



The “Truck and trailers” package is designed for use in games or interactive applications of various genres, created on the Unity® engine.

At the moment of releasing version No1.3, the package includes 7 models of semitrailers and 1 truck model. Some semi-trailers use shared chassis. There are 2 chassis, on the basis of which 5 semi-trailers are designed. There are also 3 lights and 6 wheels models that are used by both the truck and trailers.

Each semitrailer is equipped with supports, which are separate objects, so you can place semitrailers separately without a tractor, “resting” them on the ground.

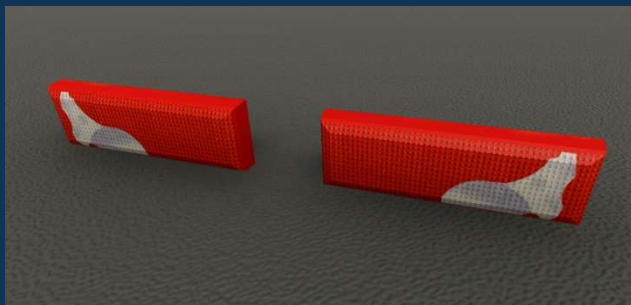
All objects are modeled and scaled with dimensions corresponding to real ones. So, 1 unit of position corresponds to 1 meter.

All objects use standard materials with applied albedo, normal and metallic-smooth maps.

All objects have correct UVW-channels and are ready for lightmapping.

Truck, semitrailers chassis, semitrailers headpieces and wheels have three Levels of Details.

LIGHTS

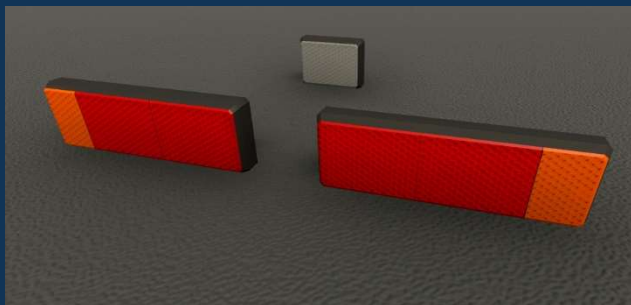


Vehicle lights “MTruck back”

Used in:
- truck MTruck 6x4 BLS

Verts: 32 (2x16)

Faces: 52(2x26)

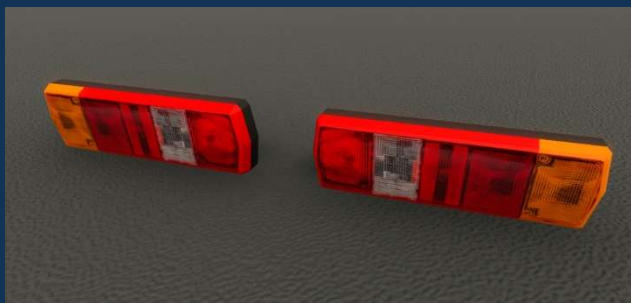


Vehicle lights “KIVS SB-503”

Used in:
- chassis semi-trailer LTS410

Verts: 96 (3x32)

Faces: 162 (3x54)



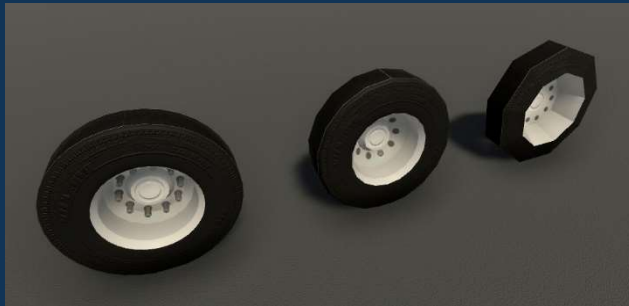
Vehicle lights “KIVS SB-601”

Used in:
- chassis semi-trailer TSP94
- semi-trailer container carrier LU300
- semi-trailer lowboy PST-08ET

Verts: 72 (2x36)

Faces: 129 (2x60)

WHEELS



Wheels “TFE-1”

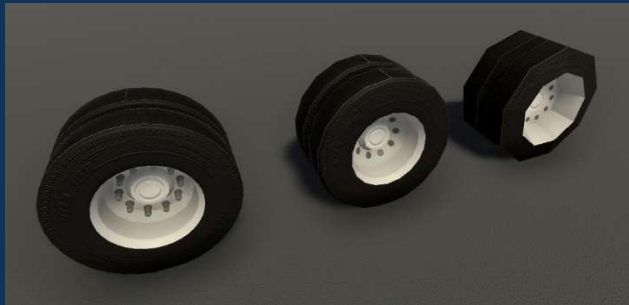
Used in:

- semi-trailer container carrier LU300
- chassis semi-trailer TSP94 (as spare)

LOD0: 581 verts | 1078 faces

LOD1: 244 verts | 484 faces

LOD2: 64 verts | 124 faces



Wheels “TFE-2”

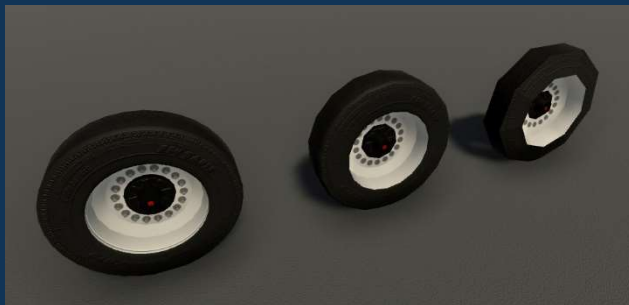
Used in:

- chassis semi-trailer TSP94

LOD0: 815 verts | 1546 faces

LOD1: 352 verts | 700 faces

LOD2: 108 verts | 194 faces



Wheels “SR5000”

Used in:

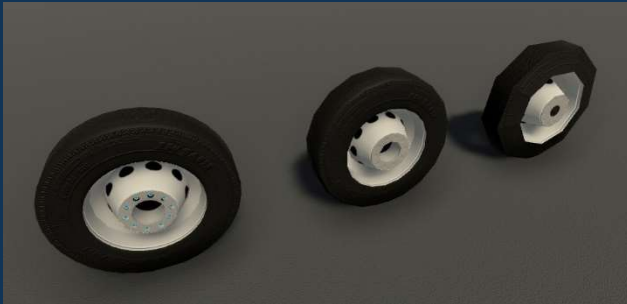
- chassis semi-trailer LTS410

LOD0: 656 verts | 1130 faces

LOD1: 248 verts | 473 faces

LOD2: 86 verts | 149 faces

WHEELS



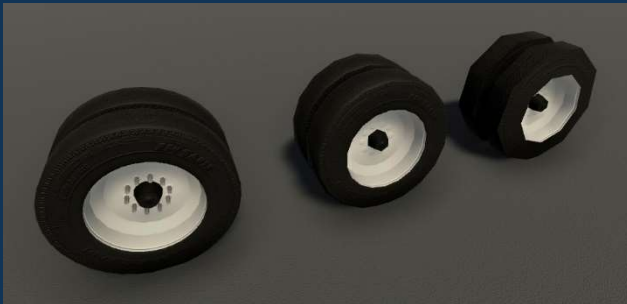
Wheels “MTG-17”

Used in:
- truck MTruck 6x4 BLS (front)

LOD0: 683 verts | 1192 faces

LOD1: 281 verts | 567 faces

LOD2: 83 verts | 162 faces



Wheels “MTG-18C”

Used in:
- truck MTruck 6x4 BLS (rear)

LOD0: 849 verts | 1600 faces

LOD1: 392 verts | 772 faces

LOD2: 131 verts | 250 faces



Wheels “LB3500”

Used in:
- semi-trailer lowboy PST-08ET

LOD0: 815 verts | 1546 faces

LOD1: 352 verts | 700 faces

LOD2: 108 verts | 194 faces

SEMI-TRAILERS

Semi-trailer chassis "LTS410"

Semitrailer chassis with three axles on the air suspension.



Wheels: SR5000

Lights: KIVS SB-503

Length*width*height: 1441*256*149 cm

Verts:

LOD0: 5607 (+ wheels + lights = 9639)

LOD1: 2900 (+ wheels + lights = 4484)

LOD2: 986 (+ wheels + lights = 1598)

Faces:

LOD0: 9386 (+ wheels + lights = 16328)

LOD1: 4413 (+ wheels + lights = 7413)

LOD2: 1292 (+ wheels + lights = 2348)

SEMI-TRAILERS

Semi-trailer chassis "TSP94"

Semitrailer chassis with two axles on the spring suspension.

Each spring block and each axis are separate objects, so you can create an animation or use your own scripts to simulate the suspension.



Wheels: TFE-2

Lights: KIVS SB-601

Length*width*height: 1236*260*143 cm

Verts:

LOD0: 3389 (+ wheels + lights = 6721)

LOD1: 998 (+ wheels + lights = 2478)

LOD2: 404 (+ wheels + lights = 908)

Faces:

LOD0: 5736 (+ wheels + lights = 12049)

LOD1: 976 (+ wheels + lights = 3905)

LOD2: 396 (+ wheels + lights = 1301)

SEMI-TRAILERS

Semi-trailer oiltank "UNM2907"

Designed for transportation of liquid petroleum products.

Chassis: LTS410

Length*width*height: 1441*256*362 cm

Tank volume: 29700 cm³

Verts:

LOD0: 2787 (+ chassis = 12426)

LOD1: 1373 (+ chassis = 5857)

LOD2: 865 (+ chassis = 2463)

Faces:

LOD0: 4405 (+ chassis = 20733)

LOD1: 1806 (+ chassis = 9219)

LOD2: 986 (+ chassis = 3334)



SEMI-TRAILERS

Semi-trailer refrigerator "SZ38ft"

Designed for the transportation of perishable food. It is equipped with tackle rails, those make it possible to stack cargo in two levels, the container of which cannot be stacked on top of each other. Each tackle rail is a separate object, so that each rail can be positioned at any level. Doors are also separate objects with the pivot points corresponding to the axes.

Chassis: LTS410

Capacity: 67600 cm³

Length*width*height: 1217*257*413 cm

Verts:

LOD0: 3517 (+ chassis = 13508)

LOD1: 2569 (+ chassis = 7053)

LOD2: 1353 (+ chassis = 2951)

Faces:

LOD0: 4782 (+ chassis = 21726)

LOD1: 3130 (+ chassis = 10543)

LOD2: 1392 (+ chassis = 3740)



SEMI-TRAILERS

Semi-trailer container-carrier “XB10-4020”

Designed for transportation of 20-, 30- and 40-foot intermodal containers, vehicles, special machinery or oversized cargo. Equipped with 12 twistlocks for attaching container fittings. Each twistlock is a separate object. If your game involves loading container models onto this semitrailer, make sure you removed (or hid/disabled) unused twistlocks whose meshes may intersect with the container's mesh. If you also purchased the “Intermodal containers” package, then for your convenience the prefab of this semitrailer has dummies located at the corresponding pivot points. Just drag-and-drop the container prefab from “Project” tab into the needed dummy.

Chassis: LTS410

Length*width*height: 1225*256*156 cm

Effective area: 1220*245 cm

Verts:

LOD0: 1076 (+ chassis = 11807)

LOD1: 248 (+ chassis = 4732)

LOD2: 0 (+ chassis = 1598)

Faces:

LOD0: 1746 (+ chassis = 19802)

LOD1: 322 (+ chassis = 7735)

LOD2: 0 (+ chassis = 2348)



SEMI-TRAILERS

Semi-trailer container-carrier “LU300”

Designed for transportation of 20- and 40-foot intermodal containers. Equipped with 6 twistlocks for attaching container fittings. Each twistlock is a separate object. If your game involves loading container models onto this semitrailer, make sure you removed (or hid/disabled) unused twistlocks whose meshes may intersect with the container's mesh.

If you also purchased the “Intermodal containers” package, then for your convenience the prefab of this semitrailer has dummies located at the corresponding pivot points. Just drag-and-drop the container prefab from “Project” tab into the needed dummy.

Keep in mind that this model can only carry 40-foot containers that have a gooseneck-tunnel, otherwise the container’s mesh will intersect with mesh of the semitrailer’s gooseneck

Wheels: TFE-1

Lights: KIVS SB-601

Length*width*height: 1249*244*138 cm

Verts:

LOD0: 4528 (+ wheels + lights = 7099)

LOD1: 1684 (+ wheels + lights = 3220)

LOD2: 452 (+ wheels + lights = 908)

Faces:

LOD0: 7698 (+ wheels + lights = 15363)

LOD1: 2220 (+ wheels + lights = 5253)

LOD2: 592 (+ wheels + lights = 1465)



SEMI-TRAILERS

Semi-trailer drop-side "BRT967"

Designed for the transportation of various types of cargo with loading options from above, side and rear. Each dropside is a separate object with pivot points corresponding to the axes. The dimensions of the semitrailer allow it to accommodate an intermodal container up to 40 foot.

Chassis: TSP94

Length*width*height: 1244*269*250 cm

Effective area: 1221*254 cm

Verts:

LOD0: 3926 (+ chassis = 10647)

LOD1: 752 (+ chassis = 3230)

LOD2: 240 (+ chassis = 1148)

Faces:

LOD0: 5674 (+ chassis = 17723)

LOD1: 982 (+ chassis = 4887)

LOD2: 348 (+ chassis = 1649)



SEMI-TRAILERS

Semi-trailer logging "WDN3502"

Designed for the transportation of the logs and the lumber.

Chassis: TSP94

Length*width*height: 1236*260*394 cm

Verts:

LOD0: 1104 (+ chassis = 7825)

LOD1: 304 (+ chassis = 2782)

LOD2: 160 (+ chassis = 1068)

Faces:

LOD0: 1848 (+ chassis = 13897)

LOD1: 426 (+ chassis = 4331)

LOD2: 210 (+ chassis = 1511)



SEMI-TRAILERS

Semi-trailer lowboy "PST-08ET"

Designed for the transportation of cars, special equipment or oversized cargo.
Equipped with ladders, which are separate objects with reference points corresponding to the axes.
Three axles with spring suspension.

Wheels: LB3500

Lights: KIVS SB-601

Length*width*height: 1618*285*156 cm

Verts:

LOD0: 4838 (+ wheels + lights = 9800)

LOD1: 1448 (+ wheels + lights = 3632)

LOD2: 302 (+ wheels + lights = 1022)

Faces:

LOD0: 7904 (+ wheels + lights = 17309)

LOD1: 1916 (+ wheels + lights = 6245)

LOD2: 466 (+ wheels + lights = 1759)



TRUCK

Truck “MTruck 6x4 BLS”

Three-axle truck tractor with two drive axles. Doors and wheels are separate objects with correctly set pivot points. Also, the interior is a separate object, so if you wish, you can assign opaque material to the glass, and remove the interior. The fifth-wheel pivot anchor point is set up so that you simply drag-and-drop any semi-trailer from “Project” tab and it stands in the right position.

Wheels: SR5000

Lights: KIVS SB-503

Length*width*height: 659*296*355 cm

Verts:

LOD0: 5728 (+ wheels + lights = 10522)

LOD1: 3180 (+ wheels + lights = 5342)

LOD2: 58 (+ wheels + lights = 780)

Faces:

LOD0: 9754 (+ wheels + lights = 18590)

LOD1: 4861 (+ wheels + lights = 9135)

LOD2: 98 (+ wheels + lights = 1474)



CHANGELOG

V1.31

- Fixed some wheels albedo textures to avoid encountering extrinsic lines on mip-maps
- Added this manual

v1.3

- Added semi-trailer Lowboy "PST-08ET"
- Added wheel "LB3500" for "PST-08ET"

v1.2

- Added semi-trailer container carrier "LU300"
- Added semi-trailer chassis "TSP94"
- Added headpiece "Logging WDN3502"
- Added headpiece "Drop-side BRT967"
- Added wheels "TFE"-1 and "TFE-2"
- Added backlights "VehLight KIVS SB-601"
- Fixed the mesh of "chassis semi-trailer LTS410" to fit the spare wheel, added the spare wheel to prefab
- Fixed the hierarchy of "MTruck 6x4 BLS" and "Chassis semi-trailer LTS410" objects (now each LOD1 and LOD2 is being a child to appropriate LOD0)
- Fixed the incorrect UV0 of "OilTank_UNM2907_LOD1"
- Optimized the source PSD-files, sizes have been decreased
- Removed all of the flares from vehicle lights prefabs (as well as light control scripts and materials)