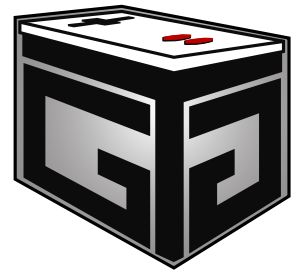


Granite Top Games

ROCK AND ROLL GEAR



Stroud Practice PA Pack with Mics and Stands

Thank you for your purchase of the Stroud Practice PA Pack by Granite Top Games. I sincerely appreciate your support, and I hope these models will help you in whatever project you are creating. They are designed to be highly performant and simple to work with.

If you have any questions, comments, or suggestions, please don't hesitate to email me at granitetopgames@gmail.com.

If you've enjoyed this asset and/or found it easy to use, please consider leaving a review on the Unity Asset Store.

The purpose of this document is to give an overview of the files included in this package and explain how the model and art files are set up.

This package includes:

StroudPracticePAPack_Basic_AllPrefabs: Scene showing all model prefabs.

_DemoSceneComponents folders: Models, Textures, Materials, Prefabs for Demo scene background.

PREFABS FOLDER: MicStand_Boom and MicStand_Straight prefabs which have the Mic Stand part meshes (and mic mesh) set up in a usable prefab. The prefabs folder also has PA_8in_Speaker, PA_12in_Monitor, PA_12in_Monitor_Wedge, PA_Mong00z_Head, and Stroud97_Mic prefabs. Dragging these into your scene is the easiest way to use the models in this package. The included prefabs have simple box colliders on each prefab, but colliders can be added to the mic stand parts individually if you need more complex collision.

The MicStand prefabs are set up with the movable parts as nested children with the base as the parent, and should move and rotate the same way a mic stand would using the pivot point and the local rotation.

MODELS FOLDER: PA_Speakers_Mics_MicStands.fbx which contains several meshes: PA_8in_Speaker, PA_12in_Monitor, PA_Mong00z_Head, Stroud97_Mic, MicStand_Base, MicStand_Boom_Arm, MicStand_Boom_Clamp, MicStand_Boom_Mid, MicStand_Clip,

MicStand_Straight_Mid. The MicStand pieces for boom and straight stands are saved in the corresponding prefabs in their correct positions.

TEXTURES FOLDER: PA_Mics_Stands_Albedo, PA_Mics_Stands_Normal, PA_Mics_Stands_Metal, PA_Mics_Stands_Emission

All texture maps are 1024x1024. The .tga file (metal map) has the smoothness map in the alpha channel.

MATERIALS FOLDER: PA_Gear_MAT

Check out Granite Top Games other Rock and Roll Gear models on the Unity Asset Store:

Elliott BB1000 Half Stack Guitar Amplifier: <http://u3d.as/Lfa>
Midranger GA100 Half Stack Guitar Amplifier: <http://u3d.as/Lch>
Samoht/Midranger Half Stack Guitar Amplifier: <http://u3d.as/Lfk>
Hausen Bass Stack Bass Amplifier: <http://u3d.as/Lfo>
Kungpow/TWMC Bass Stack Bass Amplifier: <http://u3d.as/Lfs>
IW Maple Custom 4-pc Drum Set: <http://u3d.as/Lft>

Granite Top Games Rock and Roll Gear Basic Pack 1: <http://u3d.as/Lfx>

Please email granitetopgames@gmail.com with any questions or comments.

If you'd like to hear what these amps and drums sound like, check out Threes Away (<http://www.threesaway.com>).

Thanks again!