

Bamboo Flute 3D

Release Version V1.0.0



Welcome to the world of musical instruments

The bamboo flute is a versatile instrument. This asset provides you with a customizable bamboo flute 3D Model. You can create multiple different color flutes with the same asset by customizing the color of the flute and the attached threads separately.

Technical Detail

Setup - Once package is imported, user can import prefabs in the scene. No special setup required.

Render Pipeline Support – Unity Standard render pipeline is supported. Users can manually convert the materials to HDRP or URP as needed. Steps to convert the materials are discussed on Unity docs [here](#)

Demo Scene - Demo scene is provided.

How to Customize Flute Color

To change the color of flute, the Base and Threads materials can be duplicated. Then change the color of Albedo map to get a different color for flute.

Technical Details

- High Poly and Low Poly Models are provided
 - High Poly Model (Vertices 11775, Triangles 14664)

- Low Poly Model (Vertices 2527, Triangles 2996)
- Model uses two materials
 - Base Material
 - Threads Material
- 2K Textures are provided. One texture map is used for both Base and Threads Material.
 - Albedo/Diffuse
 - Metallic
 - Normal
 - Ambient Occlusion
- Customization Options - Flutes do not have a defined color. Users are provided with freedom to choose any color of their choice. This allows multiple different flutes to be created.
- No Audio is provided

For any queries - please reach out to us.



ThumbSword Studio

<https://www.thumbsword.com/>