Thank you for buying Drones Pack!

- **This package contains:**

  6 Big Drones

  5 Small Drones

  3 Weapons

- **LODs and polycounts big drones**

  Drone 1

    LOD 0 – 144k

    LOD 1 – 63k

  Drone 2

    LOD 0 – 35k

    LOD 1 – 5k

  Drone 3

    LOD 0 – 98k

    LOD 1 – 39k

    LOD 2 – 15k

  Drone 4

    LOD 0 – 200k

    LOD 1 - 41k

  Drone 5

    LOD 0 - 248k

    LOD 1 – 52k

  Drone 6

    LOD 0 – 58k

    LOD 1 – 6k

- **LODs and polycounts small drones**

  Repair drone

        LOD 0 – 78k

        LOD 1 – 20k

        LOD 2 – 7k

  Small Battle Drone

        LOD 0 – 34k

        LOD 1 – 8k

        LOD 2 – 2k

  Small Utility Drone

        LOD 0 – 60k

        LOD 1 – 11k

  Swarm Drone 1

        LOD 0 – 35k

        LOD 1 – 8k

        LOD 2 – 2k

  Swarm Drone 2

        LOD 0 – 42k

        LOD 1 – 12k

        LOD 2 – 2k

- **Polycount weapons**

  Weapon 1 – 13k

  Weapon 2 – 7k

  Weapon 3 – 7k

- **Textures:**

  PBR textures, resolution is mostly 2K, with some models having 1K textures for small details
  - **Textures include:**
  - Albedo
  - Normal Map
  - Mask Map (it contains)

    Red channel – Metallic map

    Green channel – Ambient Occlusion map

    Blue channel – empty (black)

    Alpha channel – Smoothness map

The materials of each weapon also contain emission textures, which you can use to add heating effect to the barrels.

- **Texture conversions for different renderers**

  The mask map texture contains:

  Red channel – Metallic map

  Green channel – Ambient Occlusion map

  Blue channel – empty (black)

  Alpha channel – Smoothness map

  There are tools in the Unity store that can split the channels for you, if not you can use a program like Photoshop and export the channels yourself.

For more info you can check Unity documentation about mask maps:
https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@7.1/manual/Mask-Map-and-Detail-Map.html