# Scifi Containers

Thank you for buying this model pack.

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

A quickstart to physical based rendering (PBR)

This model has PBR textures that work with the Unity 5 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.
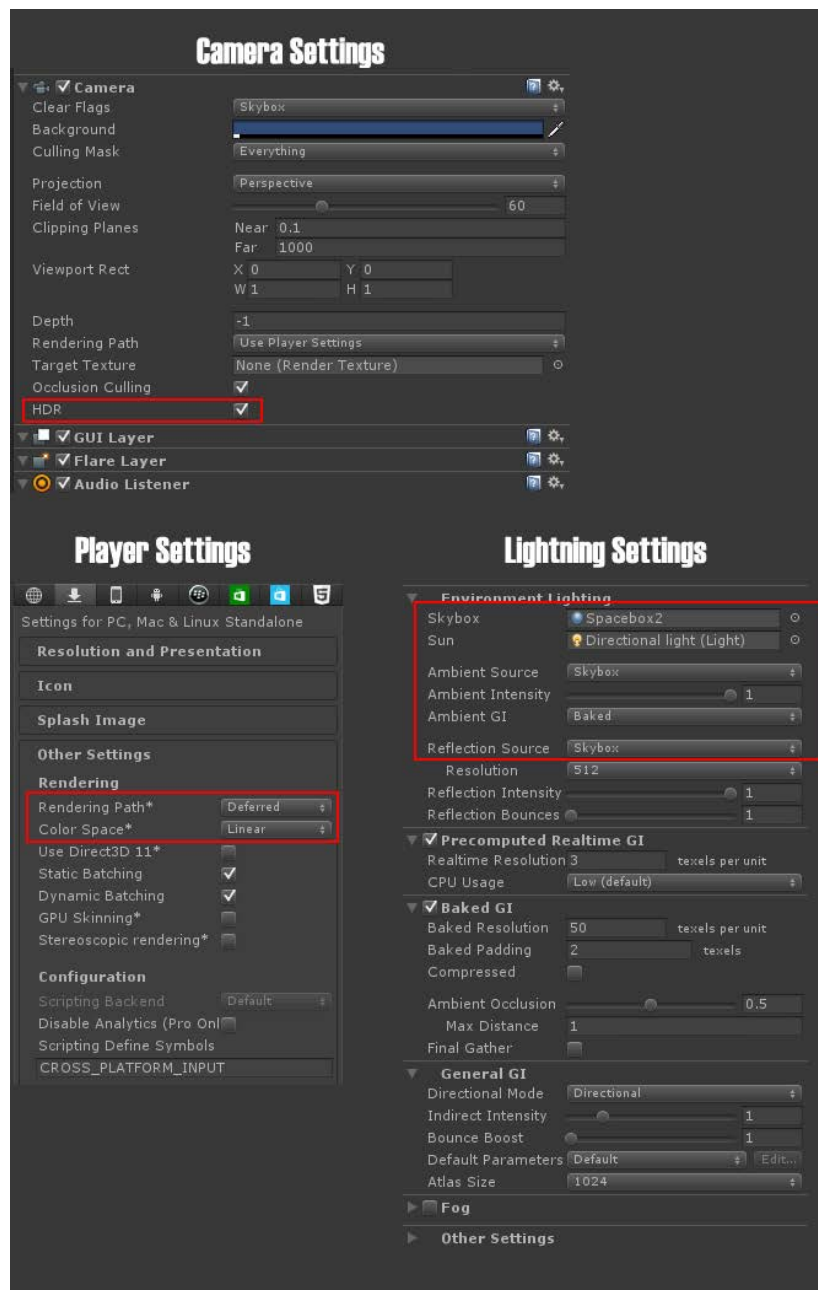
Albedo Maps

There are two different types of albedo maps included. The occlusion map in the unity 5 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.