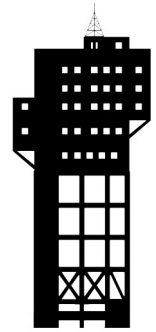# Soviet Gas Oven Ewa
Package manual
by **Nollie Inward Game Assets**

1. Prefabs specs

Prefab name	Tris	Verts	LODs	Collider verts	Materials	Textures Standard	Textures HDRP	Rigged	Animated
Soviet_Gas_Oven_Brown	3,140	1,732	LOD0-LOD2	203	2	4x2K+ 4x1024	3x2K+ 4x1024	no	no
Soviet_Gas_Oven_White	3,140	1,732	LOD0-LOD2	203	2	4x2K+ 4x1024	3x2K+ 4x1024	no	no
Soviet_Gas_Oven_Brown_simplified	2,658	1,452	LOD0-LOD2	157	2	4x2K+ 4x1024	3x2K+ 4x1024	no	no
Soviet_Gas_Oven_White_simplified	2,658	1,452	LOD0-LOD2	157	2	4x2K+ 4x1024	3x2K+ 4x1024	no	no

2. How to use

Open the folder „Prefabs". Drag the prefab you want directly to the scene or to the hierarchy window.

In case you want to edit the prefab double click on it.

3. Materials

Materials are using standard shader settings except for Gas Oven White and Gas Oven Brown which are using Standard 2-Sided Shader (provided with the package). No materials for HDRP shaders are provided, textures only.

AlbedoTransparency map should be plugged into Albedo slot. In case of the texture having transparency detailed setting are explained below.

Material name	Shader	Rendering Mode	Value
Gas_Oven_Brown	Standard	Cutout	0,666
Gas_Oven_White	Standard	Cutout	0,666

MetallicSmoothness map should be plugged into MetallicSmoothness slot.

AO map should be plugged into Occlusion slot.

Emissive map should be plugged into Emissive slot after enabling it.

Normal map should be plugged into Normal Map slot. In case you see a warning „The texture is not marked as a normal map" click „Fix now" button.

4. Support and Contact

In case you find any problems with my package feel free to contact me at

tomasz-tkaczyk@o2.pl

or

https://www.artstation.com/tomasztkaczyk

I'm there to help you.