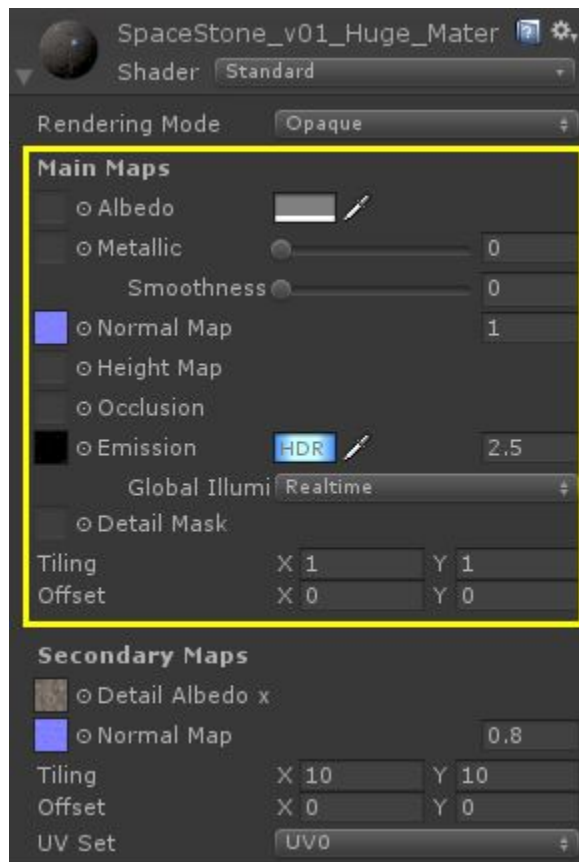This model pack contains 45 asteroids with different shapes and a few texture packs for each of them.
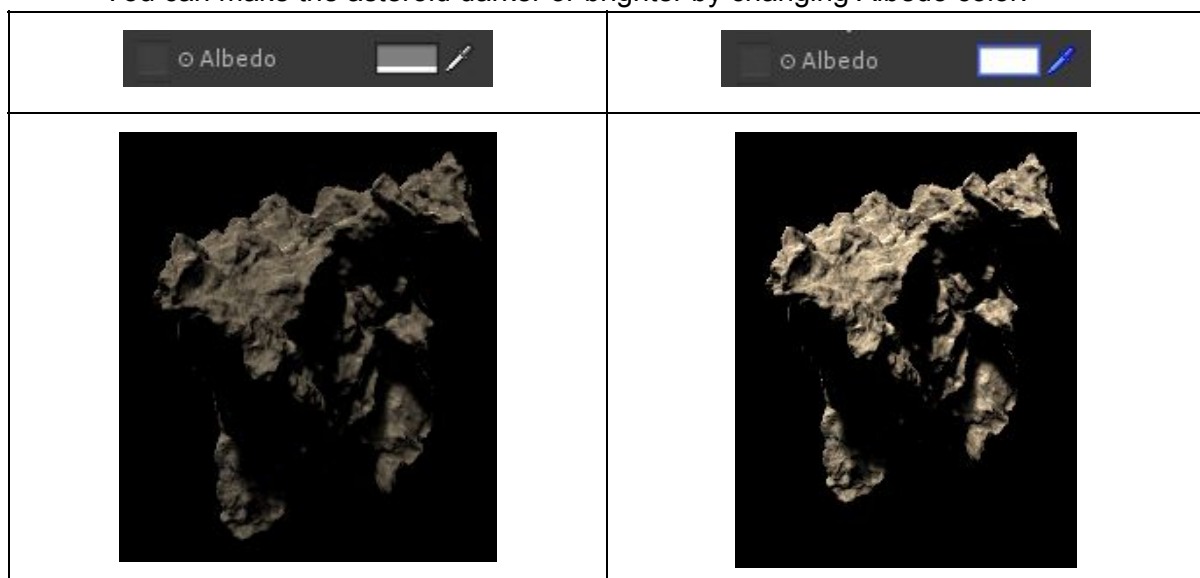
Here you will find the instruction of how to customize this assets.
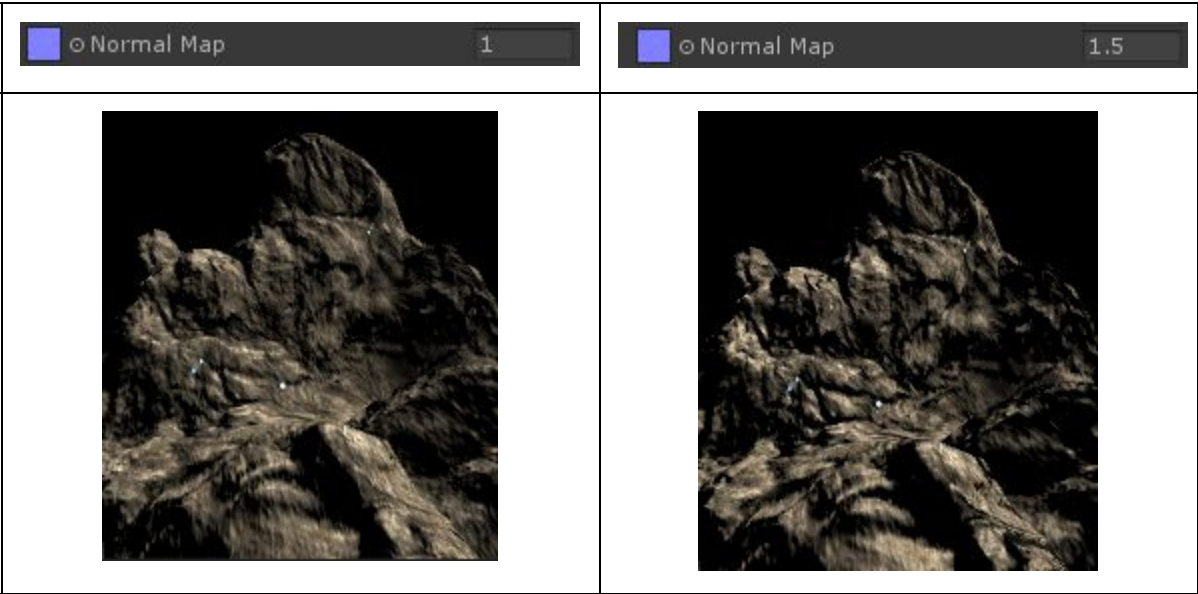
1) MainMaps

- **Albedo**.
  You can make the asteroid darker or brighter by changing Albedo color.

- **Normal Map**
  The normal map texture was baked specifically for each model.
  You can't use the normal maps from other asteroid versions.

 You can change the strength of the normal map.

- **Emission**
  The emission texture was baked specifically for each model in a few versions
  (Few, Clusters, Spots, Many, Great).
 You can't use the emission textures from other asteroid versions.

  For example if you want to change the emission texture for asteroid
  "SpaceStone_Huge_v01", then you can use this textures:
  "SpaceStone_v01_Huge_Emission_1Few"
  "SpaceStone_v01_Huge_Emission_2Clusters"
  "SpaceStone_v01_Huge_Emission_3Spots"
  "SpaceStone_v01_Huge_Emission_4Many"
  "SpaceStone_v01_Huge_Emission_5Great"

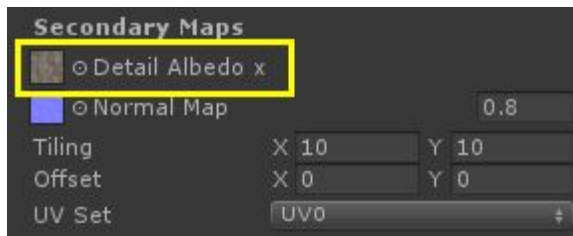| Few	Clusters	Spots	Many	Great
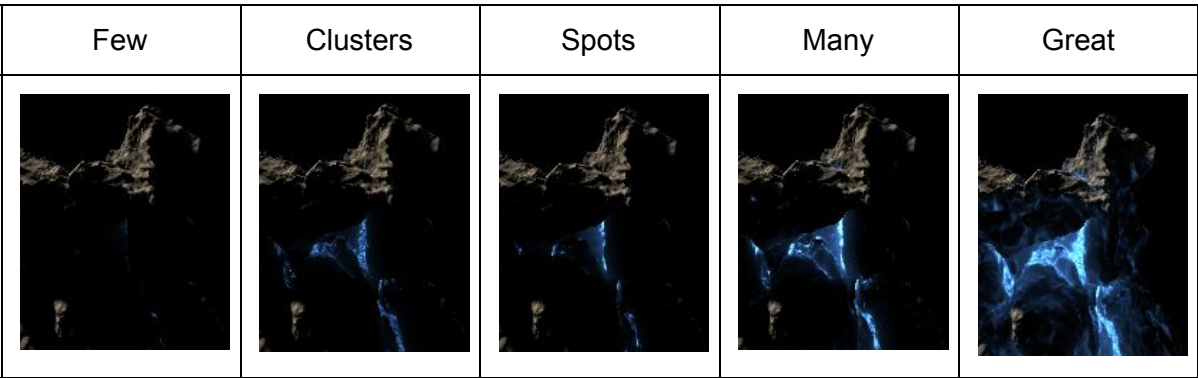
You can change the color of emission.
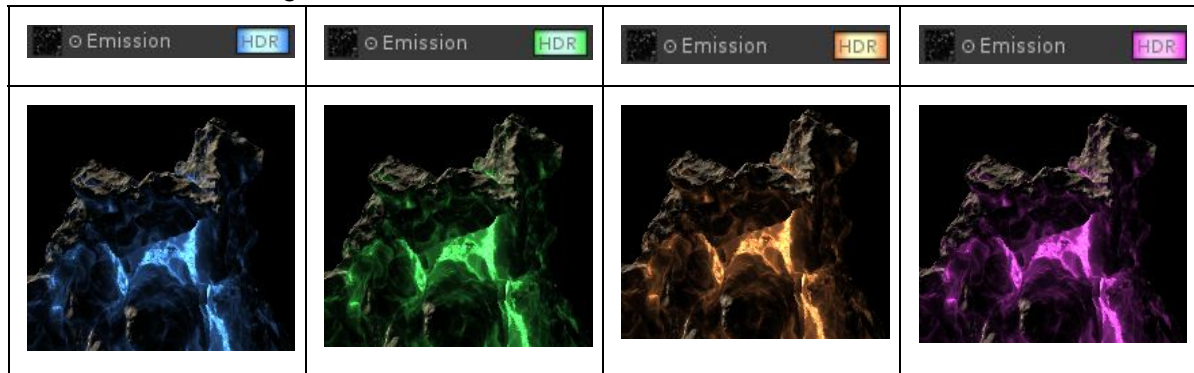
2)SecondaryMaps
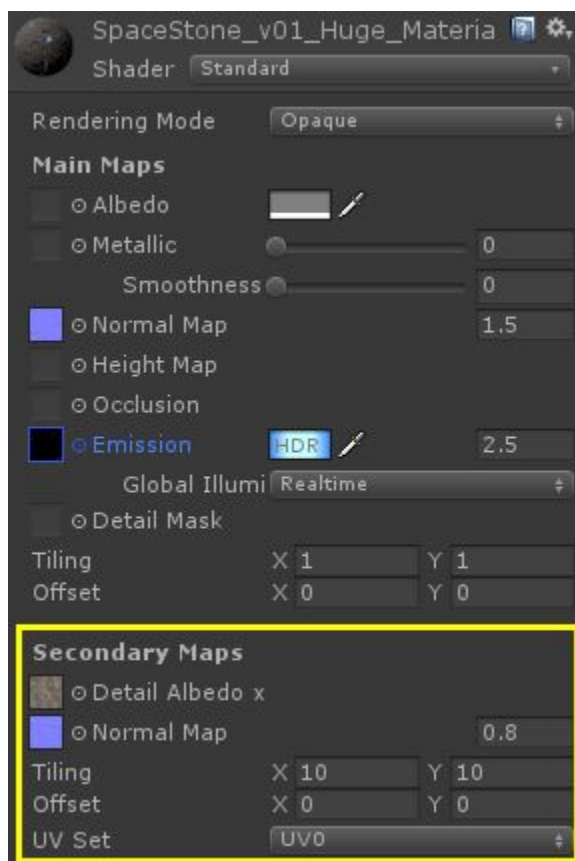
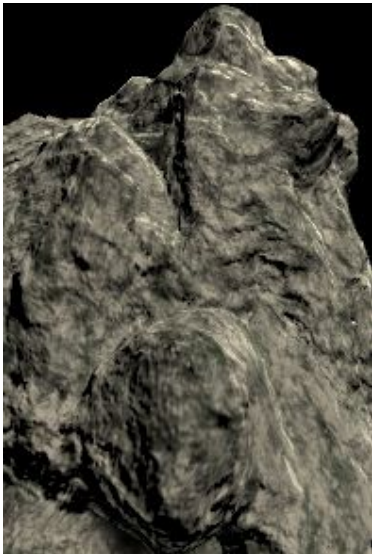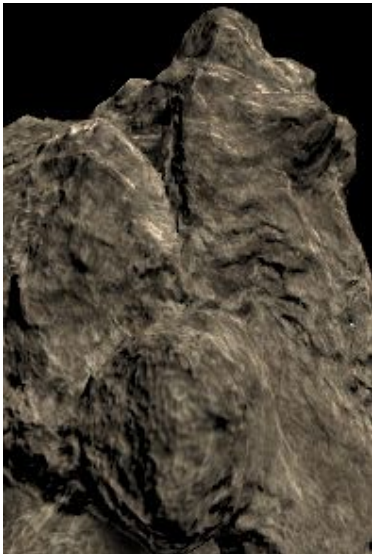- **Detail Albedo**

For this map you can use these textures:

"SpaceStoneDetail00_Albedo"

"SpaceStoneDetail01_Albedo"
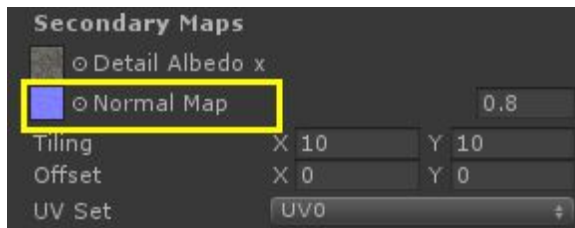
"SpaceStoneDetail02_Albedo"

Each of these textures can be used with any asteroid model.

You can find this textures here: SpaceStonesPack\Textures\SecondaryMaps

SpaceStoneDetail00_Albedo	SpaceStoneDetail01_Albedo	SpaceStoneDetail02_Albedo

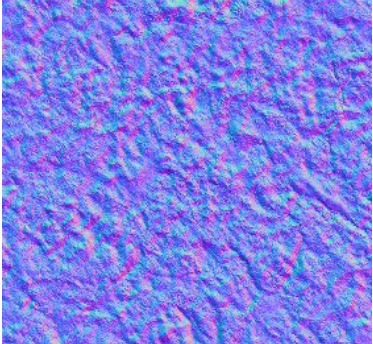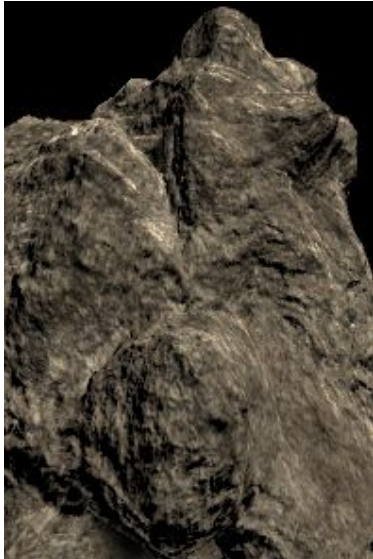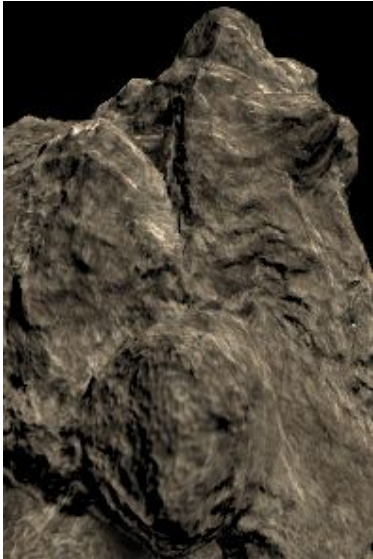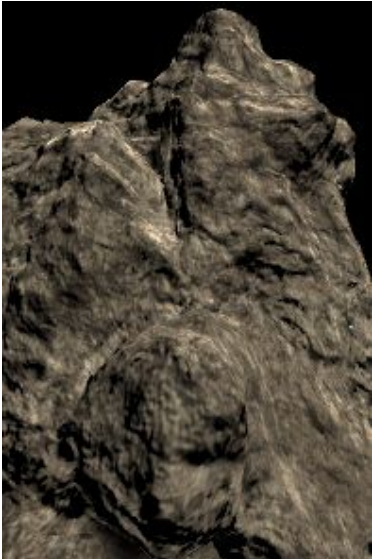- **Normal Map**

For this map you can use these textures:
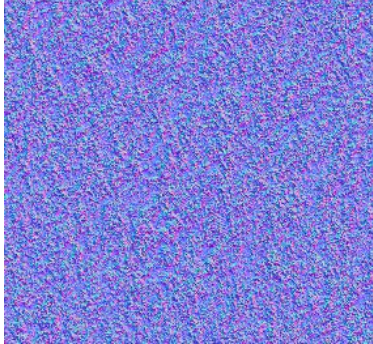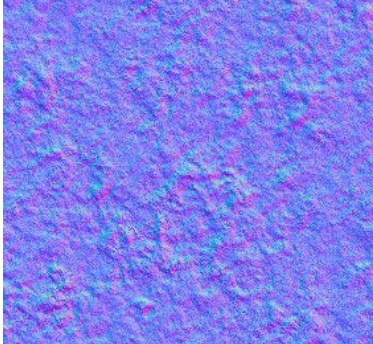
"SpaceStoneDetail00_Normal"

"SpaceStoneDetail01_Normal"

"SpaceStoneDetail02_Normal"

Each of these textures can be used with any asteroid model.

You can find this textures here: SpaceStonesPack\Textures\SecondaryMaps

SpaceStoneDetail00_Normal	SpaceStoneDetail01_Normal	SpaceStoneDetail02_Normal

Release notes

v1.0

- Initial release

v1.1

- fixed normals on collision meshes
- fixed vertex count on some models
- added new collision meshes for fractured pieces