Feline Gargoyle (1.0d)

Old Stone Statue (prop)

Sergi Nicolás

Introduction

First of all, thank you for purchasing this asset. In this document, I will explain all the necessary info you need to get started with everything. Please, keep in mind that English is not my first language, so expect some mistakes. Anyway, I have tried to be as clear as possible but if you have any particular question, please do not hesitate to contact me through this email: **snicolast81@gmail.com**. I will help you to clear out any doubts you have.

What´s in this package?

- FBX folder containing the model.

- A demo scene (Scenes) showing the gargoyle on the ground with some lights. The idea is just to show how beautifully it looks in a scene where performance is not a problem. This is also a good base for creating lightmaps, if needed.

- Materials folder containing the bumped material for the gargoyle.

- All the textures (Textures): 1 diffuse and 1 normal map. No spec added in this work due to the stone material (it lacks of any kind of reflections). 2048x2048 resolution for both maps.

NOTE: I downgraded the albedo texture to 2k + compressed to make the size of the asset smaller. ƒ you want full resolution, as it was made, just upscale it.

- 1 prefab for immediate action. Drag and drop.

- This document (Documentation).

Technical info

Tris: Around 4k - Materials: 1 (Specular Setup) - Tex: 2048x2048

<u>Lighting:</u>

*Rendering path: Deferred lighting.

*Color space: linear.

*Ambient intensity: 1.

*Reflection intensity: 1.

*Realtime resolution: 5 texels per unit to avoid light artefacts on the lower body.

*Static object for GI calculations. Play with different light bounce intensity.

Please use the setup (*) above in your scene for optimal visualization.

Changelog

1.0d:

     - Unity 2017 ready.

1.0c:

     - Minor tweaks.

1.0b:

     - Unity5 ready (PBR).

Are you a company? Please, keep reading.

First of all, I hope this asset is a good proof of profesionality towards you, so I would like to thank you again for your support buying it. Now, let me steal some of your time in order to introduce myself, in case you are a company looking for someone to hire, or maybe you are thinking in someone in a near future.

I am a Spanish 3D Generalist living in New Zealand but, depending on the offer, I am able to move to any part of the world. I work in the modeling, texturing and animation areas, and love making characters. My most strong skills are currently focused on the modelling/sculpting fields though.

You can check my personal webpage: http://www.serginicolas.com for more information about me and my works.

By the way, if you have questions, suggestions, whatever you would like to say... please feel free to contact me at **snicolast81@gmail.com**.

And...

One thing that would make me VERY happy is to see some media of this asset in your game, so please share anything you can show. It would be awesome to see the gargoyle around your map/s! In exchange, I also would love to give you some support announcing your company/game on my personal page, if you want.

And well, that´s all for now. I hope you enjoy this beautiful model as I did making it. <u>And remember to contact me for any doubt you have</u>.

Thank you again for your purchase!

 Have fun,

Sergi.