

3rd Part Models Used by Dead Earth

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// Credit

In each folder containing one or more models, you will find a text document with a link to the page of the original asset creator in accordance with the CC Attribution License. My heart felt thanks to all of these wonderful modellers for sharing their work with the community.

// Alterations

Many of the models have been dramatically altered from the original versions.

- 1.) Many of the source assets were in the 100,000s of polygons so I had to severely decimate the topology to make them suitable as Gaming Assets. This means the models shared in this project do not share the same high fidelity mesh topology as the original creation.
- 2.) Many models did not come with complete PBR texture sets and in such cases I had to make my own Metallic and Roughness textures that are not part of the original works.
- 3.) Most of the models used had 'clean' (non-apocalyptic) texture sets. In nearly all cases I altered the texture sets with additional damage, blood and wear. Therefore, the textures used by most models here are derivatives of the textures featured in the original work.
- 4.) I used a tool called Mesh Baker (from the Unity Asset Store) to bake all of the materials of the separate models into Atlases to reduce draw calls in Dead Earth. Therefore, although the original creations had their own unique texture sets, these versions all share a common PBR texture set with many other models. The models themselves were also re-baked to update the UVs stored at the vertices to index into the combined atlases.