



Documentation

Cody Dreams Presents

Asset Documentation for PBR Medieval Weapons Pack

Overview

Thank you for downloading **PBR Medieval Weapons Pack**, a high-quality asset pack designed to integrate seamlessly into your Unity projects. This pack includes 3D models of various medieval weapons: an axe, sword, shield, mace, and spear. These models are

optimized for performance and are suitable for a range of game genres, including RPGs, action games, and simulations.

Included Models

- **Axe:** A detailed model suitable for melee combat scenarios.
 - **Sword:** A classic sword model with intricate designs for a realistic look.
 - **Shield:** A robust, semi-realistic shield model designed for defensive mechanics.
 - **Mace:** A heavy mace with fine detail, perfect for close combat encounters.
 - **Spear:** A lightweight spear model, ideal for both throwing and melee combat.
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File Formats

The models are provided in the following formats:

- **.FBX:** Compatible with Unity and other 3D software.
 - **.OBJ:** Standard format for 3D models, compatible with most 3D software.
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Material Setup

The models use the **Unity URP Lit Shader** by default. To ensure compatibility with the Built-In or HDRP (High Definition Render Pipeline), you need to convert the materials as follows:

Converting Materials to HDRP

1. Go to **Edit > Rendering > Materials**.
2. Select **Convert All Built-in Materials to HDRP**.

Usage Tips

- **Scaling:** Ensure your models are properly scaled to fit within your game environment.
- **Static or Dynamic Use:** Use the models as static or dynamic objects based on your game design needs.
- **Customization:** Apply additional textures or material variations to achieve unique looks for different gameplay contexts.

Technical Specifications

Model	Triangle Count
Axe	1,434 triangles
Sword	1,710 triangles
Shield	3,844 triangles

Mace	2,314 triangles
Spear	476 triangles

- **Texture Resolutions:** All textures included with the models are at **2K resolution.**
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Support

For inquiries or support, please visit our support page at **Cody Dreams** on [ArtStation](#).

We would appreciate your feedback! Please leave a review on the asset store page to help us improve and provide future updates.