Thank you for buying!

This pack contains:

- 66 Metal Structures

Mesh:

- Polycounts depending on the size of the models are in the range of 20-300(triangles), while more complex can be 2k-16k

Textures:

- Texture resolution is mainly 4K with some smaller models having 2K

    Textures include:
    Albedo
    Normal Map
    Mask Map (it contains)

    Red channel – Metallic map

    Green channel – Ambient Occlusion map

    Blue channel – empty (black)

    Alpha channel – Smoothness map

Texture conversions for different renderers:

The mask map texture contains:

Red channel – Metallic map

Green channel – Ambient Occlusion map

Blue channel – empty (black)

Alpha channel – Smoothness map

There are tools in the Unity store that can split the channels for you, if not you can use a program like Photoshop and export the channels yourself.

For more info you can check Unity documentation about mask maps:

https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@7.1/manual/Mask-Map-and-Detail-Map.html