3D Model Readme

Thank you for purchasing/downloading this 3D model. This package contains the following files and formats for maximum compatibility with different 3D software and game engines: Available Formats: - .dae (Collada format) - .ma (Maya ASCII format) - .mb (Maya Binary format) - .arnoldusd (Arnold USD format) - .obj (Wavefront OBJ format) - .mtl (Material definition for OBJ) - .fbx (Autodesk FBX format) Texture Packages: 1. A ZIP file containing all textures bundled with the OBJ and MTL files for quick setup. 2. A separate ZIP file containing only the textures for custom use. Usage Notes: - All files are provided in real-world scale and clean topology. - Textures are in high resolution and can be downscaled if needed. - Please ensure you link the textures in your chosen 3D software if they are not automatically assigned. - For .fbx and .dae, textures may auto-link depending on the importing software. - The model is game-ready, low-poly, and optimized for real-time rendering. License: - This asset is royalty-free for personal and commercial use. - Redistribution or resale of the model itself is not allowed. Enjoy creating with this asset!