Table of Contents

README

Welcome to the official documentation of the **FA: FPS Weapons - Free** asset pack!

Thank you for expressing interest and purchasing this asset! The **FA: FPS Weapons – Free** pack is an asset pack built for the Unity game engine. The main feature of this asset pack is the high-quality realistic weapon models. These weapons have been modeled to real life sizes so that they can easily be integrated into fps projects. Or into third-person projects if you so desire.

BiRP and URP

The **FA: FPS Weapons – Free** supports the Built-In Render Pipeline and the Universal Render Pipeline. The **demo scenes** are separated into WeaponShowcase_BiRP and WeaponShowcase_URP for an easy selection process depending on the render pipeline you are using. Furthermore the **material and prefab folders** for the weapons, each have a **Built-In** and **URP** folder within them. Switch to **Built-In** if you are using the Built-In Render Pipeline or switch to **URP** if you are using the Universal Render Pipeline.

Installation and Setup

Package Manager

This asset can be installed using the Package Manager in your Unity Project. First open the Package Manager and search for FA: Free FPS Weapons. Download the package and install to your project, you will find the **FA FPS Weapons - Free** in your **Assets** folder under **GILD.**


Note: If you already have the unity package installed on your PC, you can just import it directly to your project. You should still see it underneath the folder GILD in the Assets folder.

Unity 6 Compatibility

This package was created using Unity 2022.3 and is URP compatible, as such it should also be compatible with Unity 6.

Overview

This is the folder structure of the asset pack. All content can be found within these folders.
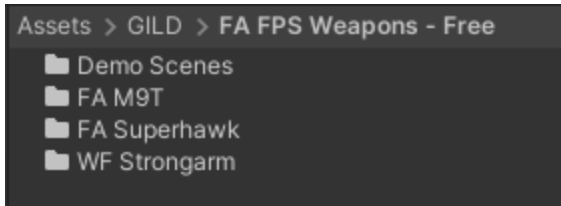
Demo Scenes

There are two scenes in the asset pack. **WeaponShowcase_BiRP** and **WeaponShowcase_URP.** Select the one that matches your render pipeline.

FA M9T

Prefabs: A black version of the gun and a tan version of the gun. Materials already assigned.

Textures: 5 PBR Textures

Polycount:

Gun: 11,177

Bullet: 288

Case: 960

FA Superhawk

Prefabs: Materials already assigned.

Textures: 4 PBR Textures

Polycount:

Gun: 10,477

Bullet: 288

Case: 768

SH Speedloader (Paired with the FA Superhawk)

Prefabs: Materials already assigned.

Textures: 4 PBR Textures

Polycount:

Speedloader: 2,552

Bullet: 288

Case: 768

WF Strongarm

Prefabs: A black version of the knife and a tan version of the knife. Materials already assigned.

Textures: 5 PBR Textures

Polycount:

Combat Knife: 3,054

License

These assets are covered under the Unity Asset Store EULA. Free for use in personal or commercial projects.

Support & Feedback:

Need help? Contact: thealchemist090@gmail.com
Help improve future packs: SURVEY

What's Next?

This Free Pack is just the beginning! What's being worked on:

- **Standard Pack (12 weapons) – Coming soon**

- **Deluxe Pack (25 weapons)**

- **Ultimate Pack (35 weapons)**

Stay tuned — your feedback will help shape these upcoming releases!