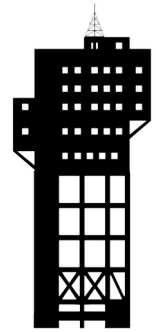# Realistic Shovel
Package manual
by **Nollie Inward Game Assets**

1. Content specs

Prefab name	Tris	Verts	LODs	Collider verts	Materials	Textures Standard	Textures HDRP	Rigged	Animated
Shovel_clean_prefab	624	325	LOD0-LOD2	68	1	4x2K	3x2K	no	no

2. How to use

Open the folder „Prefabs". Drag the prefab you want directly to the scene or to the hierarchy window.

In case you want to edit the prefab double click on it.

3. Materials

Materials are using standard shader settings. No materials with HDRP shaders are provided, textures only.

AlbedoTransparency map should be plugged into Albedo slot.

MetallicSmoothness map should be plugged into MetallicSmoothness slot.

AO map should be plugged into Occlusion slot.

Normal map should be plugged into Normal Map slot. In case you see a warning „The texture is not marked as a normal map" click „Fix now" button.

4. Support and Contact

In case you find any problems with my package feel free to contact me at

tomasz-tkaczyk@o2.pl

or

https://www.artstation.com/tomasztkaczyk

I'm there to help you.