This documentation contains general information about the package usage.
If you have any further issue or question, feel free to contact me on: zefaistos@live.com

RENDER PIPELINES
This package includes .unitypackage files for Built-in, URP and HDRP materials. Double-click the specific .unitypackage in order to extract and replace the existing materials to a different pipeline.

By default, the demo scene and materials use the Built-in pipeline.

For more information about render pipelines, you can check the official documentation:
Unity - Manual: Render pipelines (unity3d.com)

TEXTURE MAPS
Most Unity built-in shaders use a texture map for information such as metallic (red channel) and glossiness/smoothness (alpha channel) combined in the same texture.

In this package, you'll find the following texture maps for metallic and glossiness applied to the default shaders:
- cage_gibbet_Maps
- cage_metal_Maps
- cage_wooden_Maps
- chains_Maps
- pole_Maps

Separate metallic and roughness texture maps are also included.

ALIGNING CHAINS AND CAGES
Some of the chains included in this package can be aligned to specific cages using the grid snapping tool along the Y axis.

The recommended combinations are as follows:
- chain_01 and chain_01_long, with gibbet_01 and gibbet_02;
- chain_03 and chain_03_long, with cage_metal (all options);

For other cages and chains combinations, there are no specific patterns or scales, so you might need to align them more manually, or you can use a combination of grid snapping and vertex snapping.

You can set the Handle Position to Pivot and enable the Grid Snapping tool on the top left menu of the scene tab: