

Readme Scifi Mechs

Thank you for buying this model pack.

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

Customization

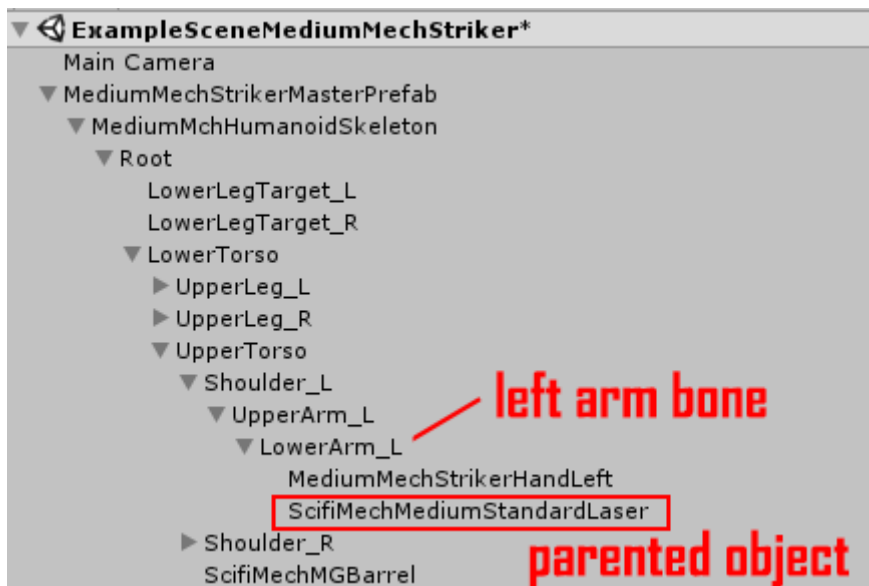
This pack contains a mech model, one canon, one laser, one MG, long- and short-range-missile launchers. Also 4 decals and 5 different texture sets are included. The number of weapons and decals is reduced for this free test mech. All other mechs contain more weapons and decals.

The weapons can be attached to the mech to create different weapon loadouts.

Parenting weapons/decals to the mech

If the weapons and decals are parented to the mech you must make sure to parent them to the correct bone. E.g. a laser that is equipped to the left arm must be parented to the “LowerArm_L”. It will then move along with the right arm if the animations are played.

To parent a weapon/decal you must expand the mech skeleton in the hierarchy view and drag and drop the object onto the correct bone. The parented object is now listed under the bone.

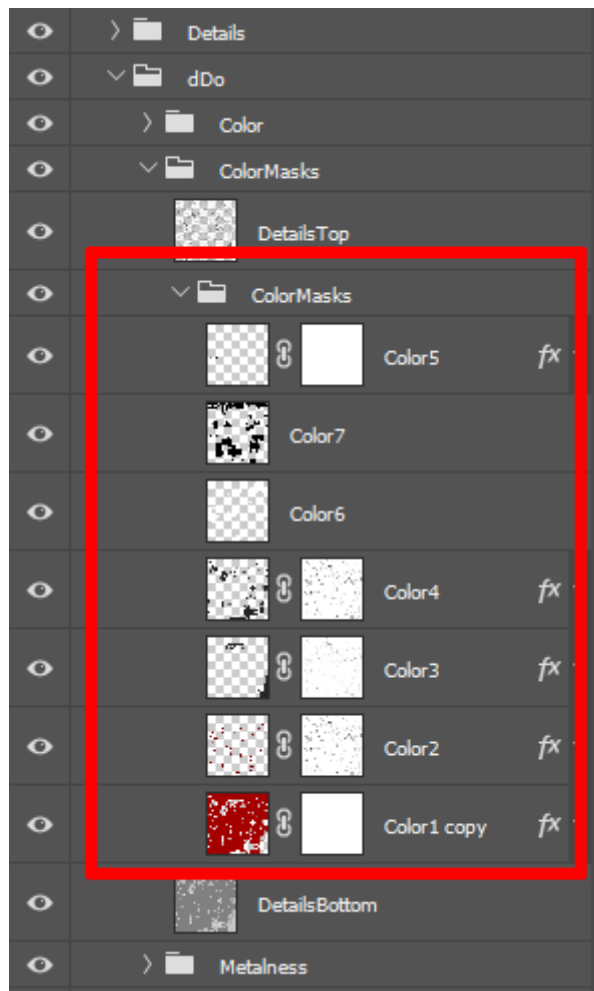


All that's left to do now is to position the parented object in the scene view where you want it to be on the mech. If the laser is parented to the left arm bone it should obviously be placed somewhere on the left arm.

The same method is applied for decals.

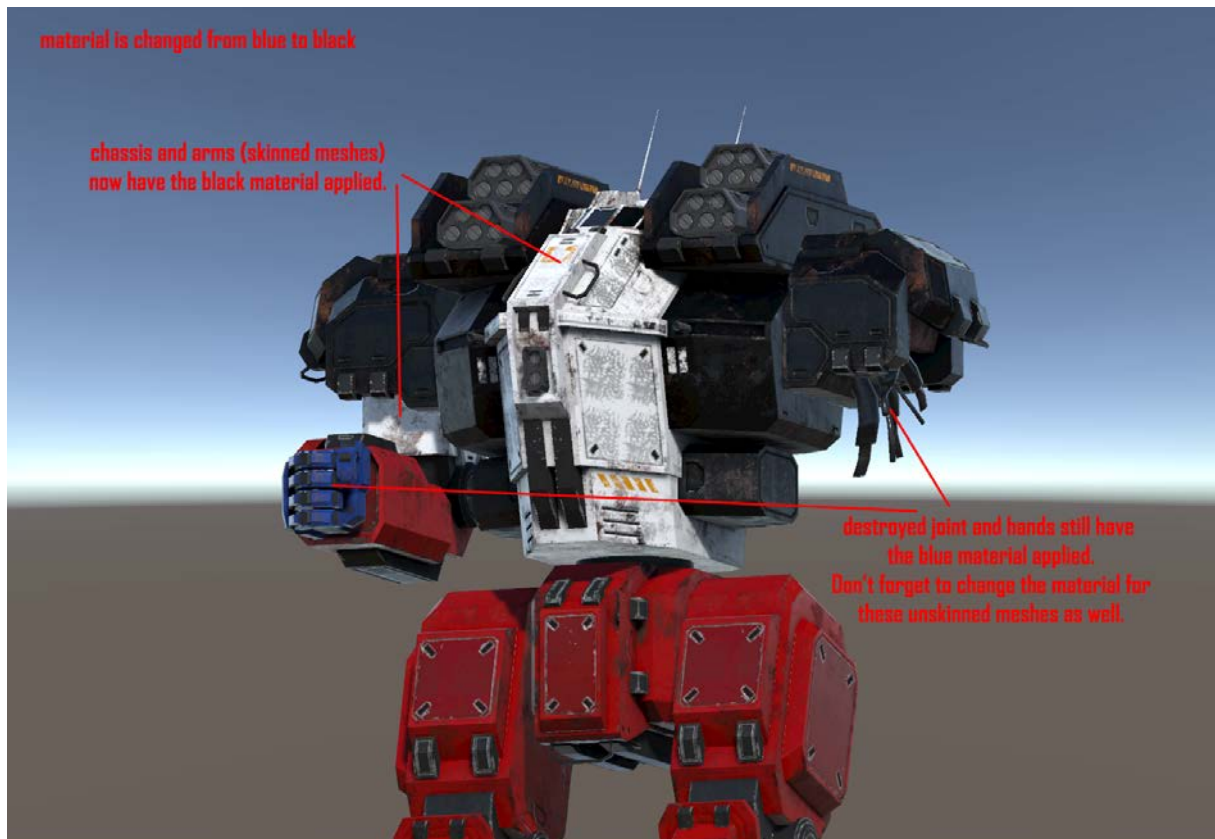
PSD Source File

The PSD can be used to change the colors of the albedo texture. Use the color masks in the PSD to recolor specific parts of the texture.



Changing materials

To change the materials expand the mech skeleton in the hierarchy view and select the chassis and the two arm meshes. Now change the material in the inspector window. Be aware that this will only change the materials on the 3 skinned meshes. To change the material of the unskinned meshes that can be parented to the mech (e.g. the hands and the destroyed joints) you must select them in the bone hierarchy – or simply click on them.



Albedo Maps

There are two different types of albedo maps included. The occlusion map in the unity 5 standard shader seems to give only a very subtle effect. Therefore I added albedo maps with baked in ambient occlusion. The pure albedo maps (without AO) are added to the shaders by default. You can always change them with the albedo AO maps if you want.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.