



RPG Fantasy Crystals KIT



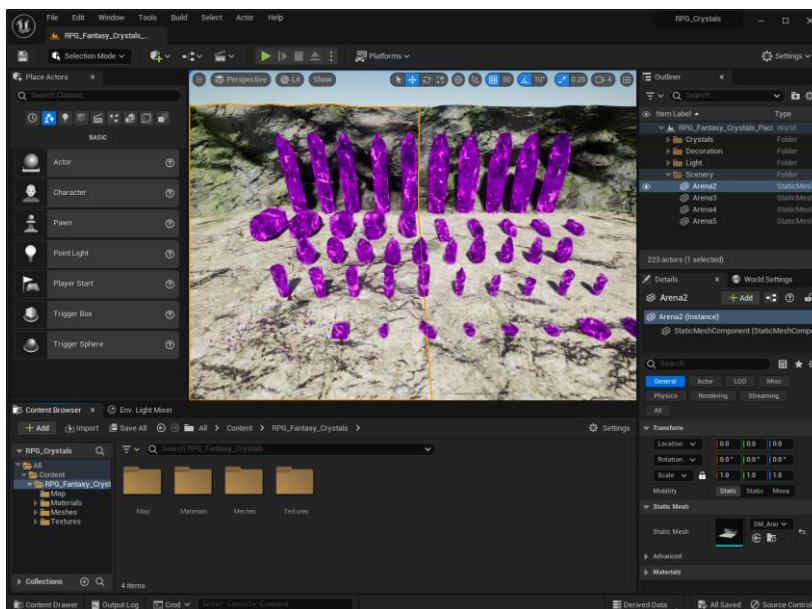
Pixel Life Studio.

Thank you for your purchase, we from Pixel Life Studio hope this asset brings you a good experience.

If you have any difficulties or problems you can contact us support@pixellifestudio.com

First steps understanding the asset.

You will find a DEMO scene ready with all the materials and textures setup for your convenience.



Folder structure.

Content:

RPG_Fantasy_Crystals_KIT:

MAP (level files)

MATERIALS (materials ready to use)

MESHES (static meshes)

TEXTURES (textures)

Map.

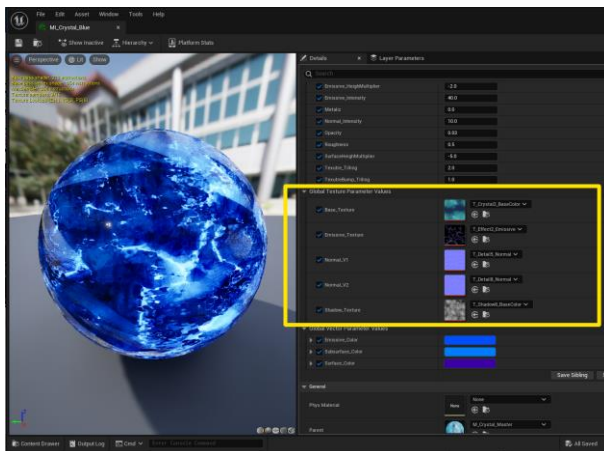
This folder holds some level files and information.

Materials.

This folder holds all the materials separated by its category subfolder.



This asset brings a Master Material with several customizable options so you can create and customize a large variety of models with the most different and unique results.



You can drag and drop new textures, combine two different Normal maps to achieve some unique results.

We provided some examples of Crystal Materials with cracks, light diffusion and emissive effects creating a unique experience using bump maps.

Changing the values on the parameters will give you a large range to obtain a wide variety of effects.

You can change the color using two color parameters to achieve the desired color palette.

The Emissive color can be customized too.

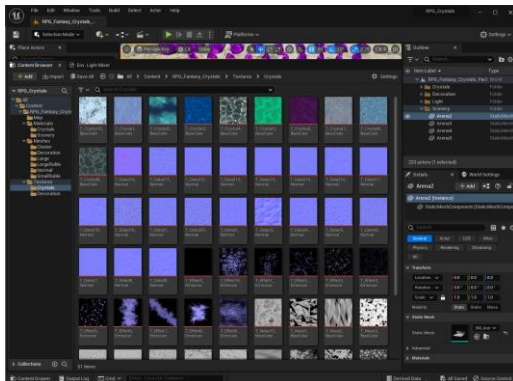
Meshes.

This folder holds all the meshes separated by its category subfolder.
All the meshes are in FBX format.



Textures.

This folder holds all the textures separated by its category subfolder.



The textures are separated in 3 files (+1 files for emissive):

Base color (RGB channel) Opacity (Alfa channel)

Normal map (DirectX)

Detail map (Red channel Ambient Occlusion)
(Green channel Roughness)
(Blue channel Metallic)

Emissive (Gray channel)

