

Simple Livery Creator

AIKODEX

EDITOR EDITION

Controls : Mouse Right Click – Orbit, Mouse Middle Mouse Button – Zoom In/Out, Pan, Mouse Left Click to paste Decal, Z to undo Decal, 1/2/3 number keys to change view.

Simple Livery Creator is a Texturing painting editor tool which creates great looking liveries for your vehicle. This tool can be used for any object with a particular material specially designed for painting and drawing textures on a base texture. Bring all your texturing work into Unity itself with this nifty asset. This documentation will cover some basic and in-depth tips and tricks for you to make the most of this asset.

Basic Overview

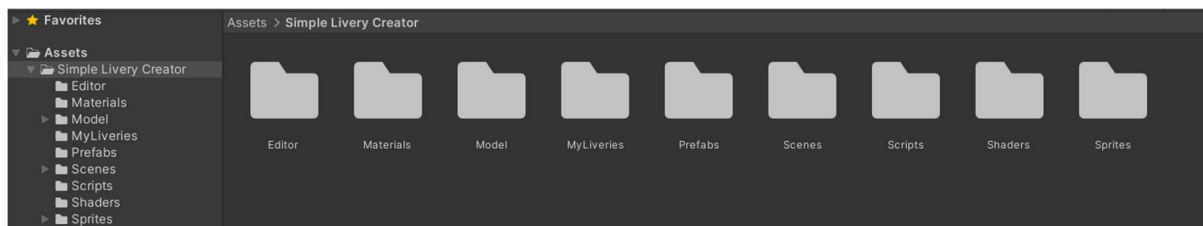


- Decal Paint – Holds a decal texture library that you can paste your sprites inside. A special editor script can help with adding and updating all your texture sprites.
- Ortho – A toggle button for rendering the entire scene into the orthographic projection.
- HQ Metal – Replaces the detail texture 2 in shader with a metallic noise texture.

- UV Set – Changes the UV set in the shader, and targets the second texture coord for raycast hit. The UVs are arranged in a way that mirrors the textures.
- Save – Saves the instance of the texture and applies that texture on Livery Material using an editor script in runtime.
- Body Paint – A color picker which changes the body paint color of the vehicle or the object with CanvasMaterial
- Decal – A color picker for the decal color.

Asset Overview and Description

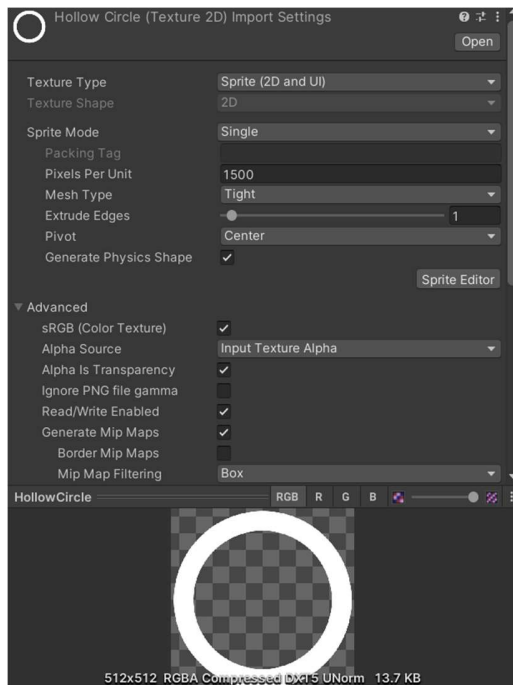
In the Simple Livery Creator Folder, you will find :



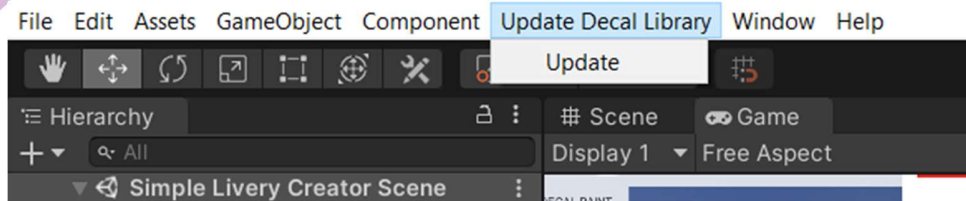
Editor : This folder contains the editor scripts to append the Decal Library from project to scene.

Decal Library Path – Sprites/Decal Library

Settings for a single texture (Set to Sprite and 1500 Pix/Unit)



Batch select and Apply the settings.



And select Update to update the list.

Materials : This folder contains the materials for the texturing the work properly.

Model: This folder contains the materials, models, and textures for all the models used in this asset.

MyLiveries : This folder will contain all the liveries that you save when you click save at runtime. Please note that the latest texture will pertain to the last model you texture painted. This folder also contains the material to which the texture is applied to.

Prefabs : Contains prefabs like Image prefab that the editor script uses to generate the library. It also has prefabs for the models used in the scene

Scenes : This folder contains scene and the post processing data.

Scripts : Contains the Scripts necessary to run this project.

Shaders : Uses a custom shader that allows for a UV set change on the primary texture channel.

Sprites : Contains two sub folders that contain the sprites used in the game and the UI.

Note : UV Set Mirroring is not available with “Generate Lightmap UVs” as it occupies the UV1 channel that is required for mirroring. The models in this asset have a special UV unwrap which allows for these textures to be applied and mirrored. For a normal asset import with auto UV unwrapping, there might be seams near the sharp edges. A planar or project form view UV unwrapping should get the textures to show up appropriately.

If you have any questions or suggestions please mail them to alternativemathsthinking@gmail.com and we will surely be happy to attend to them.

Happy Texturing!

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