Ballistic Turret

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 provides 1 base, 1 turret body and 3 modular barrels. The barrels can be combined as you wish to create different looking turrets. Also a cartridge for ejecting empty shells is included.

Firing Animations

All 3 barrels are already parented to the prefabs. You must activate the barrel you want to use and assign the corresponding controller to the prefab. E.g. if you want to use the heavy barrel, you have to activate the "Turret1DoubleHeavy" game object that is parented to "Turret1BarrelMount". In addition you must change the controller in the animator component of the prefab. The default controller is "BallisticTurretWhiteSmallBarrel" but this controller will only animate the small barrel. Change the controller to "BallisticTurretWhiteHeavyBarrel" to activate the firing animations on the heavy barrels. The controllers are located in the FBX folder.

A quickstart to physical based rendering (PBR)

This model has PBR textures that work with the Unity 5 standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be "Deferred", color space must be "Linear"
- Make sure the "HDR" checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you're free to play around with the lightning settings to achieve different results. "Continuous baking" should be enabled to see changes immediately.
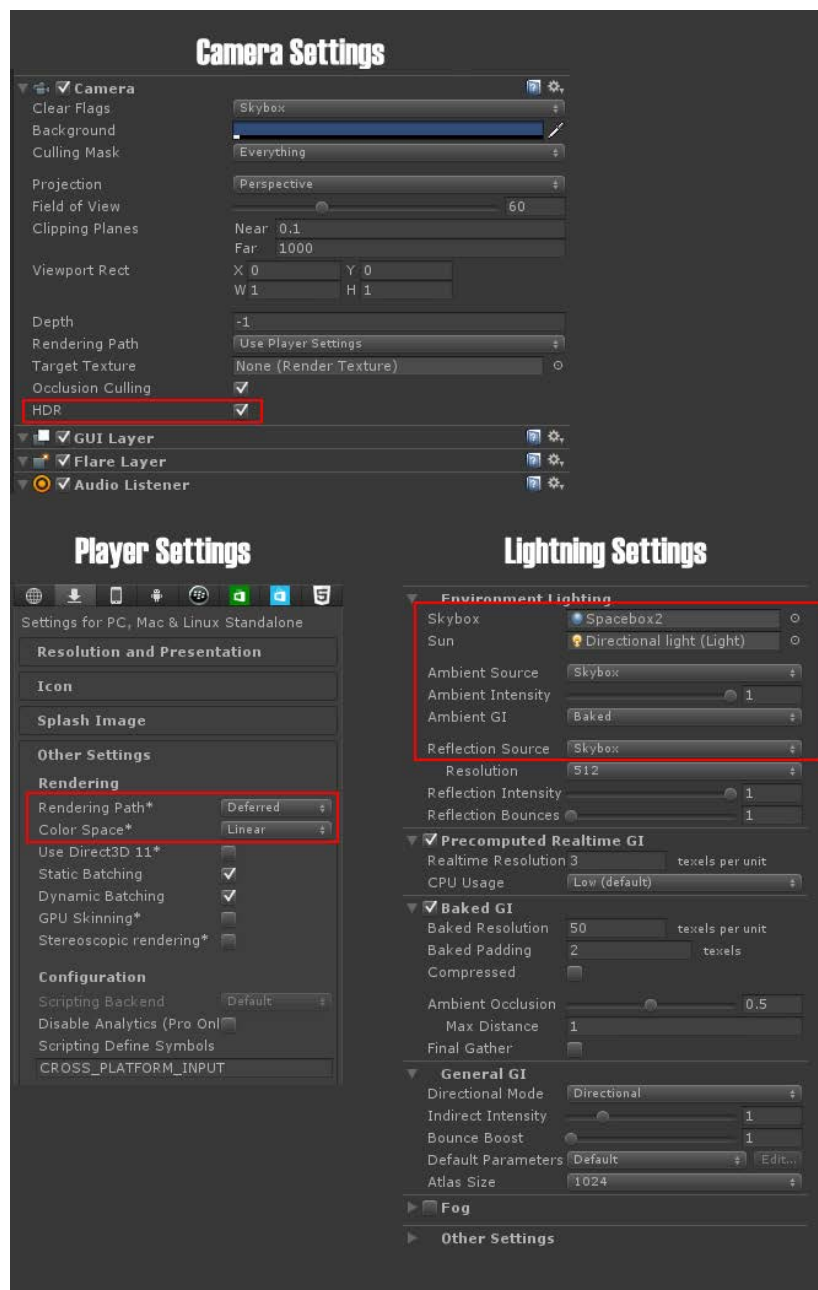
Albedo Maps

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. These albedo maps with AO are added to the shader by default. You can always change them with the pure albedo 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.