

Hi, I'm Kid Koala. I've created this Ultimate PBR Materials Pack for the ease of use of all my users. The materials are simply to be dragged and dropped onto the models/objects. You can change a few parameters of these objects from the Material Inspector.

Most of the textures include: Diffuse Map, Roughness Map, Normal Map, Displacement Map and Ambient Occlusion Map.

For ease of access all Materials have their name beginning from M_.

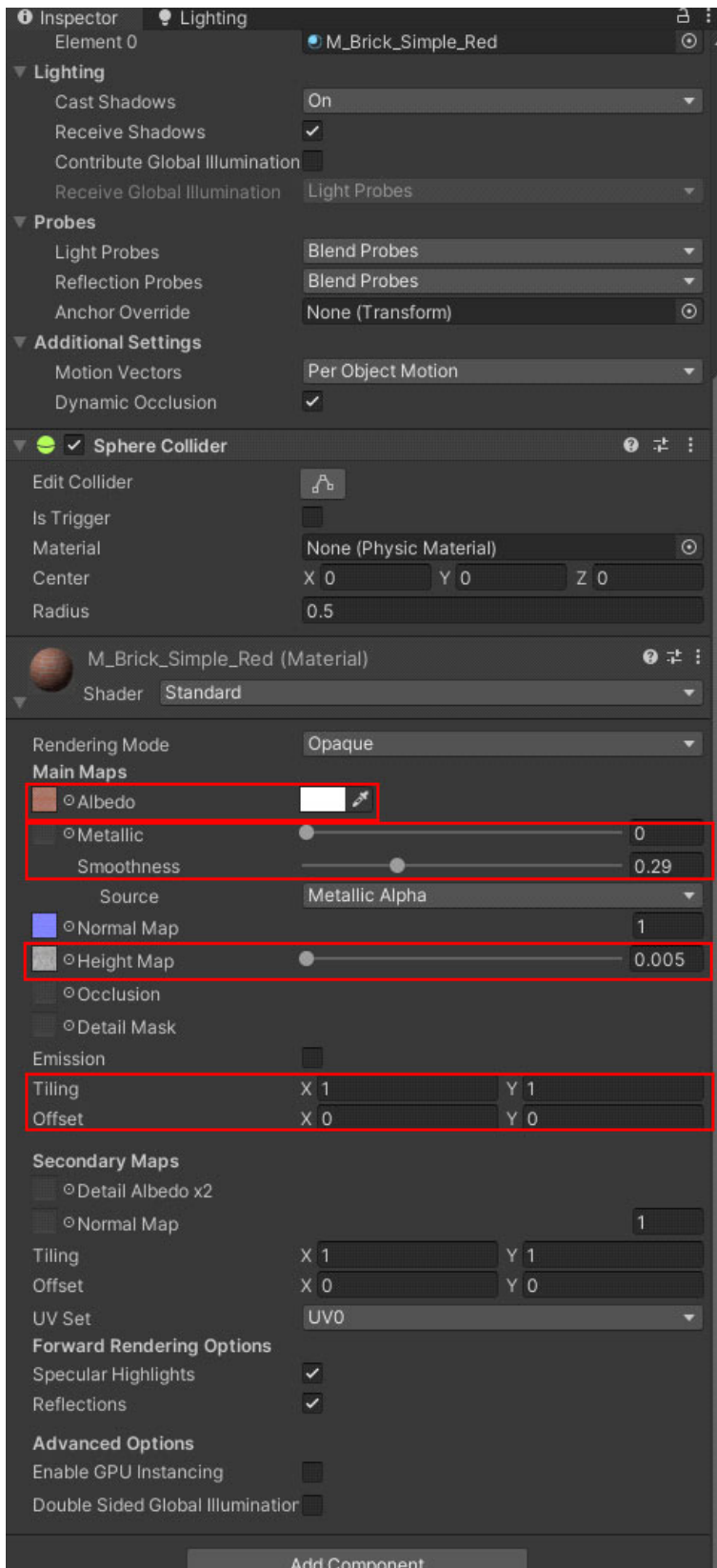
There are a total of 300+ textures in the pack. All seamless, all 2048*2048 in size.

The contents of the Material Package are classified as follows:

- **Bricks**
- **Concrete**
- **Creative**
- **Fabric**
- **Floor**
- **Food**
- **Glass**
- **Metal**
- **Plaster**
- **Plastic**
- **Rock**
- **Roof**
- **Sandstone**
- **Sci-Fi**
- **Scratches**
- **Terrain**
- **Wall**
- **Wood**

You can change the values highlighted below for some experimentation if you like.

*Please Note: Only for some materials which have a Secondary Map, if you change the Tiling /Offset in the main maps, change the Secondary Maps by same parameters too for the best result.



The usage is fairly simple, if you still have any trouble please feel free to contact me for support.

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