of your game. If you want a different color of the example you picked; then you can select your preferred color from the prefabs examples folder (Red, Green, Blue, Grey), if you want a more customized color then you have the option of quickly changing the color atlas texture in any photo editing software or by changing the UVs of the FBX mesh to pick a different color from the color atlats.

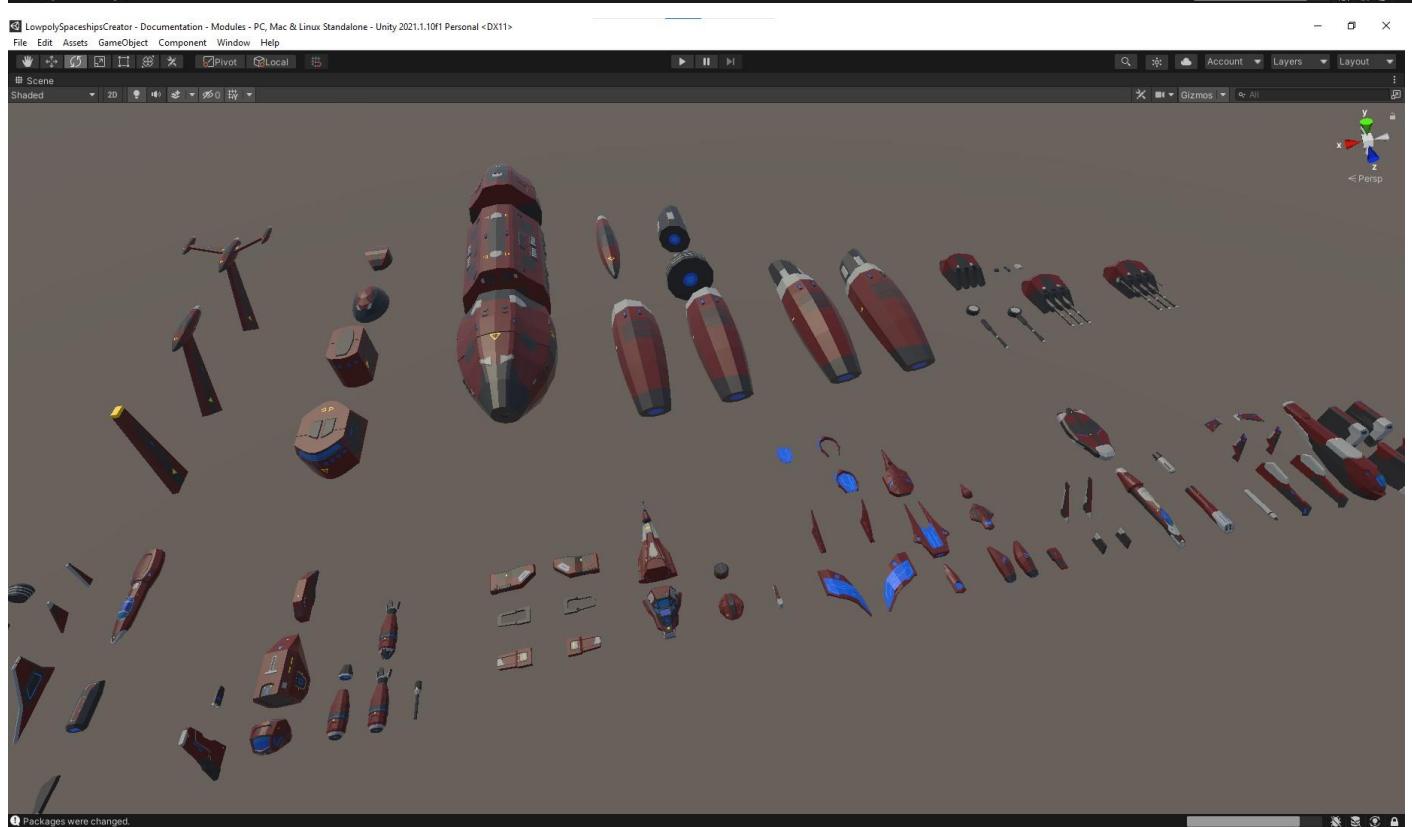
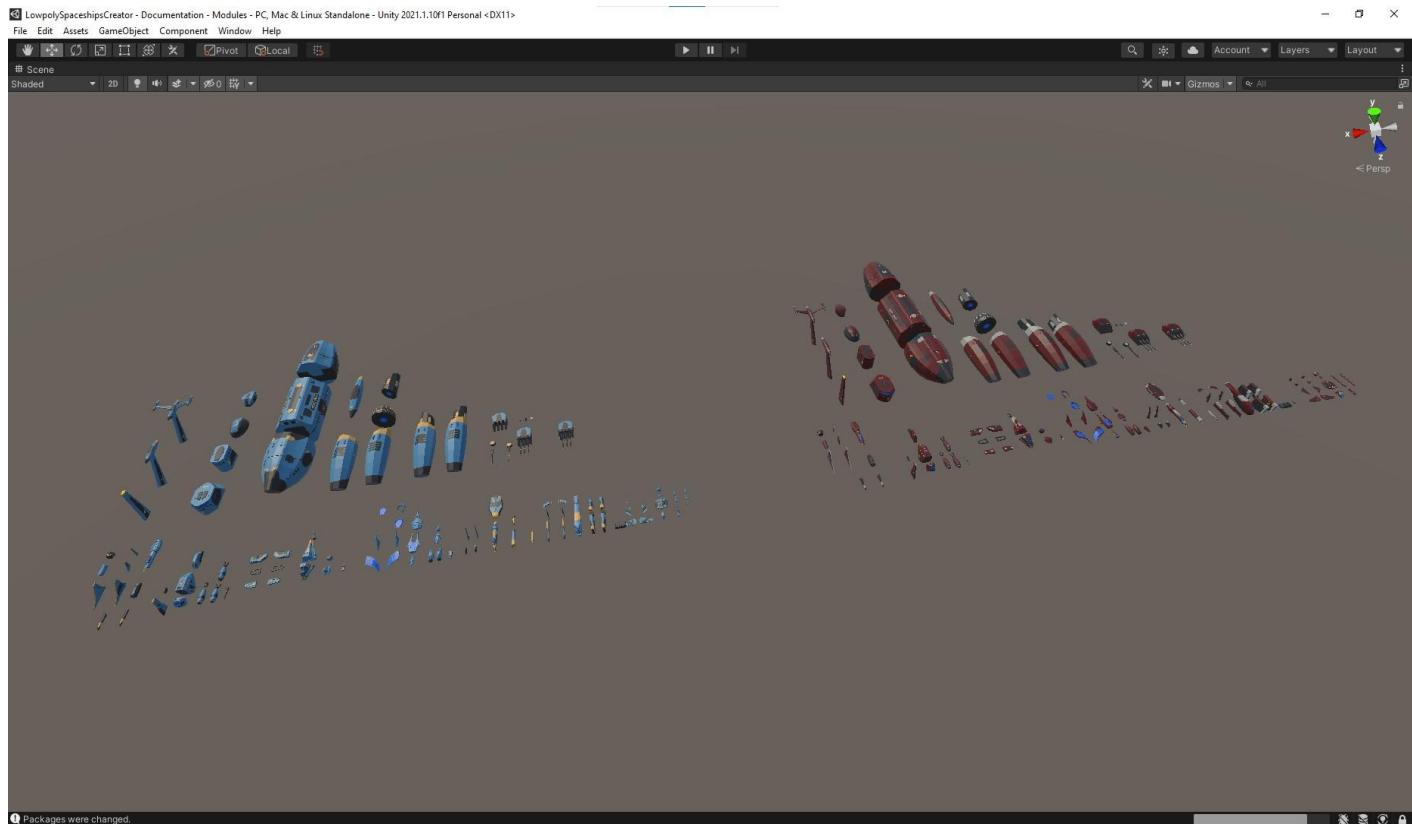


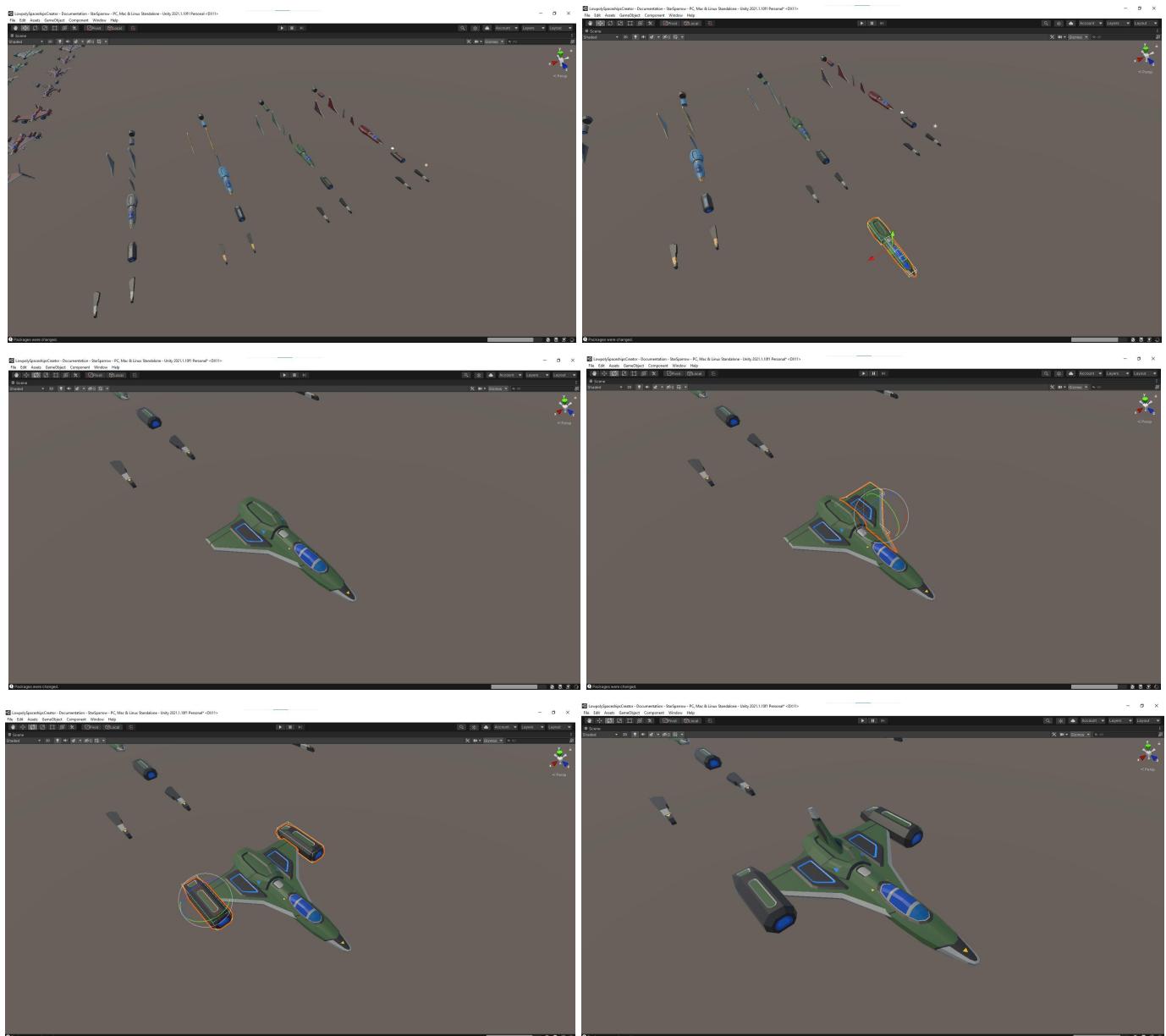
You can build your own spaceships by quickly modifying the modular examples located in each spaceship set scene.



(Screenshots of modifying a modular example by transforming the parts)

In Addition, you can also assemble your own spaceship from scratch by opening up the modules scene or the scene for each spaceship and move/rotate/scale and duplicate the modules until you have something you are happy with.





Of course it helps if you already know how the spaceship you want to build looks like or if you have previously studied many concept designs of spaceships, but in practice you really do not have to be exact or have a plan when creating your very own spaceship! The beauty about our modular approach is that you can randomly move, rotate and scale parts and get something that looks as if it was intentional! After all it's a futuristic spaceship, who knows what it's supposed to look like!

Content

Folder Structure

The folder structure is simple and straightforward, the main folders are:

- Materials
- Textures
- Meshes
- Prefabs
- Scenes
- UpgradeHDRP
- UpgradeURP

One thing to note though, because there are 8 spaceship sets, each spaceship set content has its own sub-folder, otherwise you will have 80 spaceship prefabs and all of their modules all lumped in the same prefabs folder! This means it's always better to first open up the catalog scene, know the name of the spaceship set you want to work with, then open up its scene inside the collection folder or use its prefabs after learning its name.

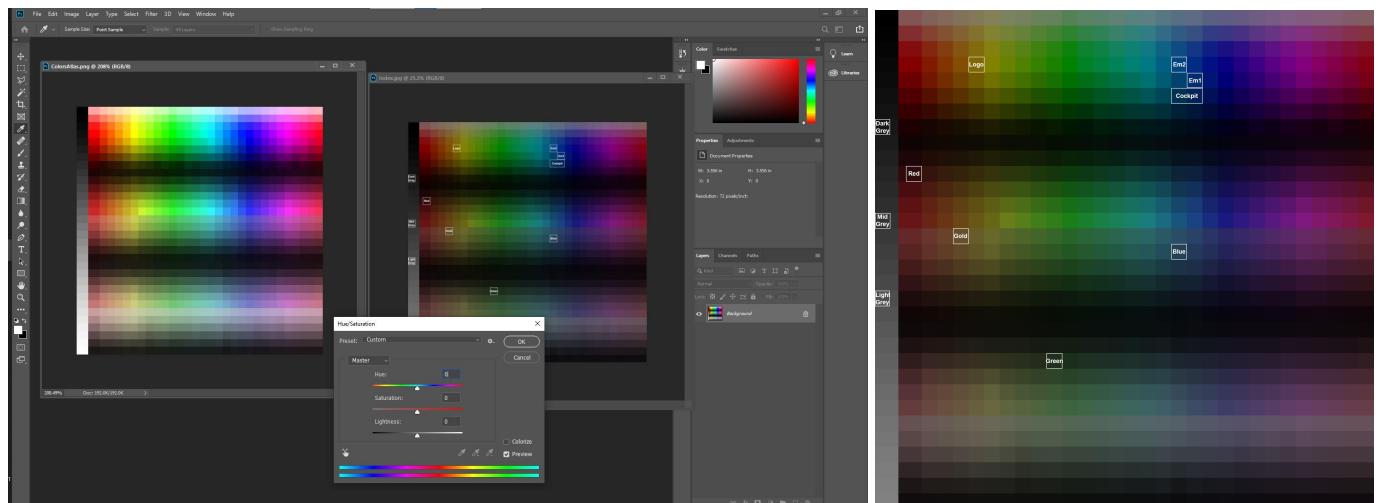
Materials & Textures

Changing Colors

This pack uses only one material which in turn only uses one texture. This material (ColorAtlas.mat) is sufficient to give you all the colors you wish to have but if you want to pick colors other than the provided ones (red, green, blue & grey); you have one of two options:

1-Change color atlas texture in a photo editing software like Photoshop.

You can change the entire texture quickly by any hue/saturation filter which in turn will change all colors used in the pack, or more selectively, you can change a specific color. I have included an index.png file that shows which colors are used with the pack. I have used as few colors as possible to make editing easy.



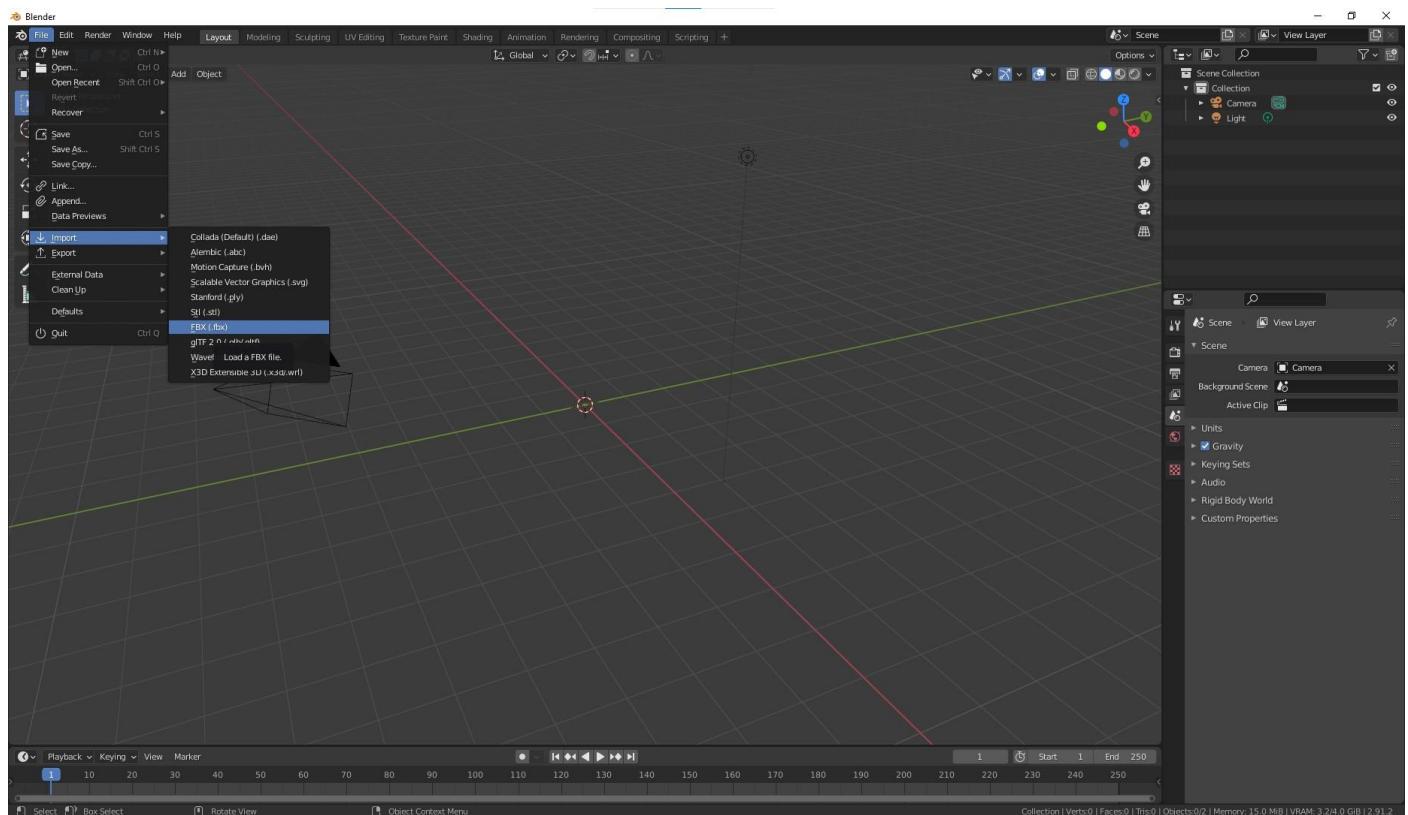
(Please note that only indexed colors are used in this pack, this makes editing super easy, and gives you the option to change colors to any color you wish without even creating alt textures if you change the uvs.)

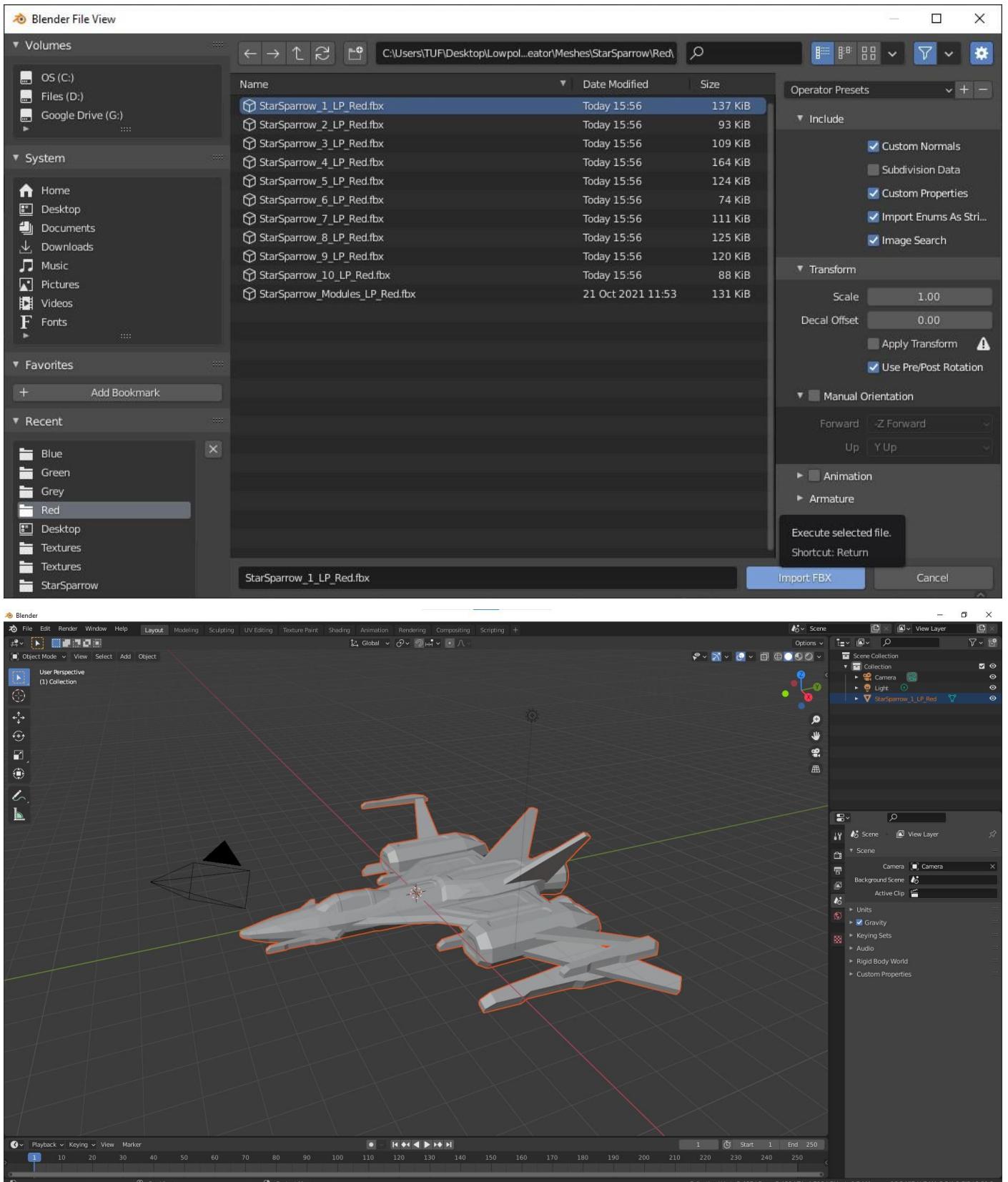
2-Change meshes UVs.

This one is of course a bit more advanced and time consuming than just creating an additional texture, but if you want to save on texture space, you might want to go for this option. Please note that you really do not need to know any 3D application to do this, the steps are quick and simple and Blender is free to download. I am using Blender for ease of use but you can use whatever 3D app you are most familiar with.

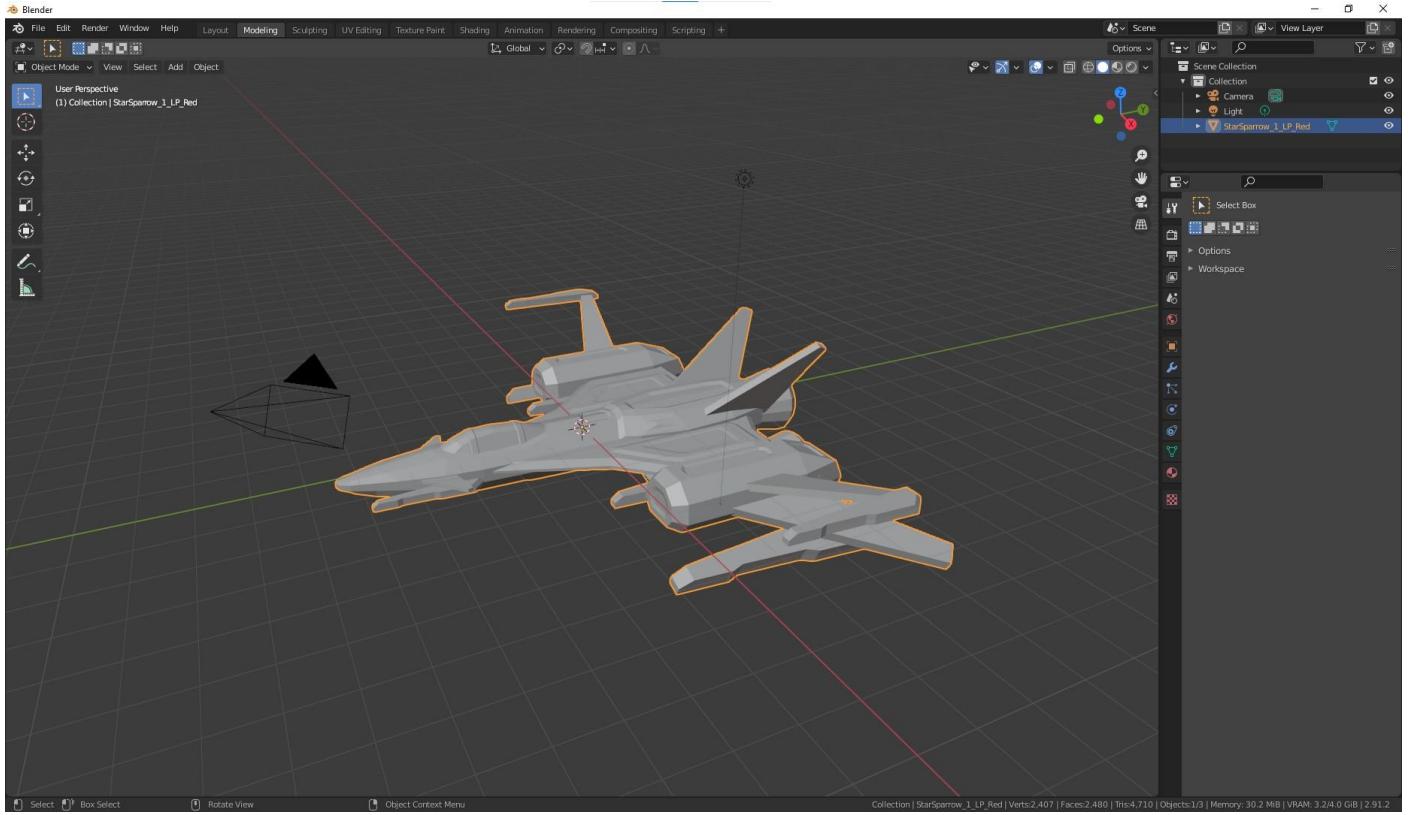
To make your custom colors and take full advantage of the complete color atlas map I provided please do the following:

1- Import an FBX you want to change its color:

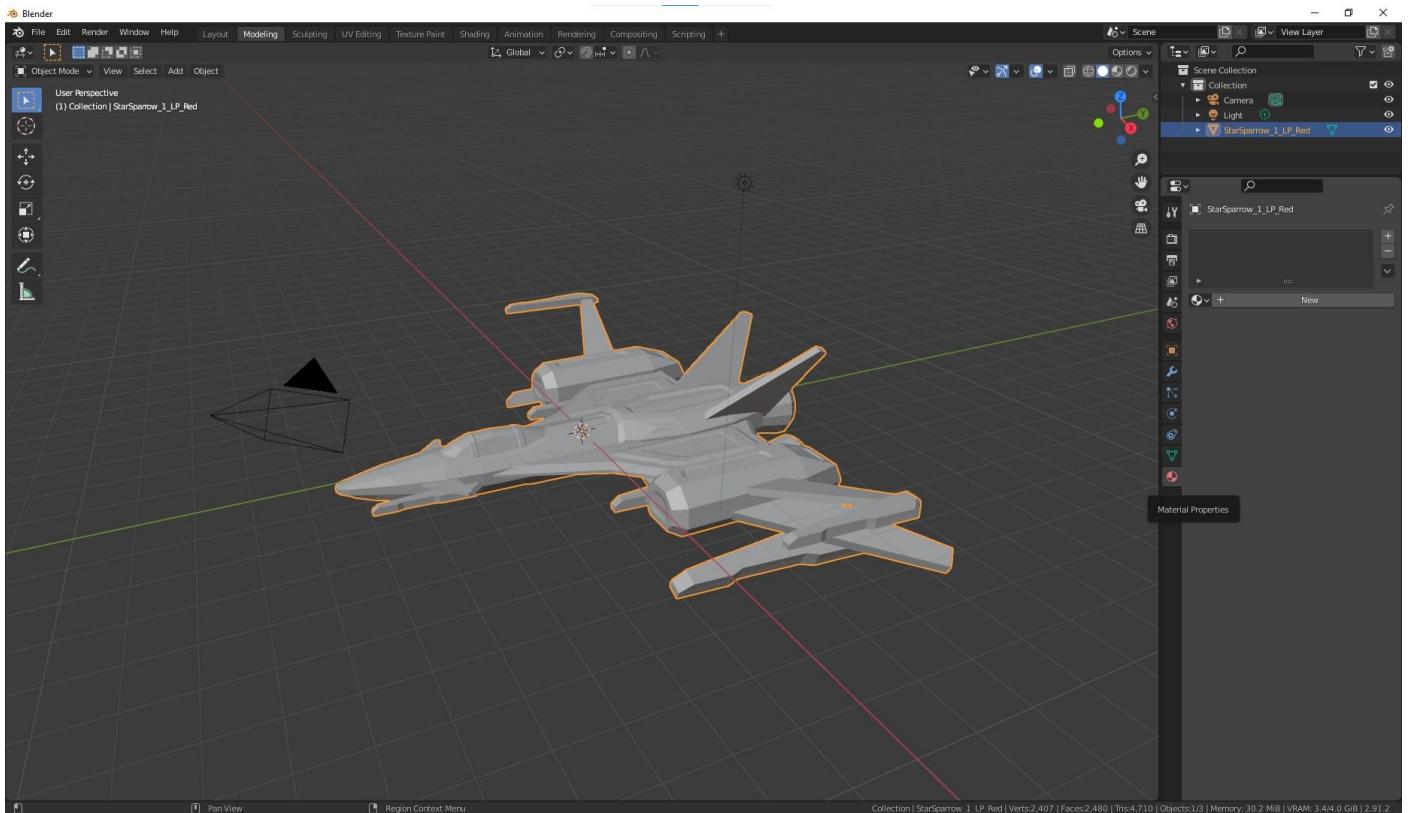


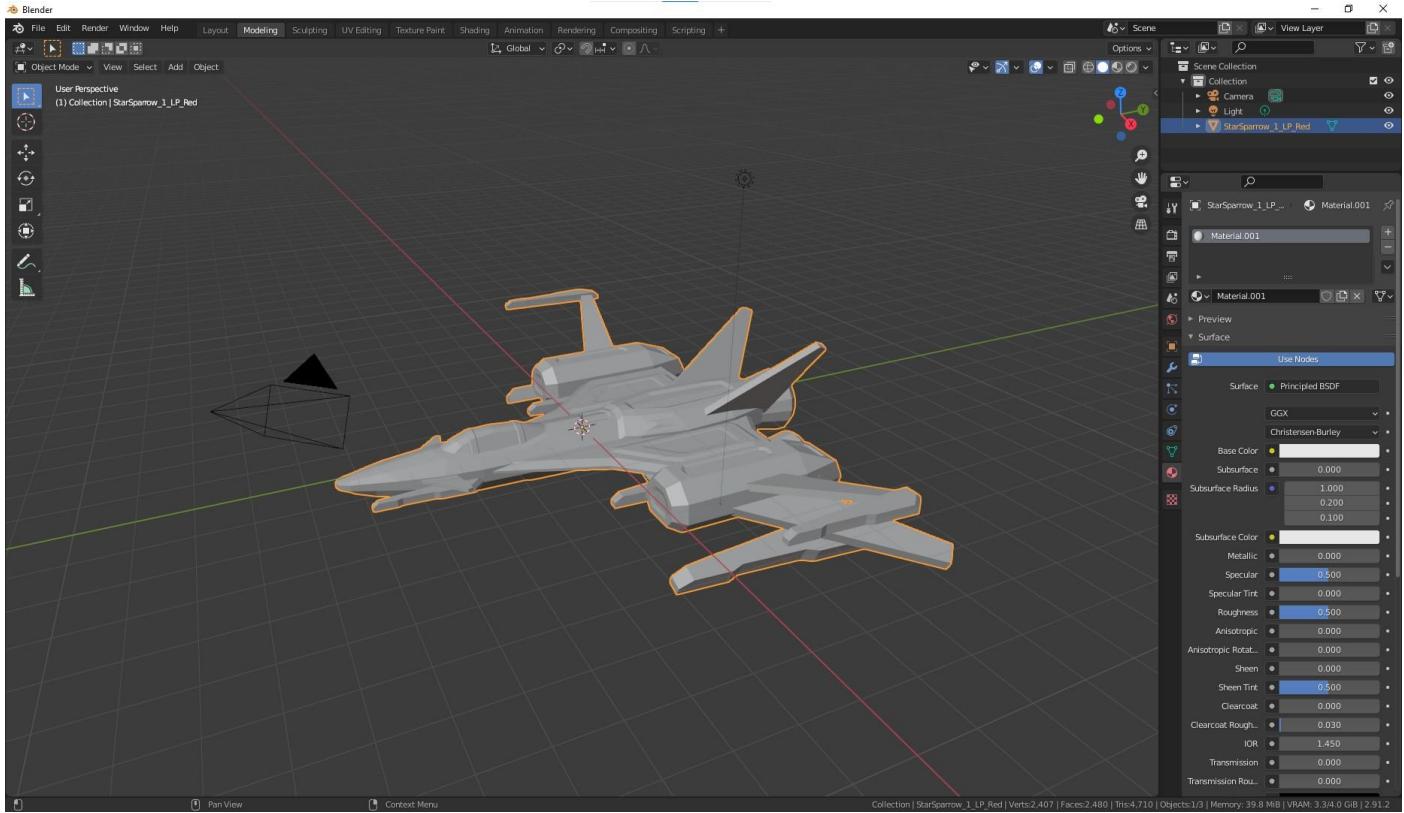


2- Make sure you have the object selected so that you can show its properties

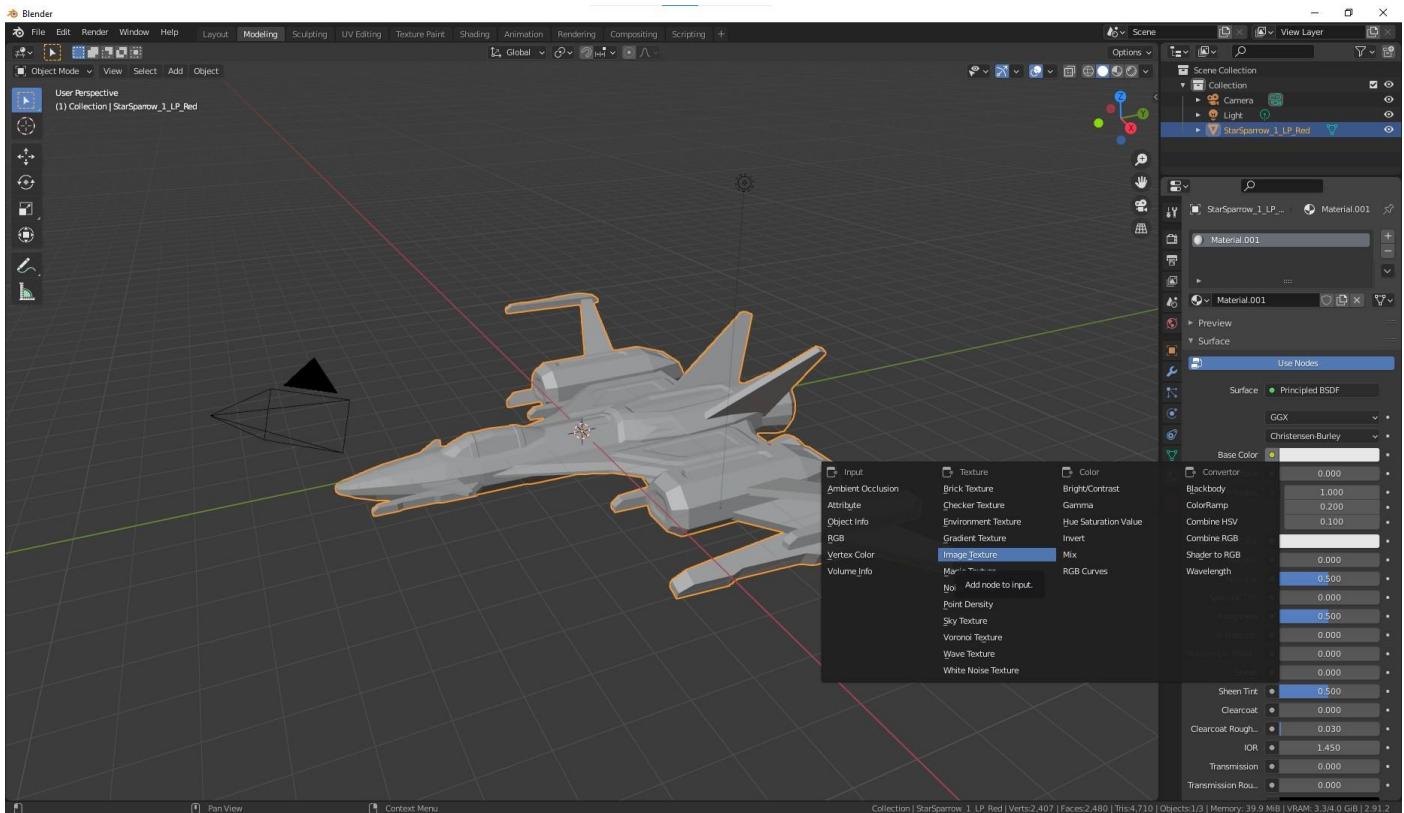


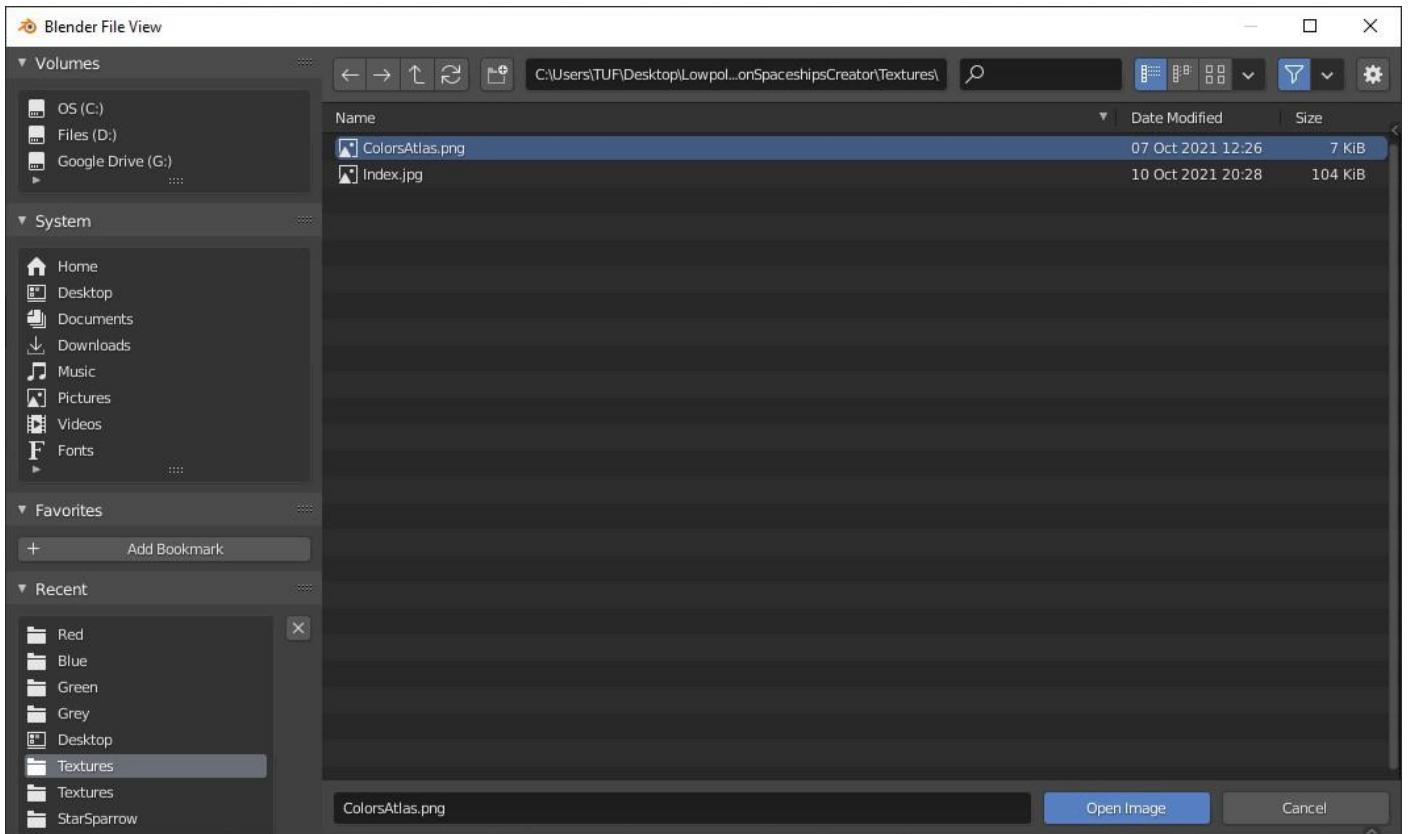
3-Click on the material properties and add a material



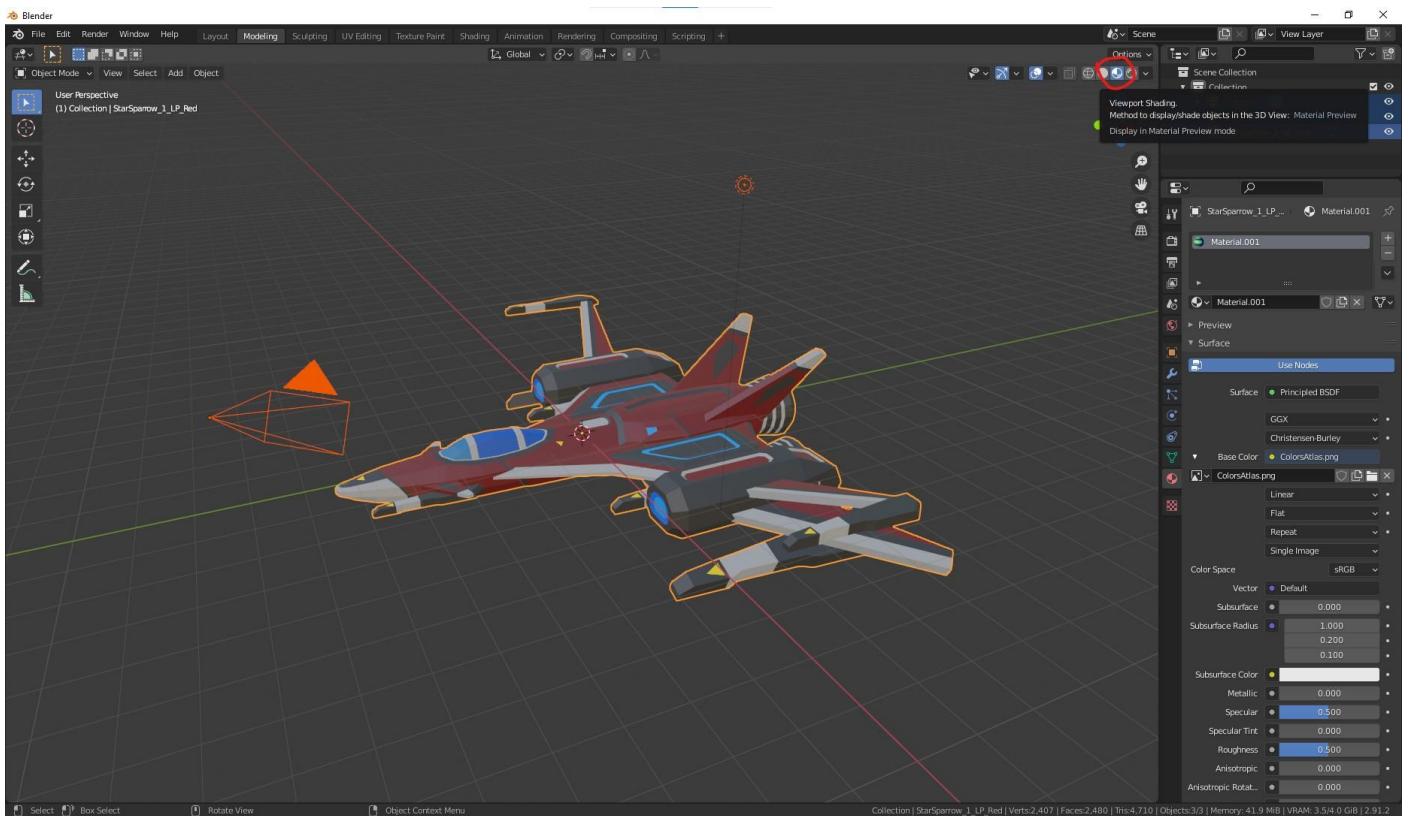


4-Add a base color and choose the color atlas texture

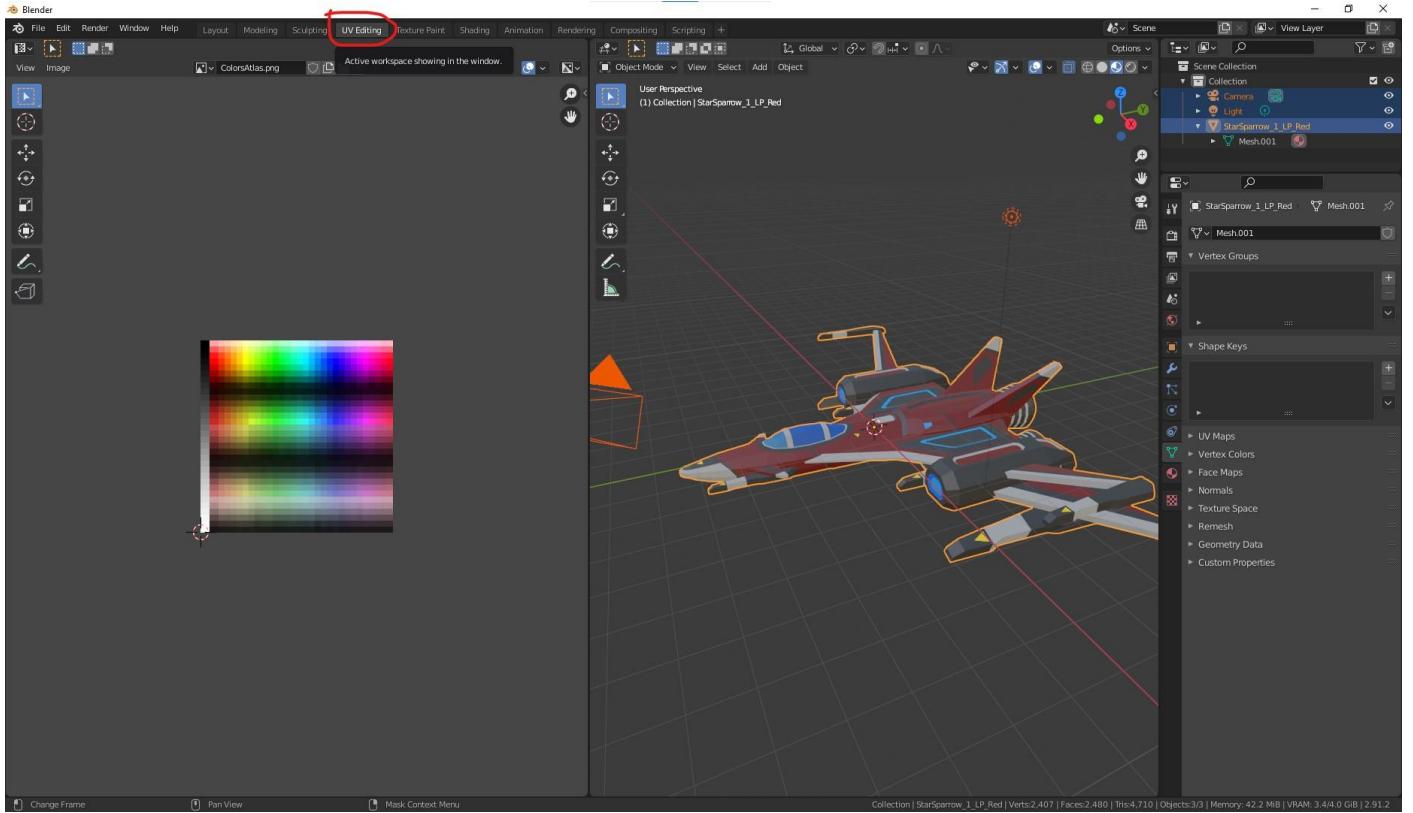




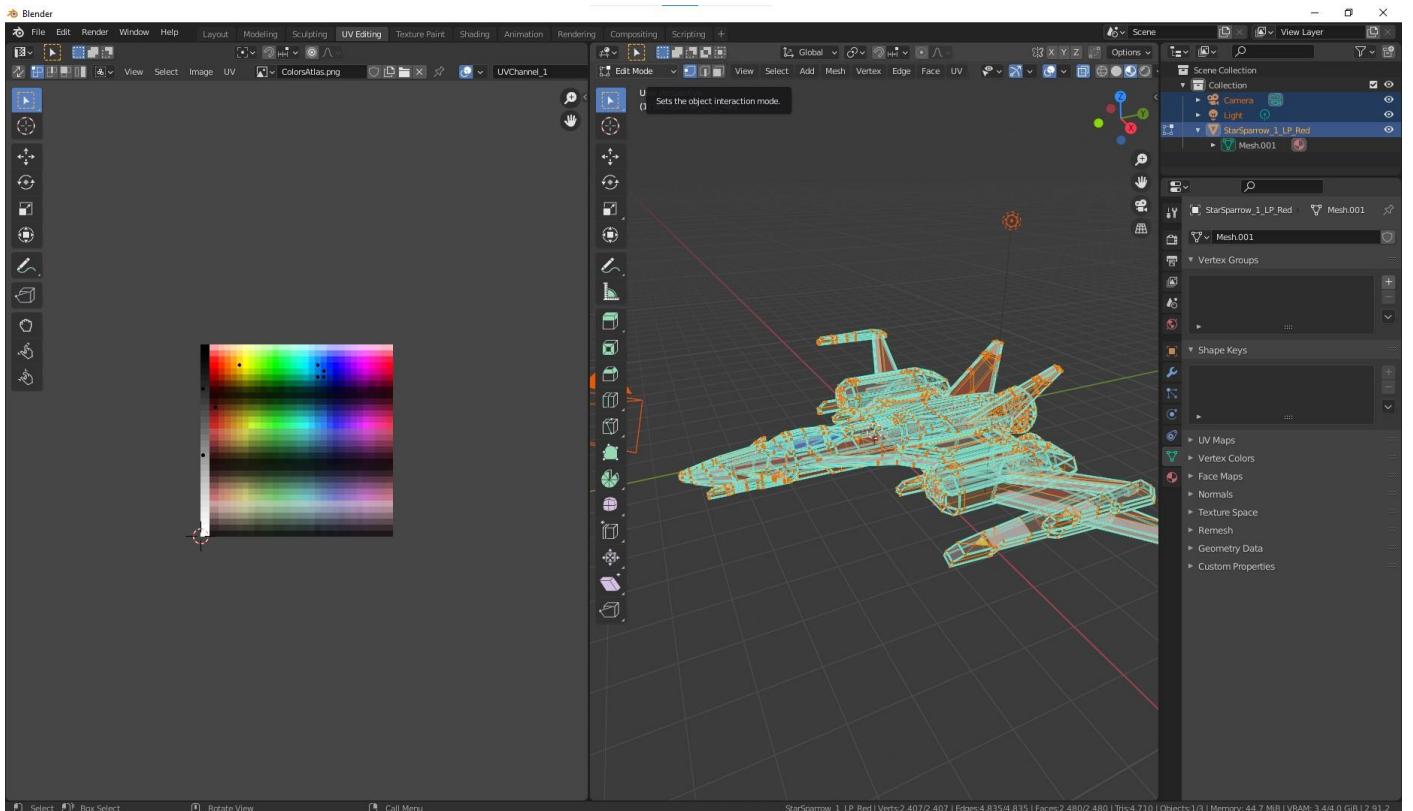
5-Select the material preview viewport mode, so that you can see your 3D model with texture on.



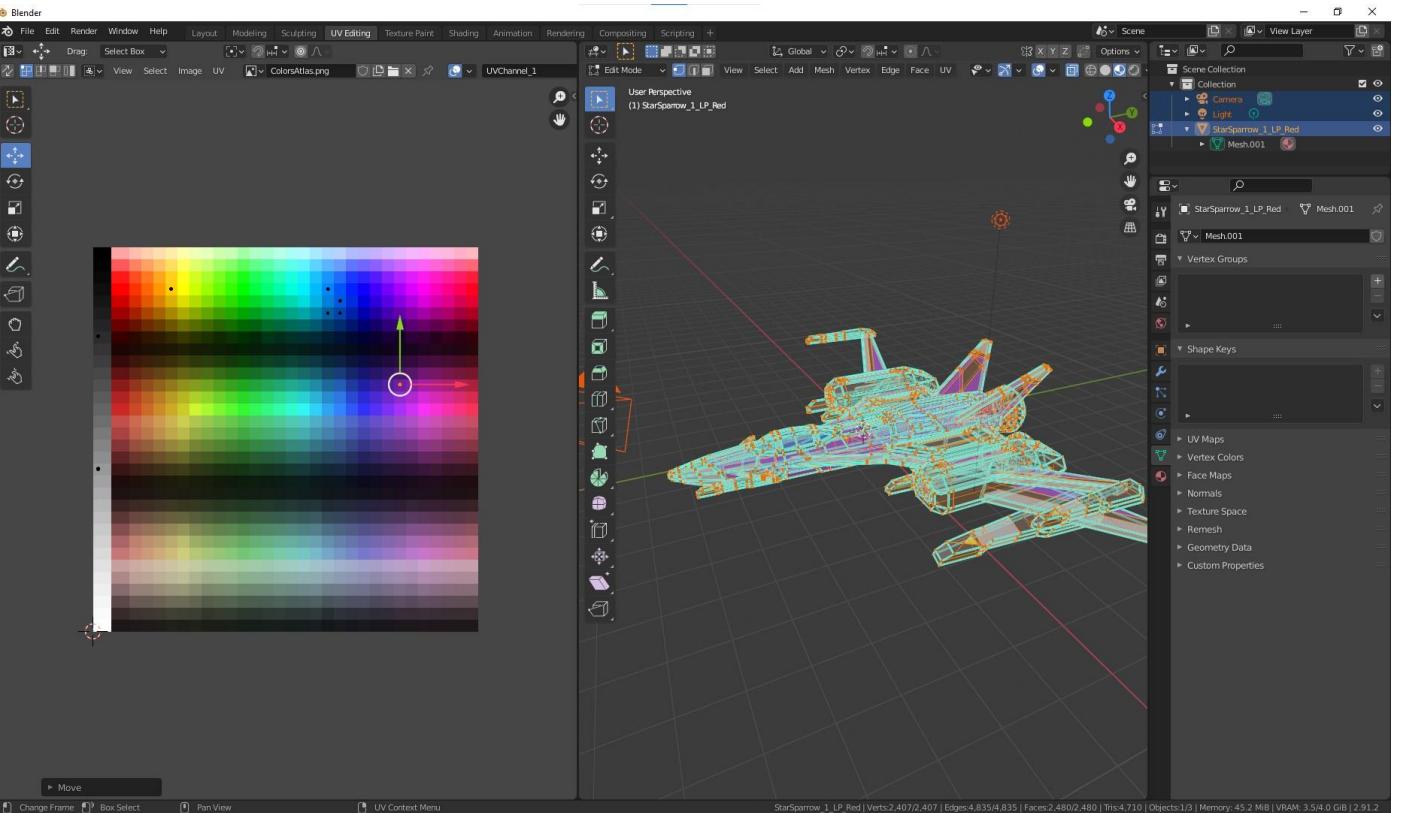
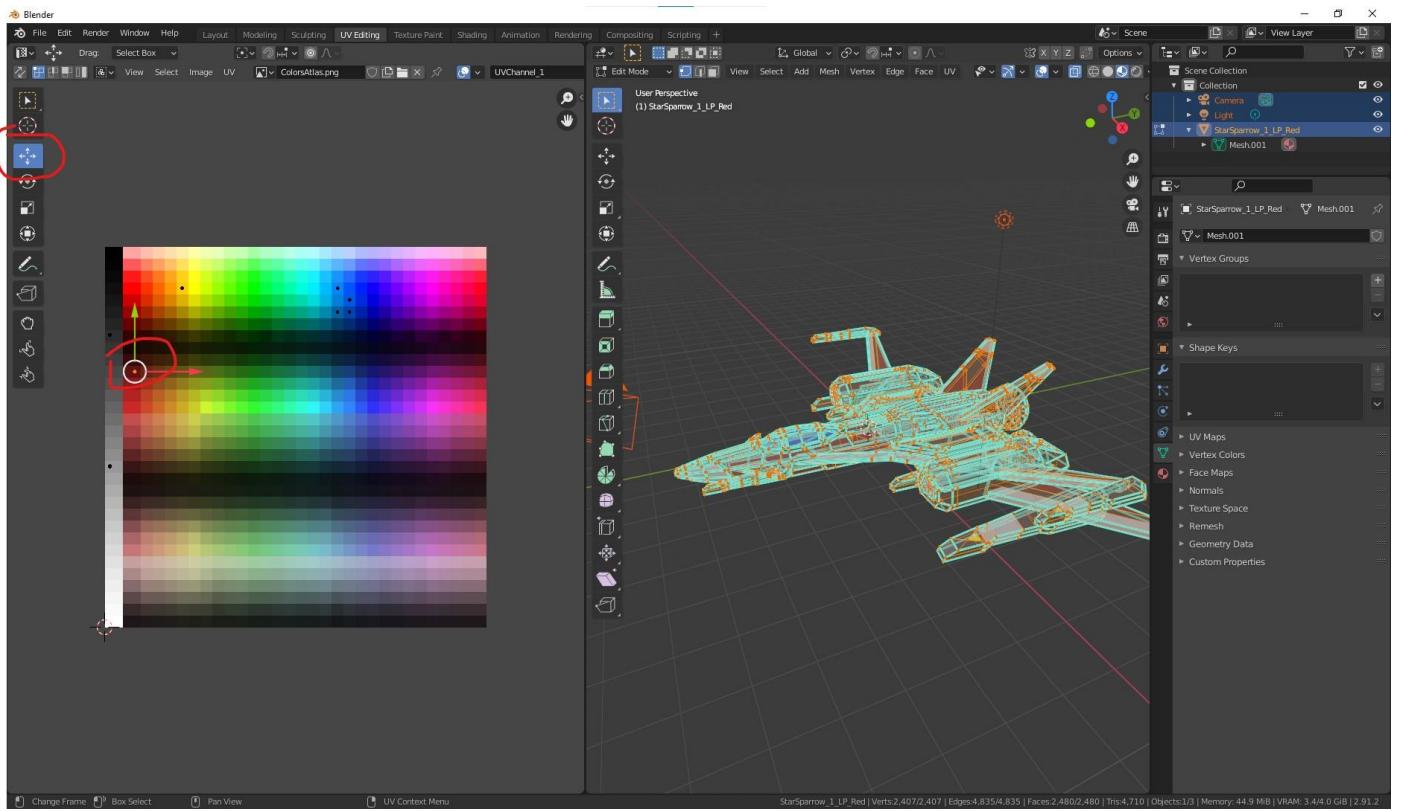
6-Select UV Editing mode.



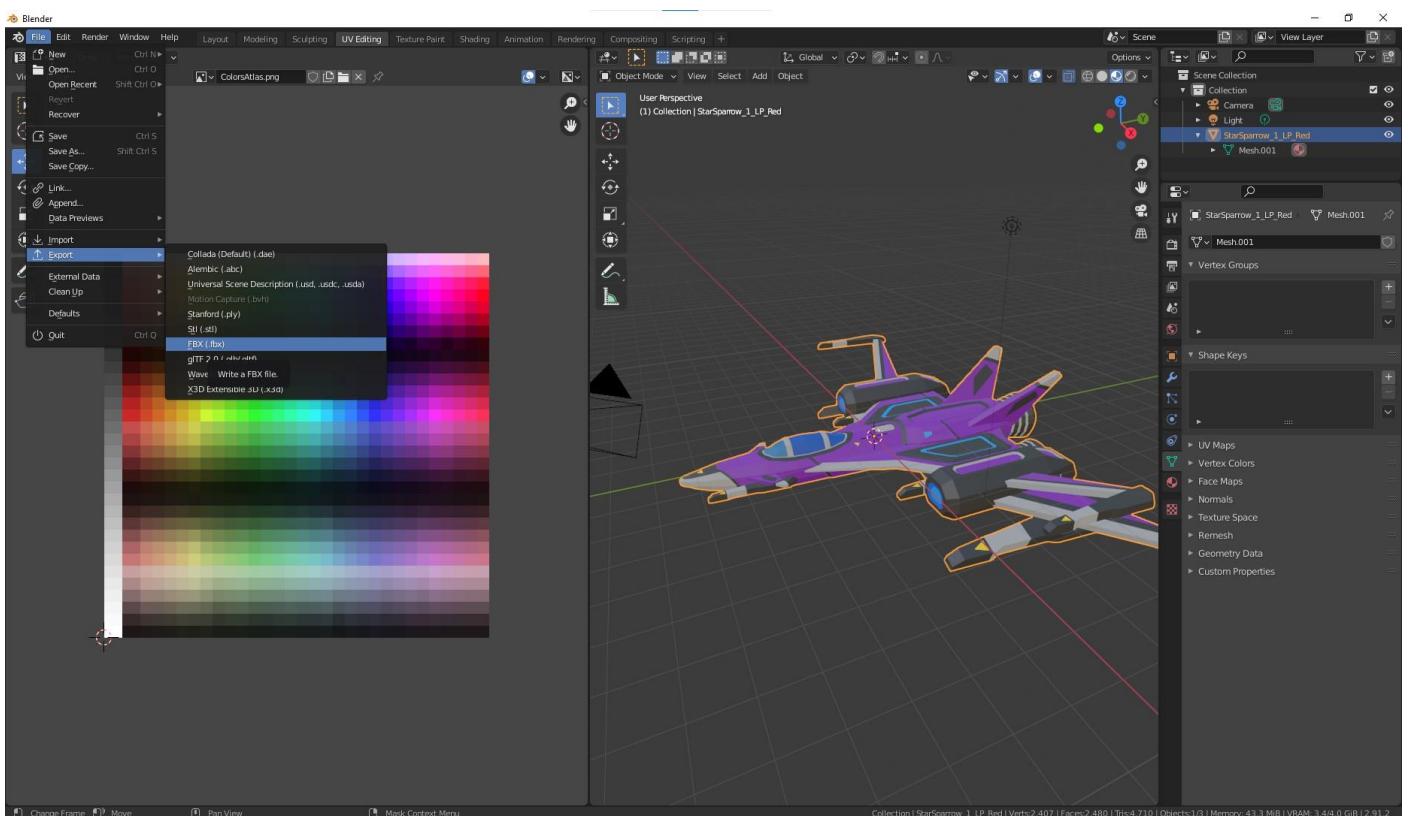
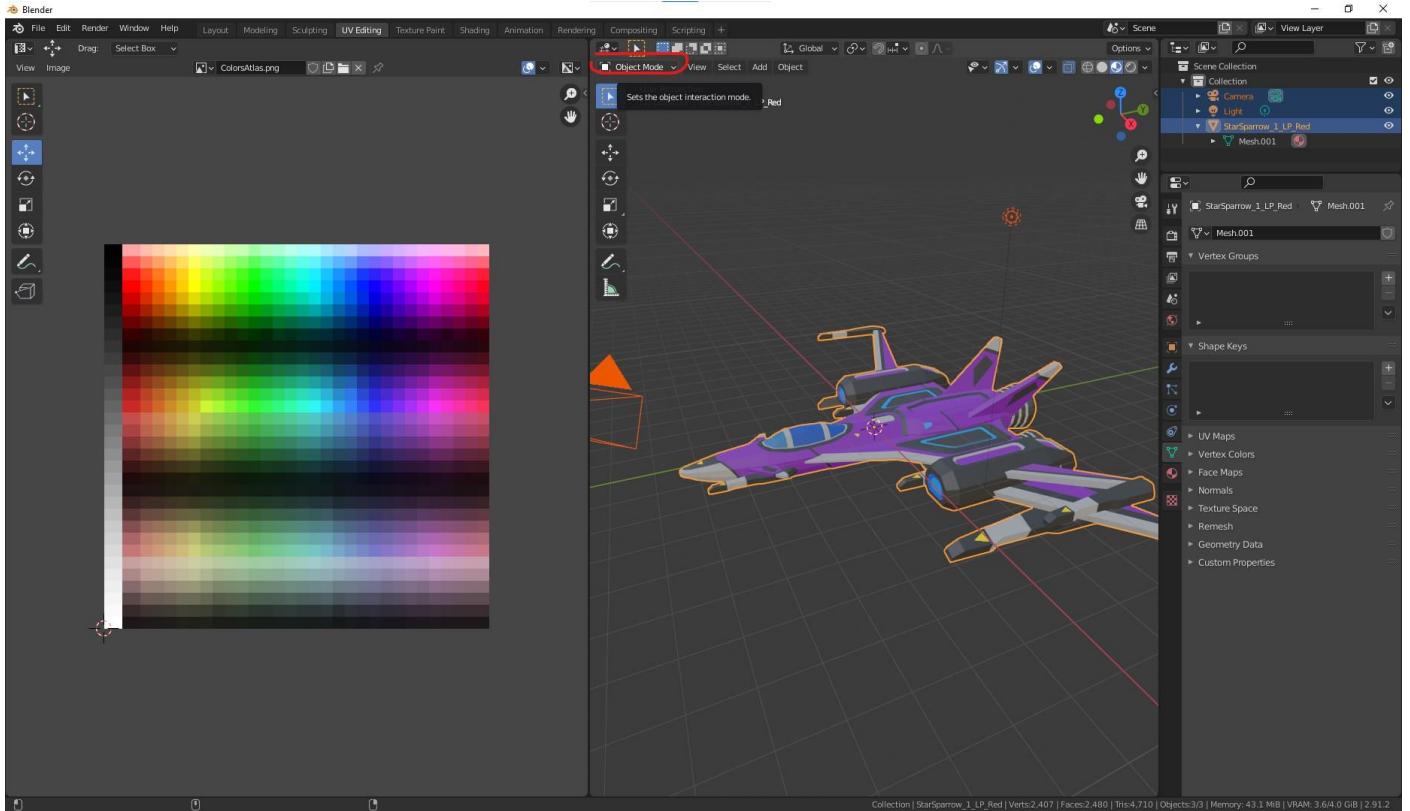
7-Select edit mode.

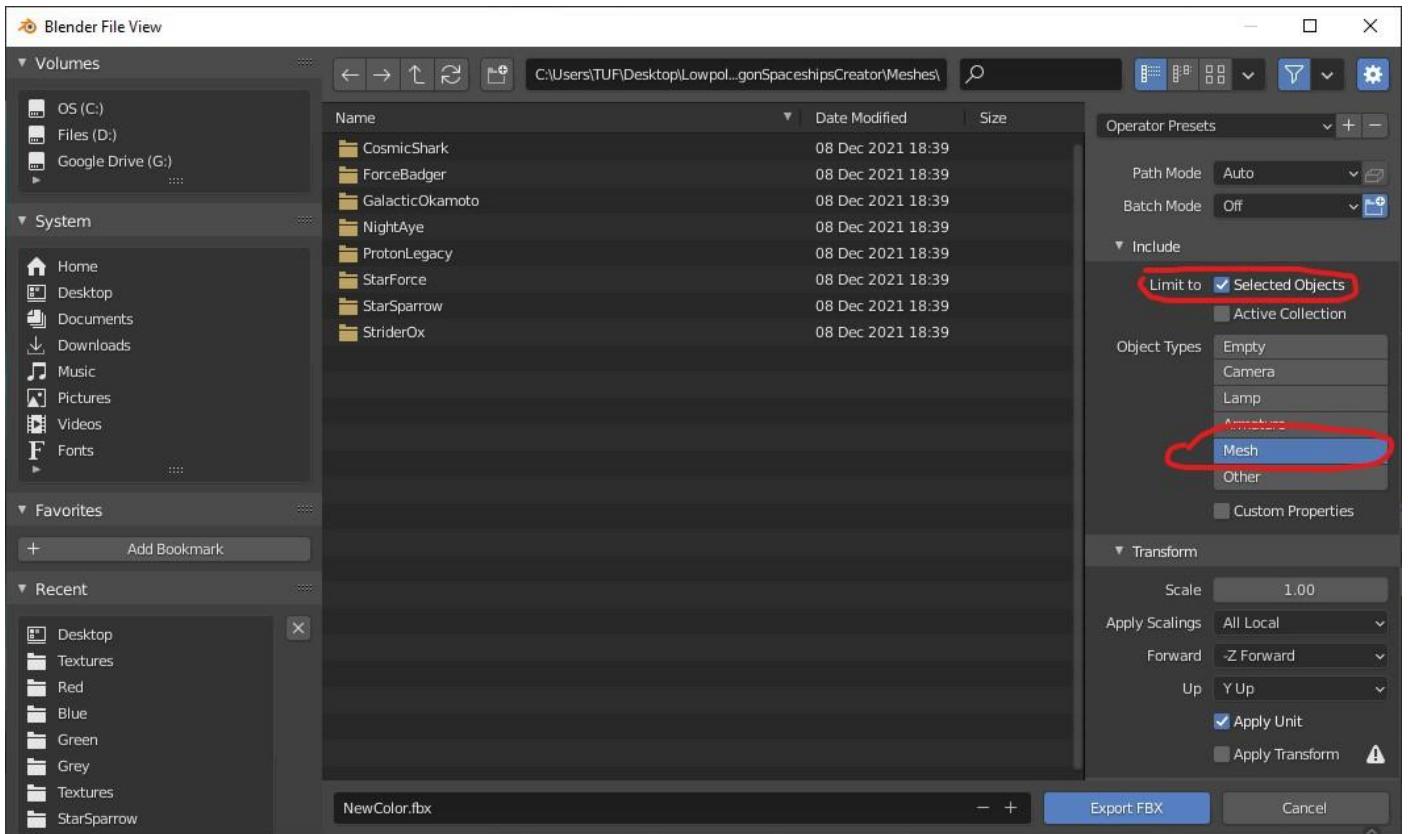


8-Select the UVs you wish to change, and move them to the color you want to change them to.

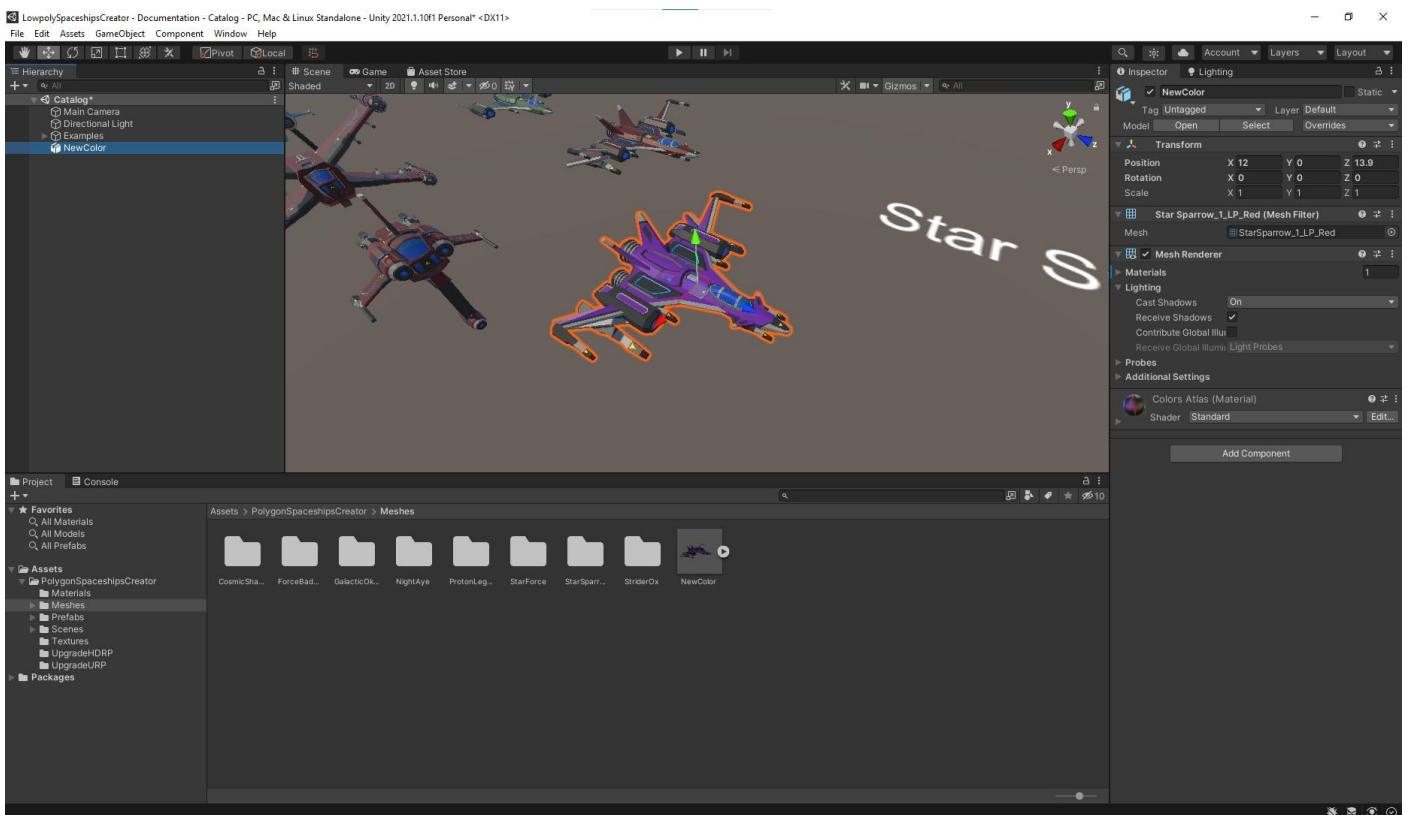


9-Go back to object mode and export back into FBX.





10-Import into Unity, and assign the standard color atlas material and you are Done!!



Now, this is not exactly a complete Blender tutorial, but I just tried to explain the simplicity of the process for you to grasp how to go about it, for more info you can always check Blender tutorials. The concept I wanted to demonstrate is quite simple and it's just about how you can change colors by moving the UVs.

Additionally you may want to give different faces different colors, or increase the gradations of some parts, all this can be done if you select the polygons specifically and move their UVs.

I have taken careful attention when creating the color atlas map to make a small texture that includes most of the perceptual colors you will ever need in all possible hues. I hope you find this useful.

Important note: the Blender explanation I have given above, is only to give an idea of how to make use of the UVs, Blender may change, or you might not be able to use it for whatever reason, or maybe you won't find a button here or there. Please consult Blender's manual, check some of its tutorials or ask questions at Blender forums. The explanation I have given should be thought of as an added extra. (In short: guys, please don't send me tons of E-mails asking me to teach you Blender :D)

Prefabs & Scenes

The prefabs folder contains: Examples, Modular Examples and Modules.

The modules are the parts you can use to build your own spaceship, you can drag and drop these into a new scene or simply access them from the modules scene or each spaceship set scene from the collection folder.

Examples vs Modular Examples

The examples and the modular examples may look the same but they have a very important distinction, namely an example is made up of a single joined mesh while a modular example is made up from prefab modules.

The examples are more performant than the modular examples because they are a single mesh, while the modular examples are made up of many modules which will cost more draw calls. But the modular examples have the advantage of giving you the ability to move the modules around and effortlessly change how your spaceship looks like.

Scenes

From the catalog scene you will be able to pick any spaceship example for quick use, and know its name and look up its folder or scene. The modules scene contains all the pack's modules if you want to build a spaceship which uses modules from multiple spaceship sets.

The collection folder contains the scenes for each spaceship set, this includes the modular examples and the modules for each spaceship set.

URP & HDRP

This pack only uses one material, but we have included an upgrade option for URP and HDRP to make it easier to migrate into your chosen render pipeline. Alternatively you can just import the pack into your existing URP or HDRP project and upgrade the materials using Unity's standard material upgrade button.

Need Help?

Our forum support thread: <https://forum.unity.com/threads/518276/> is the best place to ask questions, view FAQ or what others may have already asked.

If you prefer a more private discussion please E-mail us at: info@ebalstudios.com



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