



PBR SciFi Plasma Rifle - Documentation

Introduction:

Thanks for purchasing the PBR SciFi Plasma Rifle. This asset comes with a full PBR texture set, as its polycount is optimized for realtime PC and console games and comes with a couple of particle effects and shaders to finish the overall look. This documentation will serve as a backup in case the full use or intention of the assets is not clear enough by itself.

Let's get started!

How to use:

All of the assets are prepared for instant use via Drag-&-Drop. Just drag one of the prefabs in the Assets folder into your level; it comes with colliders, materials, and particles (where applicable).

For optimized use of UV space and draw calls, the assets are texture-atlased.

Shaders:

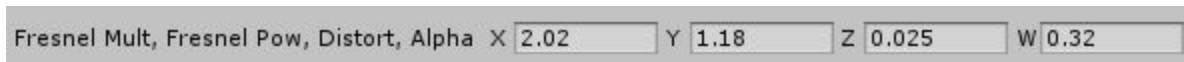
This pack comes with two shaders:

S_ShadowCollector_00: This shader is purely for presentation and draws a ground shadow. Feel free to use it as you please, you can also adjust the shadow intensity with the single slider exposed.

S_PlasmaShielding_00: This shader created the force field like structures on the weapon. It has regular PBR shader parameters, additionally you can input an additional normal and composite texture which will scroll over the surface of the mesh and create a slight distortion and color variation animation.



You can adjust the Speed, two Emission values (of FXTTexture Red and Blue channel) and Alpha of the Overlay effect using the first set of parameters.



With the second set of parameters you can control Fresnel (Rim Light) Intensity and Hardness, as well as the Distortion caused and the Influence of the Fresnel on the Overall Alpha.

Closing words:

Once again thank you a lot for purchasing the PBR SciFi Rifle. Your purchase helps me developing more asset packs and keep a high quality standard. Hope you enjoy using the assets to the fullest and will have an easy time using them. If there is anything I can help you out with, feel free to let me know. I'll also be happy to give your projects that use this pack a shout-out on social media if you tell me about them.

All the best from the creator of this pack,

Simon Kratz