

Thank you for buying our asset!

We have prepared a set of animated stage speakers ready to be dragged and dropped right into your scene. You can either use the Prefabs that can be found under the prefab folder or inspect them in the Demo Scene provided with this package.

Prefabs can be found under:

\Lyrebird-Studio\Modular Stage Set\Speakers\Prefabs

Naming Convention

Our naming convention for the prefabs can be described as follows.

"pref_speaker_medium_a1"

1. "pref_" type of asset. (pref_: Prefab; skm_: Skeletal Mesh, etc.)
2. "speaker_medium" is a unique name, describing the size of the speaker.
3. "a" material variation
4. "1" texture variation

Textures, Materials, etc.

Meshes

skm_speaker_medium_a1

skm_speaker_small_a1

skm_speaker_tower_a1

Materials

m_checkerBoard_a1

m_speaker_medium

m_speaker_medium_mesh

m_speaker_small

m_speaker_small_mesh

m_speaker_tower

m_speaker_tower_mesh

Shaders

sg_checkerBoard_a1

Textures

color_speaker_medium

color_speaker_medium_mesh

color_speaker_small

color_speaker_small_mesh

color_speaker_tower

color_speaker_tower_mesh

normal_speaker_medium

normal_speaker_medium_mesh

normal_speaker_small

normal_speaker_small_mesh

normal_speaker_tower

normal_speaker_tower_mesh
smoothMetallic_speaker_medium
smoothMetallic_speaker_medium_mesh
smoothMetallic_speaker_small
smoothMetallic_speaker_small_mesh
smoothMetallic_speaker_tower
smoothMetallic_speaker_tower_mesh

Animations

anim_speaker_medium_60bmp
anim_speaker_small_60bmp
anim_speaker_tower_60bmp

Prefabs

pref_speaker_medium_a1
pref_speaker_small_a1
pref_speaker_tower_a1

Technical Information:

Created and best Compatible with Unity Versions: 2022.3.22f1 +
Created for URP

Textures and Materials are PBR conform

UV Mapping: Non overlapping

Number of Textures Total: 19

Materials per Asset: 2

Textures per Asset: 6

Texture Dimensions : max size 512x512

Rigging: Yes

For support contact us at:

info@lyrebird-studio.com