

This package includes a high-quality 3D model of a hammer with PBR textures, suitable for various game projects. It can enhance the realism and detail in your scenes.

This package contains a detailed 3D model of a hammer designed with PBR (Physically Based Rendering) textures to provide realistic visual effects. The model is highly customizable and can be used in a variety of genres, including adventure, survival, and action games. The hammer is ready to use out of the box but also allows for further customization to fit specific project needs.

#### Technical Details

##### Key Features

- High-quality PBR textures
- Detailed modeling
- Customizable materials
- Suitable for multiple game genres

##### Texture Information

- Number of Textures: 1 texture set (PBR)
- Texture Dimensions: 2048x2048 pixels

##### Model Information

- Model Name: Medieval Hammer Pack 01
- Maximum Polygon Count: 4,665 polygons
- Number of Meshes/Prefabs: 1 mesh / 1 prefab

##### Animation

- Rigging: No
- Animation Count: 0
- Animation Type List: N/A

##### UV Mapping

- UV Mapping: Yes

##### LOD Information

- Levels of Detail (LOD): 1 level of detail (LOD)

##### Materials and Texture Maps

- Types of Materials: PBR materials
- Texture Maps Included: Base color map

Mask map

Normal map

Specular map