

FREE ASSET (PBR)

User Manual

Thank you for your interest

We would like to take this opportunity to thank you for your interest in this free asset, if you have any queries, you may email us on info@kinetix-studio.com. You can also visit our website www.kinetix-studio.com to keep updated on our future projects.

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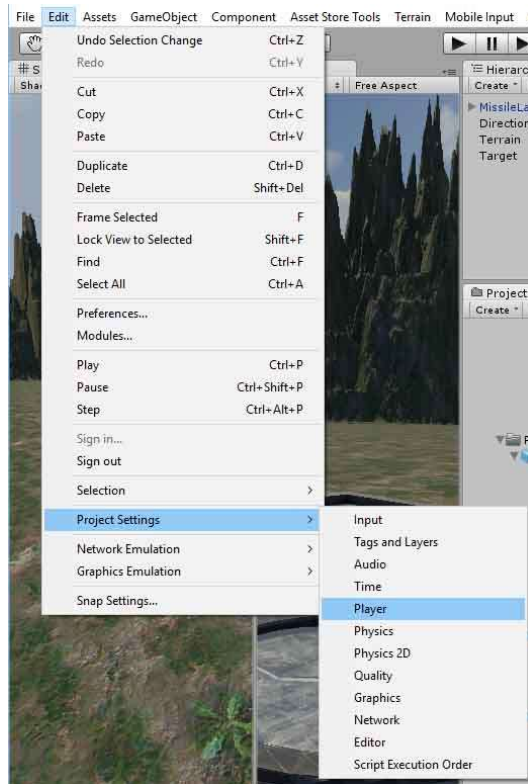


Setting up Unity scene for PBR

As we use PBR (Physically-Based Rendering) materials in our projects, in order to maximize the texture quality, please follow these steps to set up your Unity scene.

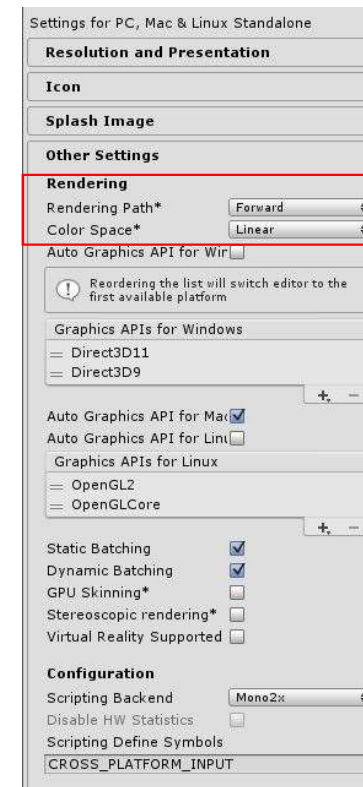
STEP 1

On the main menu, select Edit/Project Settings/Player



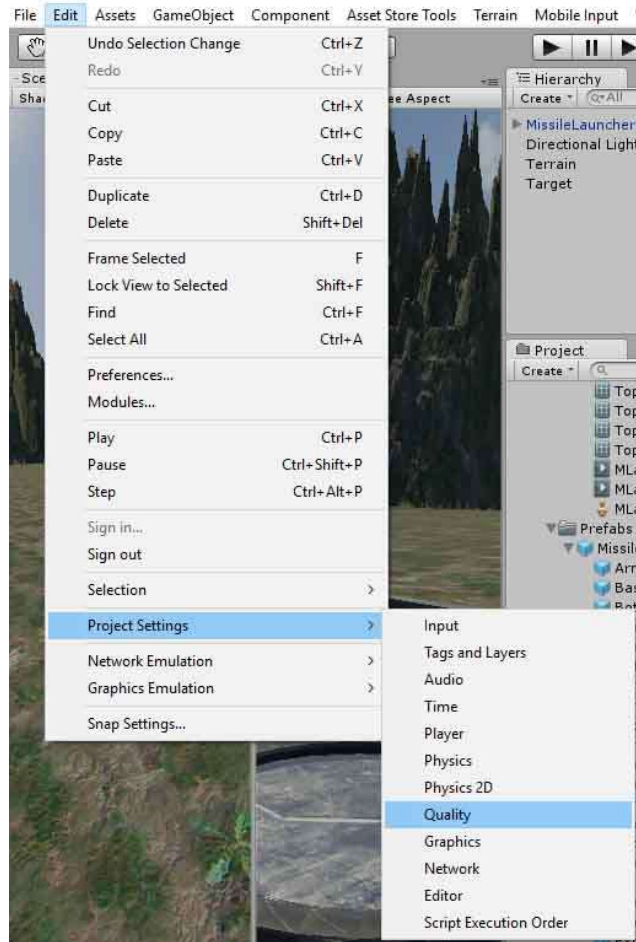
STEP 2

In your Inspector, ensure the Rendering Path is set to “Forward” and Color Space is set to “Linear”



STEP 3

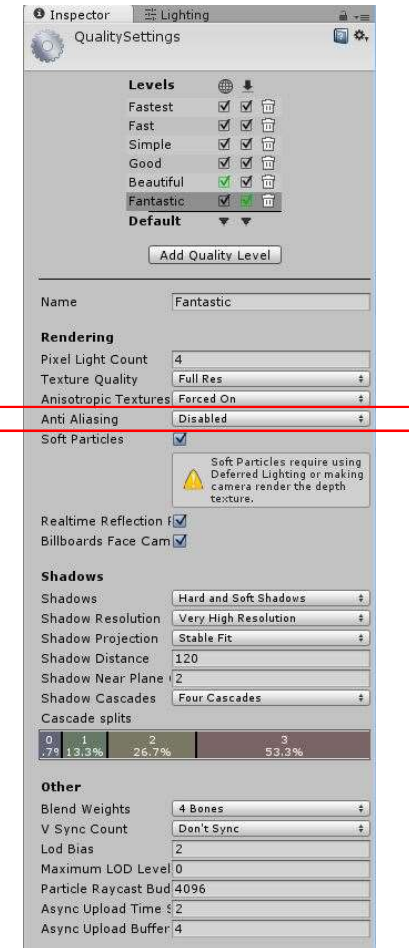
On the main menu, select Edit/Project Settings/Quality



STEP 4

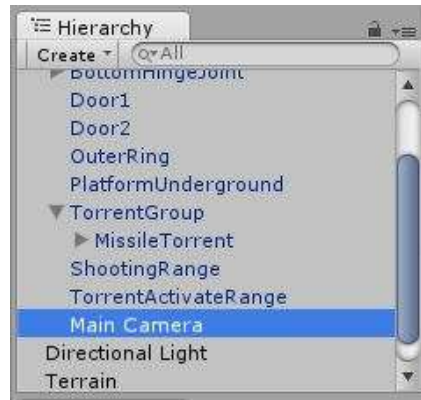
On your Inspector, ensure the Anti Aliasing setting is set to "Disabled"

Note: Only do this step if you don't have a script in place for the Anti Aliasing



STEP 5

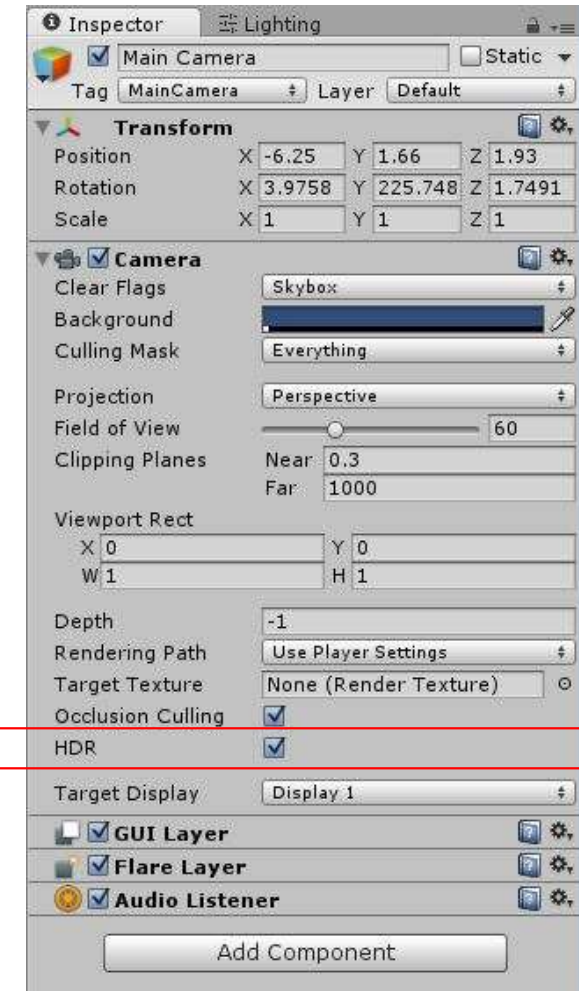
Select your Main Camera in your Hierarchy



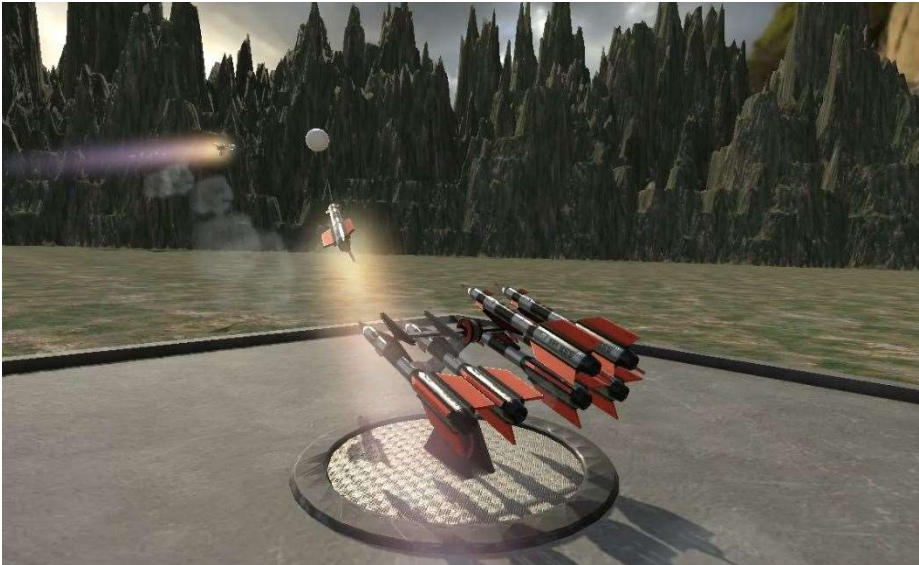
STEP 6

In your Inspector, Ensure HDR is Enabled,

You are now PBR ready, if you want to enhance the effects. Make sure you have a good quality skybox in place



Our other Unity Projects



[Missile Launcher \(PBR\)](https://www.assetstore.unity3d.com/en/#!/content/84659)

<https://www.assetstore.unity3d.com/en/#!/content/84659>

Features :

- PBR texture maps (Albedo, Metallic, Normal, Height and Occlusion) for all game objects (missile launcher & both missiles).
- Opens doors and activate the launcher when target is within the active range (range can be adjusted).
- Closes doors and deactivates the launcher when target is outside the active range (range can be adjusted).
- Fires missile's when the target is within the firing range (range can be adjusted).
- Reloads the launcher when the last missile has fired (reloading time can be adjusted).
- Time between firing missiles can be adjusted.
- Can use any type of missile model (two missiles are included).
- Won't fire at the target if there are game objects in the way (using ray cast).
- Includes two missile game objects with smoke and sounds (Script can accommodate afterburner and explosions).
- Two types of missile guidance systems (homing missile & last know position).



[Alchemy Set \(PBR\)](https://www.assetstore.unity3d.com/#!/content/87541)

<https://www.assetstore.unity3d.com/#!/content/87541>

Features :

PBR Alchemy Set - Fully PBR Textured !

53 Models and 1 particle system included :

- PBR texture maps (Albedo, Metallic, Normal, Height and Occlusion) for all game objects.

- 1 x Book holder (tris: 896)
- Five (5) different book types (tris: 396, 140, 598, 392, 280)
- 1 x Cauldron (tris: 4556)
- 1 x Chain (tris: 5760)
- 1 x Fire place (tris: 160)
- Three (3) different fire wood types (tris: 20, 36, 12)
- Two (2) different flask bases (tris: 4690, 2772)
- 1 x Flask holder loop (tris: 160)
- 1 x Flask holder (tris: 466)
- 1 x Flask stand (tris: 1042)
- Seven (7) different types of flasks (tris: 3620, 3626, 2772, 3346, 2380, 2550, 3031)
- 1 x Floor (tris: 200)
- 1 x Glass tube (tris: 920)
- 1 x Gold chalice (tris: 4172)
- 1 x Hour glass (tris: 5664)
- 1 x Mortar (tris: 3108)
- 1 x Open book (tris: 828)
- 1 x Pestle (tris: 2212)
- 1 x Set of poles for the shelves (tris: 80)
- 1 x Scale (tris: 26888)
- 1 x Shelves (tris: 124, 76)
- 1 x Stand (tris: 80)
- 1 x Table (tris: 464)
- Four (4) different types of verses (tris: 504, 728, 728, 784)
- Six (6) different types of weights (tris: 480, 480, 480, 480, 480, 480)
- Work top (tris: 80)
- Wall torch (tris: 1076)
- Wall torch Bracket (tris: 226)
- Modular Wall (tris: 8) (Sample from [Modular House Set \(PBR\)](#))
- Modular Column (tris:16) (Sample from [Modular House Set \(PBR\)](#))
- Modular Floor (tris: 26) (Sample from [Modular House Set \(PBR\)](#))
- Modular Window (tris: 3566) (Sample from [Modular House Set \(PBR\)](#))
- Flame particle system



[Blacksmith Set \(PBR\)](https://www.assetstore.unity3d.com/#!/content/121339)

<https://www.assetstore.unity3d.com/#!/content/121339>

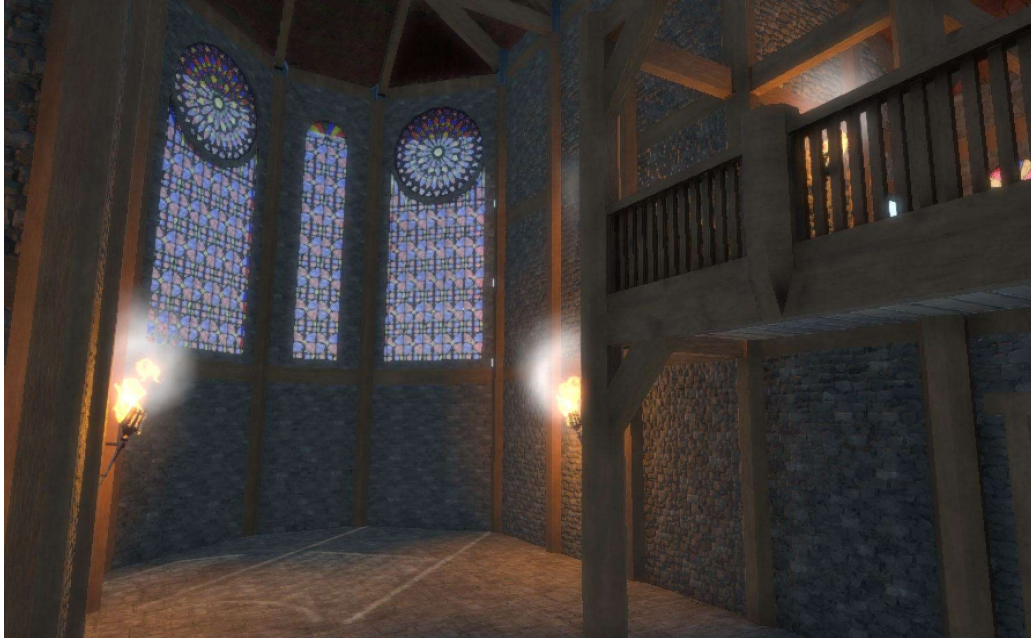
Features :

Blacksmith Set (PBR) - Fully PBR Textured !

43 Models and 1 particle system included :

- PBR texture maps (Albedo, Metallic, Normal, Height and Occlusion) for all game objects.

- 1 x Anvil Base (tris: 2256)
- Three (3) different Chisels (tris: 196, 196, 196)
- 1 x Anvil (tris: 1064)
- 1 x Chain (tris: 5760)
- 1 x Ash Spade (tris: 522)
- 1 x Bellows (tris: 4703)
- 1 x Box (tris: 76)
- 1 x Chimney Top (tris: 68)
- 1 x Clamp (tris: 726)
- 1 x Coal Hook (tris: 498)
- 1 x Coal Pinch (tris: 200)
- 1 x Coal Spike (tris: 378)
- 1 x Cutter (tris: 538)
- 1 x Furnace (tris: 381)
- 4 (four) different Hammers (tris: 232, 232, 211, 211)
- 1 x Ingot Stand (tris: 170)
- 8 x Ingots (tris: 12, 12, 12, 12, 12, 12, 12, 12)
- 1 x Lid (tris: 68)
- 1 x Long Pinch (tris: 152)
- 1 x Stone Grinder (tris: 1828)
- 1 x ToolHolder (tris: 908)
- 1 x Tripod Holder (tris: 732)
- 1 x Water Bucket (tris: 842)
- 1 x Water Bucket Stand (tris: 196)
- 1 x Working Bench (tris: 403)
- Wall torch (tris: 1076)
- Wall torch Bracket (tris: 226)
- Modular Wall (tris: 8) (Sample from [Modular House Set \(PBR\)](#))
- Modular Column (tris: 16) (Sample from [Modular House Set \(PBR\)](#))
- Modular Floor (tris: 26) (Sample from [Modular House Set \(PBR\)](#))
- Modular Window (tris: 3566) (Sample from [Modular House Set \(PBR\)](#))
- Flame particle system



[Modular House Set \(PBR\)](https://www.assetstore.unity3d.com/#!/content/121340)

<https://www.assetstore.unity3d.com/#!/content/121340>

Features :

Modular House Set (PBR) - Fully PBR Textured !

53 Models and 1 particle system included :

- PBR texture maps (Albedo, Metallic, Normal, Height and Occlusion) for all game objects.

- 1 x Roof Type 1 (tris: 12)
- 1 x Roof Type 2 (tris: 12)
- 1 x Roof Type 3 (tris: 12)
- 1 x Roof Type 4 (tris: 12)
- 1 x Roof Type 5 (tris: 20)
- 1 x Roof Type 6 (tris: 10)
- 1 x Roof Type 7 (tris: 12)
- 1 x Wall To Truss Inside Type 1 (tris: 4)
- 1 x Wall To Truss Outside Type 1 (tris: 4)
- 1 x Wall To Truss Type 1 (tris: 82)
- 1 x Wall To Truss Type 2 (tris: 86)
- 1 x Wall To Truss Type 3 (tris: 66)
- 1 x Wall To Truss Type 4 (tris: 26)
- 1 x Wall To Truss Type 5 (tris: 28)
- 1 x Wall To Truss Type 2 (tris: 4)
- 1 x Wall To Truss Type 3 (tris: 4)
- 1 x Wall To Truss Type 4 (tris: 4)
- 1 x Main Beam (tris: 12)
- 1 x Balustrade Stairs (tris: 264)
- 1 x Rim With Beam (tris: 14)
- 1 x Stairs (tris: 32)
- 1 x Balustrade (tris: 262)
- 1 x Balustrade Support (tris: 28)
- 1 x Beam Support (tris: 8)
- 1 x Beam 2 Meter (tris: 6)
- 1 x Beam 1 Meter (tris: 6)
- 1 x Beam 3 Meter (tris: 6)
- 1 x Window 3x2 (tris: 36410)
- 1 x Window 3x1 (tris: 7950)
- 1 x Window 1x1 (tris: 3566)
- 1 x Truss Type 1 (tris: 70)
- 1 x Truss Type 2 (tris: 38)
- 1 x Truss Type 3 (tris: 40)
- 1 x Truss Type 4 (tris: 38)
- 1 x Truss Type 5 (tris: 40)
- 1 x Column Short (tris: 16)
- 1 x Column Long (tris: 16)
- 1 x Enterance (tris: 152)
- 1 x Door (tris: 12)
- 1 x Stone Wall Straight (tris: 8)
- 1 x Stone Wall 45 Deg (tris: 8)
- 1 x Balustrade Start Support (tris: 22)
- 1 x Floor Half Type 1 (tris: 8)
- 1 x Floor Half Type 2 (tris: 8)
- 1 x Floor Half Type 3 (tris: 8)
- 1 x Floor Half Type 4 (tris: 8)
- 1 x Floor Half Type 5 (tris: 8)
- 1 x Floor Half Type 6 (tris: 8)
- 1 x Floor Half Type 7 (tris: 8)
- 1 x Floor Half Type 8 (tris: 8)
- 1 x Floor Full (tris: 26)
- Wall torch (tris: 1076)
- Wall torch Bracket (tris: 226)
- Flame particle system