

Low Poly Trophy Pack (PBR)

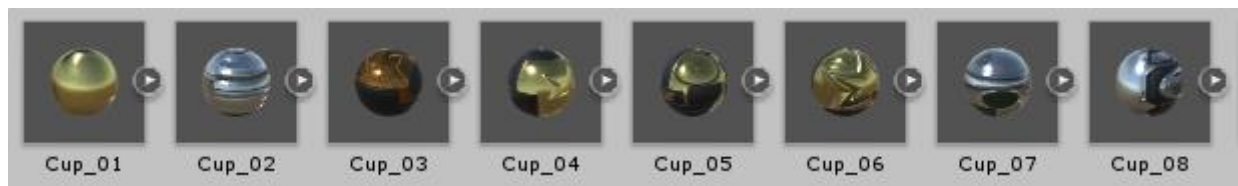
- Contained within your purchase:

Folder	Asset	File Format	Files Explained
Demo	1 x Unity Demo Scene	Demo.unity	Example scene containing 8 cup meshes with applied materials.
Documents	1x PDF	README_PBRTrophies.PDF	Explaining how the procedural material works
Material	8x .sbsar Material files	Cup_01.sbsar Cup_02.sbsar Cup_03.sbsar Cup_04.sbsar Cup_05.sbsar Cup_06.sbsar Cup_07.sbsar Cup_08.sbsar	8 Material files, one per cup. Contains all the custom parameters you need to customise your cups
Model	8 x Cup Mesh	Cup_01.FBX Cup_02.FBX Cup_03.FBX Cup_04.FBX Cup_05.FBX Cup_06.FBX Cup_07.FBX Cup_08.FBX	8 Cup meshes
Prefabs	8 x Cup Prefab	Cup_01.prefab Cup_02.prefab Cup_03.prefab Cup_04.prefab Cup_05.prefab Cup_06.prefab Cup_07. prefab Cup_08. prefab	Each prefab contains a single cup mesh with the material applied

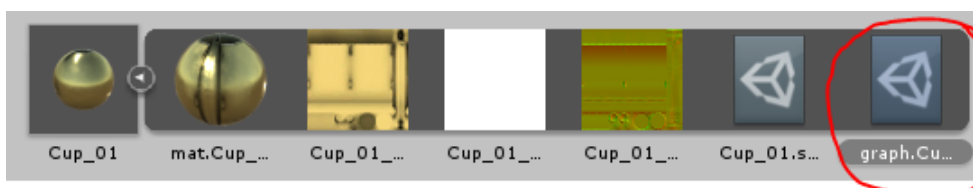
The materials requires the free substance in unity plugin by Allegorithmic, plugin documentation available here <https://support.allegorithmic.com/documentation/display/integrations/Unity+2018>

Using the (.sbsar) Material

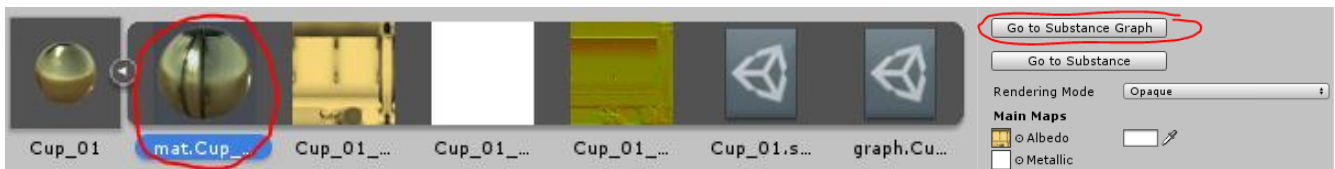
See the demo Scene for a working example. Within the “Materials” folder you will see some premade materials. One for each cup



If you expand each material you can see the generated texture outputs. The file called “graph.cup_01” contains the custom parameters.

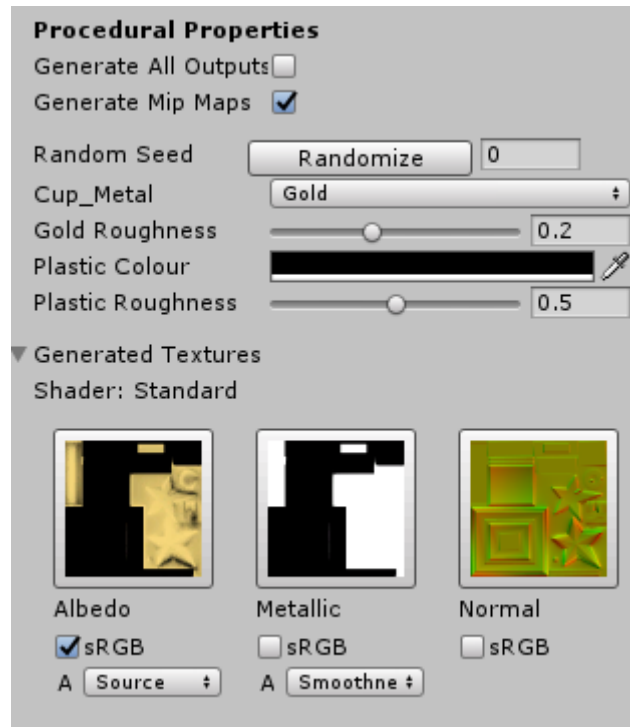


You can also get to the custom parameters by selecting the “mat.cup_01” and on the right panel click “Go to substance Graph”



The custom parameters will appear on the panel on the right hand panel

Customisable options explained (.Sbsar files)



Cup Metal – A dropdown menu for Gold, Silver or Bronze

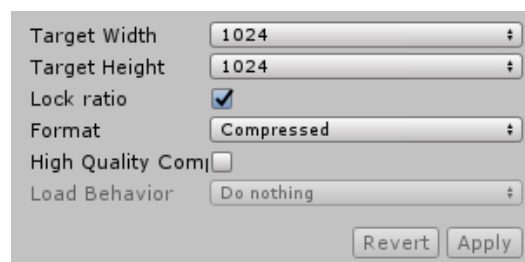
Roughness – A Slider for how Shiny or Matt the cup is

Plastic Colour – Colour picker to select a colour for all the plastic

Plastic Roughness – A Slider for how Shiny or Matt the plastic is

Note: Cup_01 does not have any plastic, so all plastic options are void.

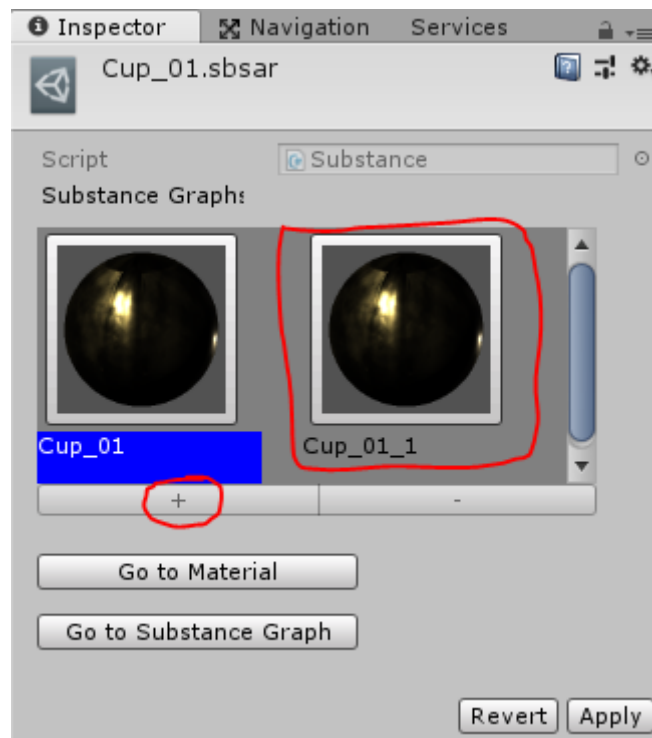
The procedural textures output sizes can be set here, at resolution of up to 1024x1024.



To create a instance of a material. If you are wishing to create a silver material for cup_01, simply select the “Cup_01.sbar” file and on the right hand panel you will see the “inspector tab”



Here you can click the “+” button to add a material instance and then change the parameters. This will generate a new material and textures. Currently you cant remane your new matierial, this is a feature we are waiting on from Allegorithmic



To edit the new material, select the new graph and click the button “Go to Substance Graph”

Once you have created your material, simply drag the material on the mesh in the view port.



If you have any issues, please feel free to email me at Kelly4d3d@gmail.com
Enjoy!