Scifi Weapon Series: Sniper Rifles

Thank you for buying this model pack.

To use the models, simply drag the prefabs, located in the "Prefabs" folder into your scene.

Customization

This pack contains 3 scifi sniper rifles, 8 equipment parts, ammunition and empty magazines. The equipment parts can be placed on the weapons to create various differently upgraded weapons. The ammunition can be used for ejecting empty cartridges or bullet time with slowly flying projectiles. The complete rounds can be used as pickup models or they can be parented to the empty magazines to create full magazines.

The models support both, bolt action and semi auto reload/firing animations. Per default the bolt action recharge handle is activated on the prefabs, the semi auto recharge handle is deactivated.

Static, non-animated weapon models are also included. They can be used for 3rd person games or if an animated weapon is not needed.
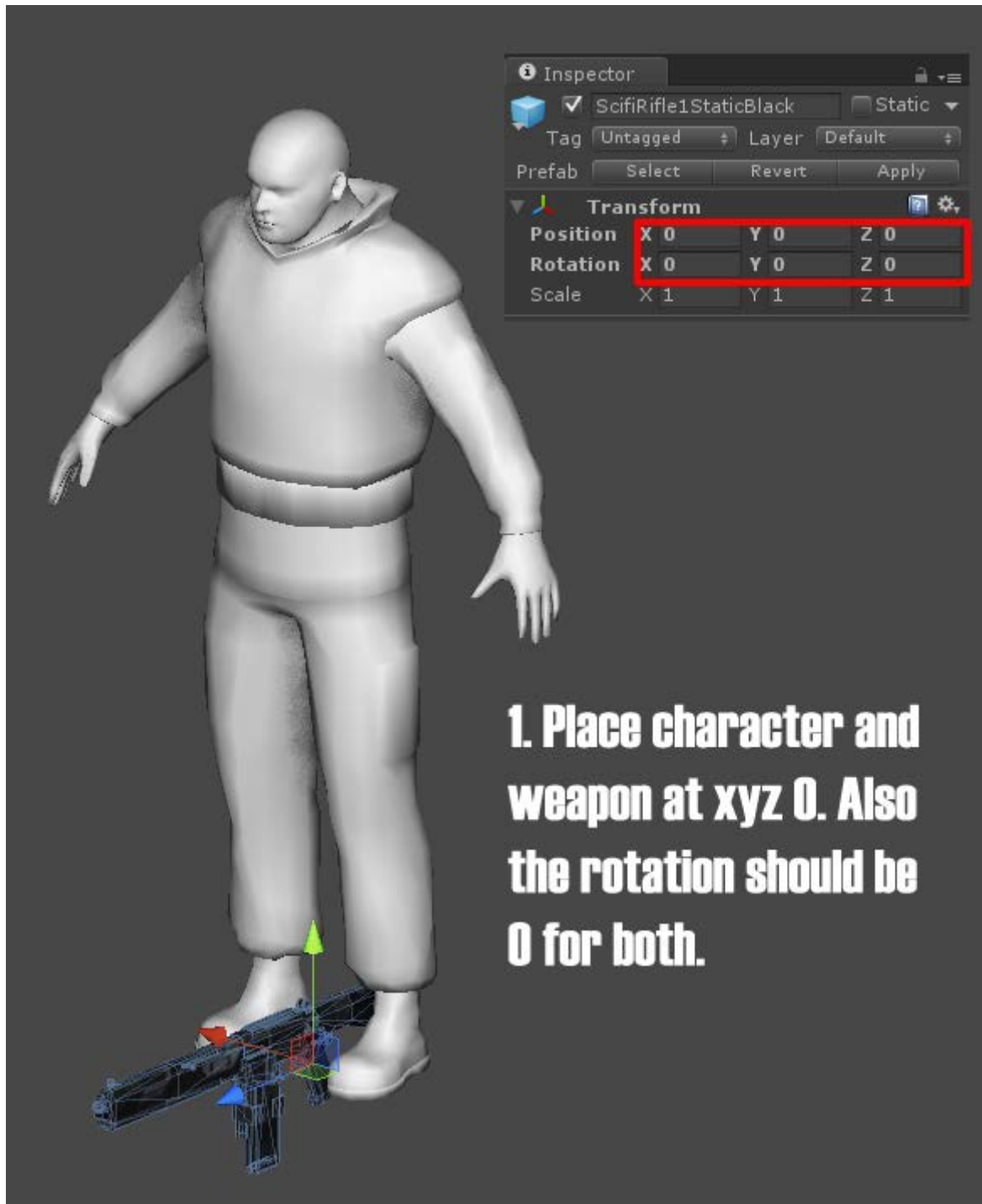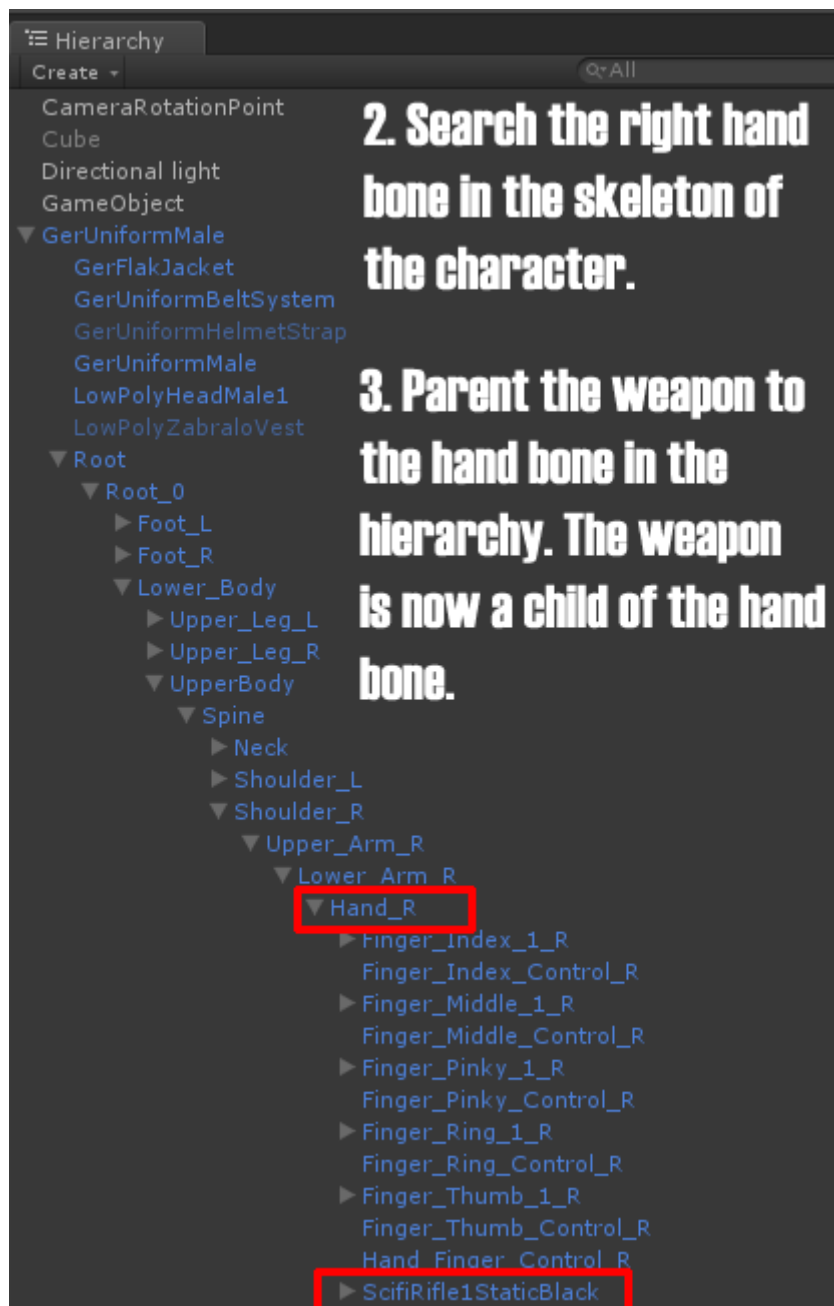
Also 5 different texture sets are included.

Scaling of the models

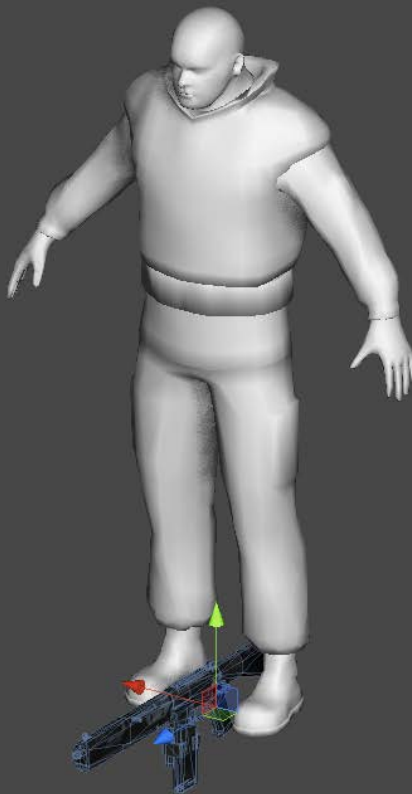All models are scaled so that they can be used by a 2 unity unit tall character.
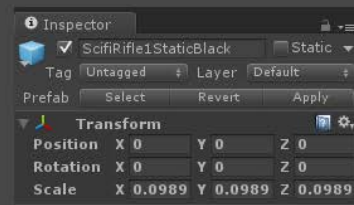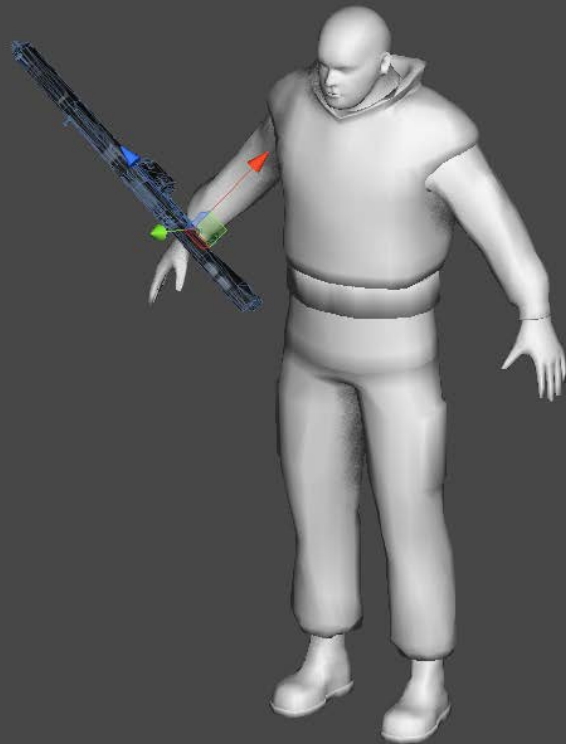
Intended use of the models

The pivot point (origin) of each weapon is in the middle of the pistol grip. The weapons are designed to be parented to the right hand bone of a 1st or 3rd person character. The rotation and position of the weapons can then be fine-tuned so that they will work together with the animations of the character/FPS arms.

Hierarchy

Create ▾ | Q▾All

CameraRotationPoint
Cube
Directional light
GameObject
▼ GerUniformMale
    GerFlakJacket
    GerUniformBeltSystem
    GerUniformHelmetStrap
    GerUniformMale
    LowPolyHeadMale1
    LowPolyZabraloVest
  ▼ Root
    ▼ Root_0
      ▶ Foot_L
      ▶ Foot_R
      ▼ Lower_Body
        ▶ Upper_Leg_L
        ▶ Upper_Leg_R
        ▼ UpperBody
          ▼ Spine
            ▶ Neck
            ▶ Shoulder_L
            ▼ Shoulder_R
              ▼ Upper_Arm_R
                ▼ Lower_Arm_R
                  ▼ Hand_R
                    ▶ Finger_Index_1_R
                    Finger_Index_Control_R
                    ▶ Finger_Middle_1_R
                    Finger_Middle_Control_R
                    ▶ Finger_Pinky_1_R
                    Finger_Pinky_Control_R
                    ▶ Finger_Ring_1_R
                    Finger_Ring_Control_R
                    ▶ Finger_Thumb_1_R
                    Finger_Thumb_Control_R
                    Hand_Finger_Control_R
                    ▶ ScifiRifle1StaticBlack

2. Search the right hand bone in the skeleton of the character.

3. Parent the weapon to the hand bone in the hierarchy. The weapon is now a child of the hand bone.

Inspector

ScifiRifle1StaticBlack ☐ Static ▼

Tag Untagged ▾ Layer Default ▾

Prefab Select Revert Apply

▼ Transform

Position X -0.063 Y -0.031 Z -0.114

Rotation X -69.81 Y -102.5 Z -23.99

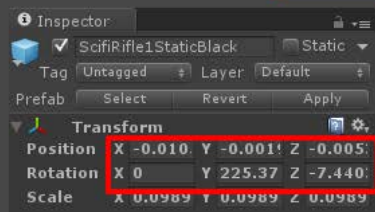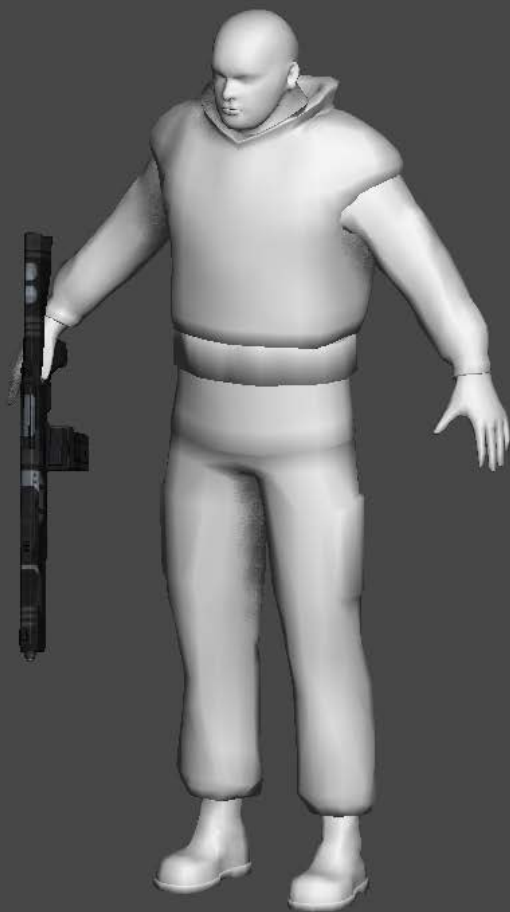Scale X 0.0989 Y 0.0989 Z 0.0989

Note that the values for position and rotation have changed. That is because the weapon is now of the hand bone and position and rotation are now in relation to the parent.

Inspector

ScifiRifle1StaticBlack ☐ Static ▼

Tag Untagged ▾ Layer Default ▾

Prefab Select Revert Apply

▼ Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 0.0989 Y 0.0989 Z 0.0989

4. Set the position and rotation of the weapon to 0 again. the weapon will now move to the hand bone.

Pivot | Local

Inspector

SciFiRifle1StaticBlack ☐ Static ▾

Tag Untagged | Layer Default

Prefab | Select | Revert | Apply

Transform

Position | X -0.010 | Y -0.001 | Z -0.005
Rotation | X 0 | Y 225.37 | Z -7.440
Scale | X 0.0989 | Y 0.0989 | Z 0.0989

5. Adjust the position and rotation of the weapon until the weapon is positioned correctly in the hand of the character.

6. Now the weapon will work together with the character animations.

A quickstart to physical based rendering (PBR)

These models have PBR textures that work with the Unity standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be "Deferred", color space must be "Linear"
- Make sure the "HDR" checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you're free to play around with the lightning settings to achieve different results. "Continuous baking" should be enabled to see changes immediately.
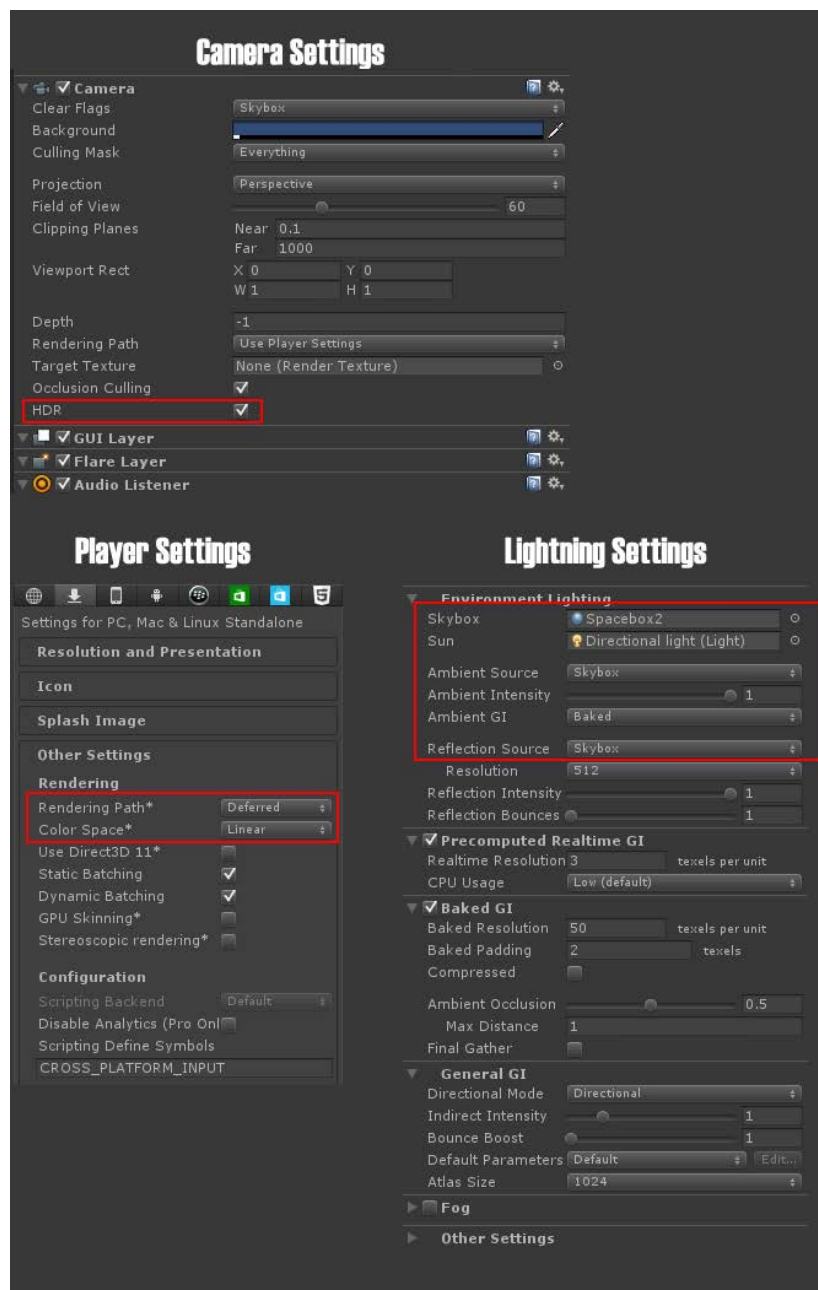
Albedo Maps

There are two different types of albedo maps included. The occlusion map in the unity standard shader seems to give only a very subtle effect. Therefore I added albedo maps with baked in ambient occlusion. These albedo maps with AO are added to the shader by default. You can always change them with the pure albedo maps if you want.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.