Ammo Collection

Thank you for buying this model pack.

To use the models, simply drag the prefabs, located in the "Prefabs" folder into your scene.

Shader

The specular map is in the alpha channel of the diffuse map. To see specular effects, you must use the "bumped specular" shader. The diffuse map format must be "RGBA compressed DXT5".

Contact Information

You can contact me here: msgdi@yahoo.de