

Scifi Dreadnought Imperator

Thank you for buying this model pack.

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

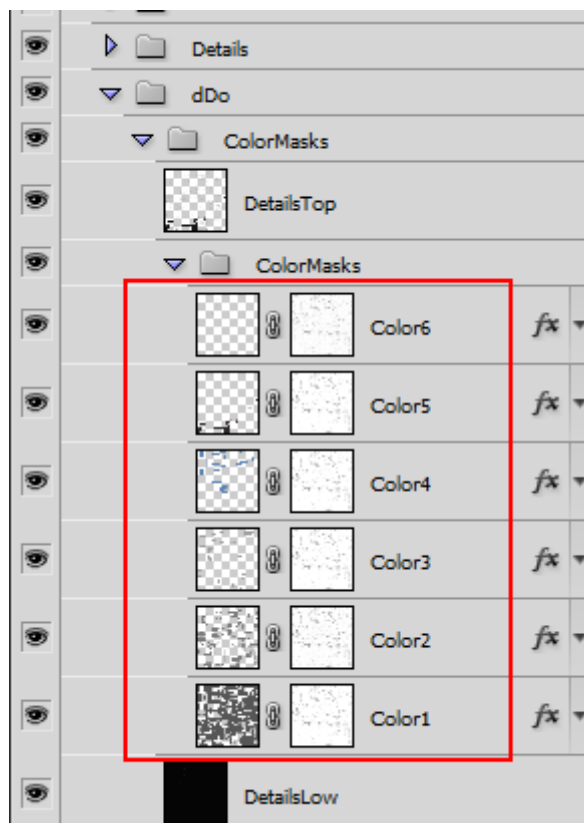
Customization

This pack contains a scifi dreadnought model, weapons, equipment, 2 missiles and a torpedo. Also 7 different texture sets are included.

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

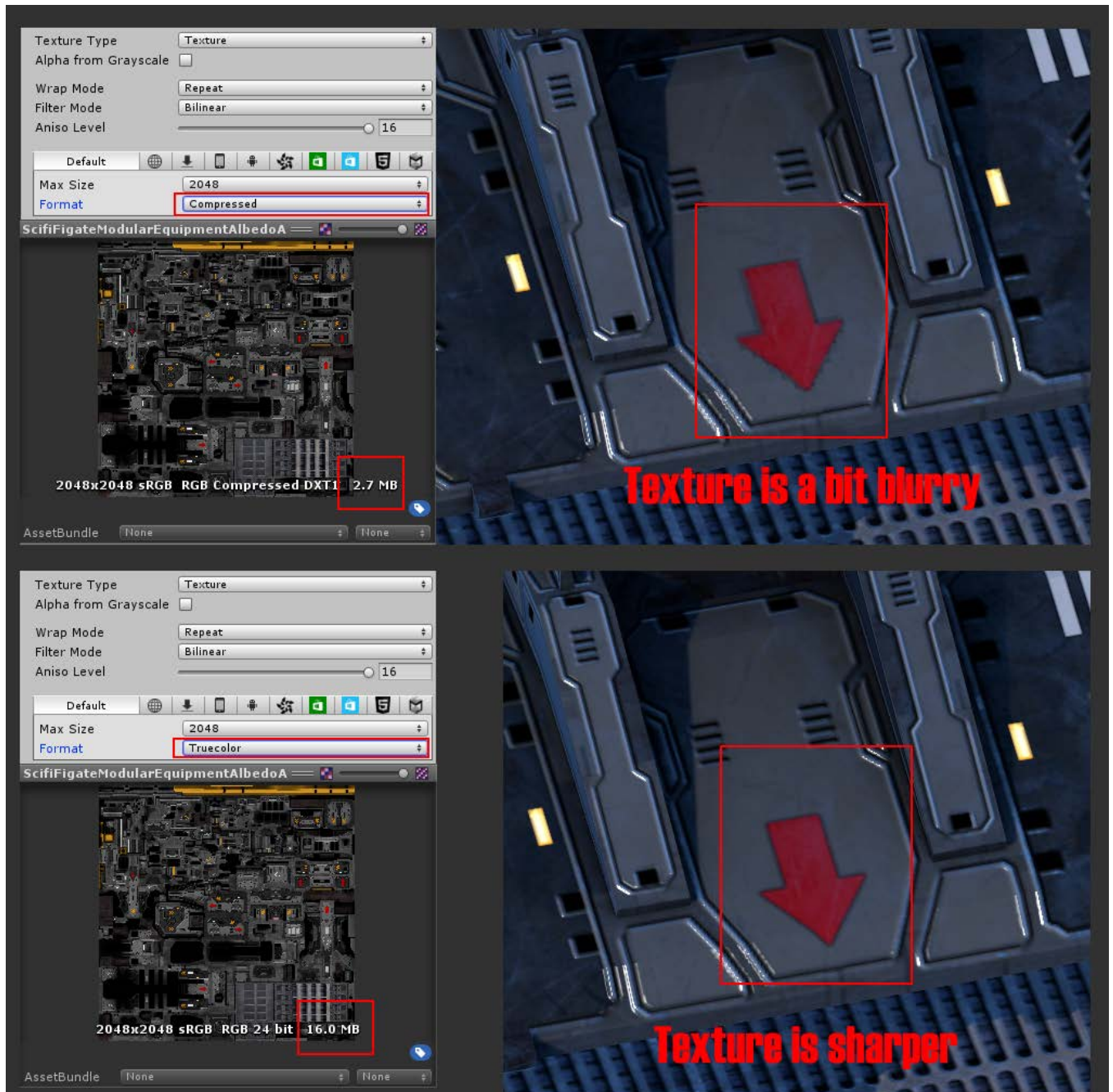
PSD Source File

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.



Texture Quality

By default all textures use the “compressed” format in the texture import settings. This reduces file size and download time. However the texture quality suffers from the compression. You can improve the texture quality if you change the format type to “truecolor”.



Scaling of the models

The scaling of spaceships in general is a problem, simply because there is no “correct scale”. E.g. for human models it is clear that they should be 2 unity units tall (=2 meters). But in a space game you have no terrain or other props like trees, stones, houses, etc. to compare them to.

This means you have to decide what scale you want to use in your space game, e.g.

- a 1:1 scale means that 1 unity unit is 1 meter
- a 1:10 scale means that 1 unity unit equals 10 meters
- a 1:250 scale means that 1 unity unit equals 250 meters

All my ships are scaled with a benchmark of 2 unity units for a capital ship (e.g. battleship or carrier). This means smaller ships (e.g. frigates or fighters) are smaller than 2 unity units to match the bigger ships.

You must decide which scale fits best for your game.

This pack has two prefab folders: „Prefabs“ and „Prefabs Unity Dimensions“. The models in the “Prefabs” folder are meant to be used together with my other spaceships and are therefore scaled in relation to those ships.

The models in the “Prefabs Unity Dimensions” are intended to be used separately. They are scaled so that they are 2 unity units big.

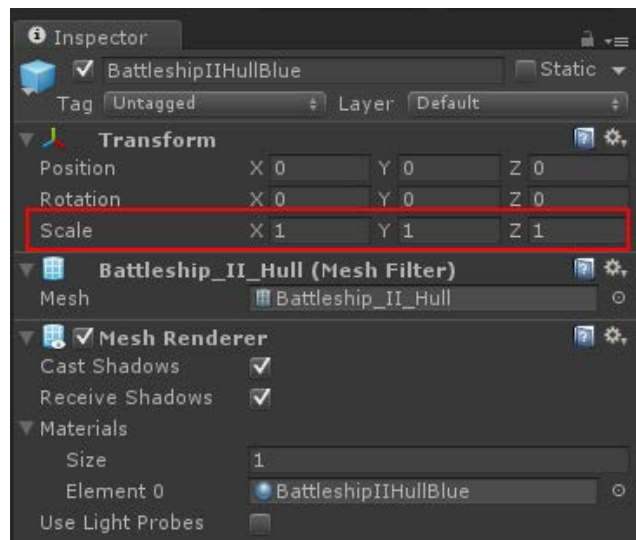
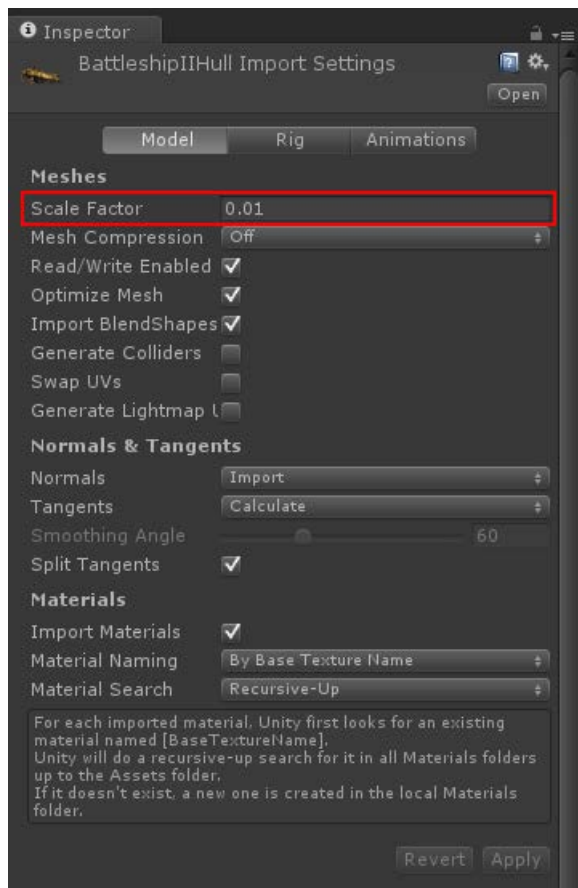


Rescaling

First you must decide which scale you want to use. Then you have to rescale one of the ships to find the correct rescale factor. And finally this rescale factor must be applied to all prefabs.

The default 2 unity unit scale makes it easier to rescale the models. E.g. let's say the battleship should be 10 unity units long. The model must simply be scaled up by the factor 5. All other units can then also be scaled up by the factor 5 so they all match in size again.

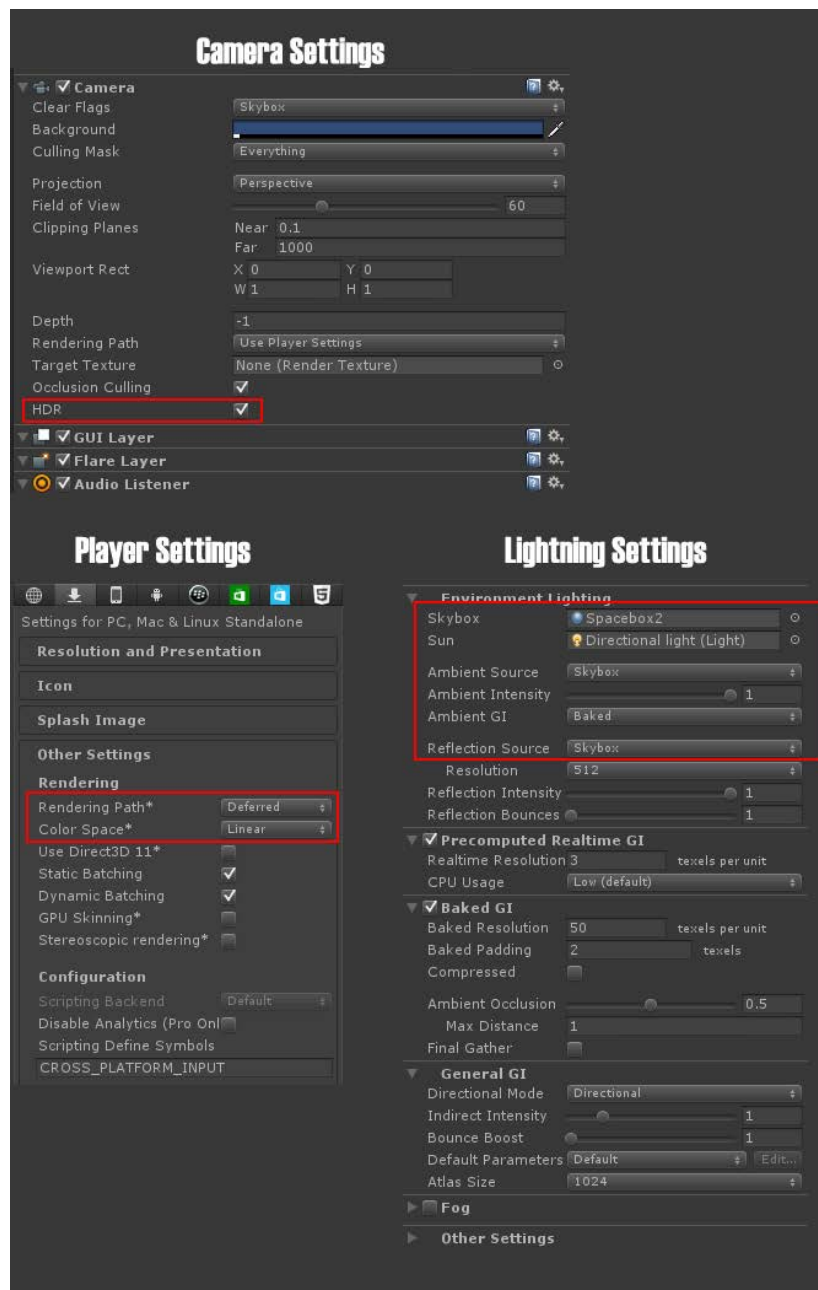
There are 2 options to rescale a model. It can either be done in the import settings of a model or with the transform scale of the prefabs.



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 shaders 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.

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