

3D Coin/Medal Pack (PBR)

- Contained within your purchase:

Folder	Asset	File Format	Files Explained
Demo	1 x Unity Demo Scene	Coin Demo.unity	Example scene containing a coin with applied materials.
Documents	1x PDF	Coin.PDF	Explaining how the procedural material works
Masks	1x Mask Template 1x Mask Example	Mask_Template.PDS Mask_Example.png	Example Mask and Photoshop file to help you get started on your custom designs.
Material	1x Coin Material	Coin.Sbsar	Material file which you apply to the asset, they file gives you all the custom settings you need to customise your coin
Model	1x Coin Mesh	Coin.FBX	A Single coin mesh (122 polys/ 284 tris)
Prefabs	1 x Coin Prefab	Coin_Prefab.prefab	The prefab contains the mesh with the material applied

This requires the free substance in unity plugin by Allegorithmic, plugin documentation available here

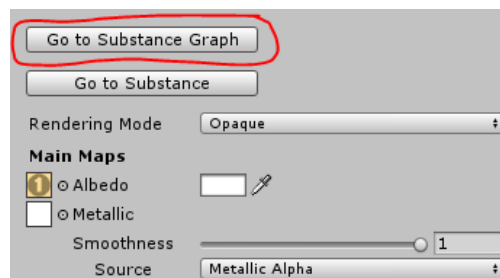
<https://support.allegorithmic.com/documentation/display/integrations/Unity+2018>

Using the (.sbsar) Material

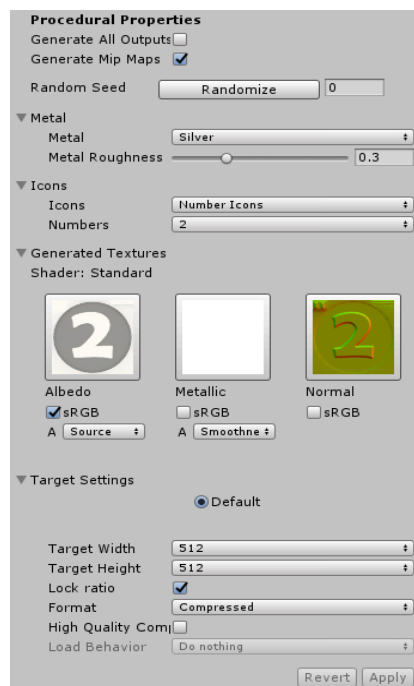
See the demo Scene for a working example. Within the materials folder you will see some .mat files, these are the materials.



To get to the custom options for each one, select one, and on the panel on the right select “Go to Substance Graph”



You then get all the custom option for that material.



Customisable options explained (Coin.Sbsar) are as follows

Metal

Metal – A drop down menu for Gold, Silver or Bronze

Metal Roughness – A Slider to set the between shiny or matt

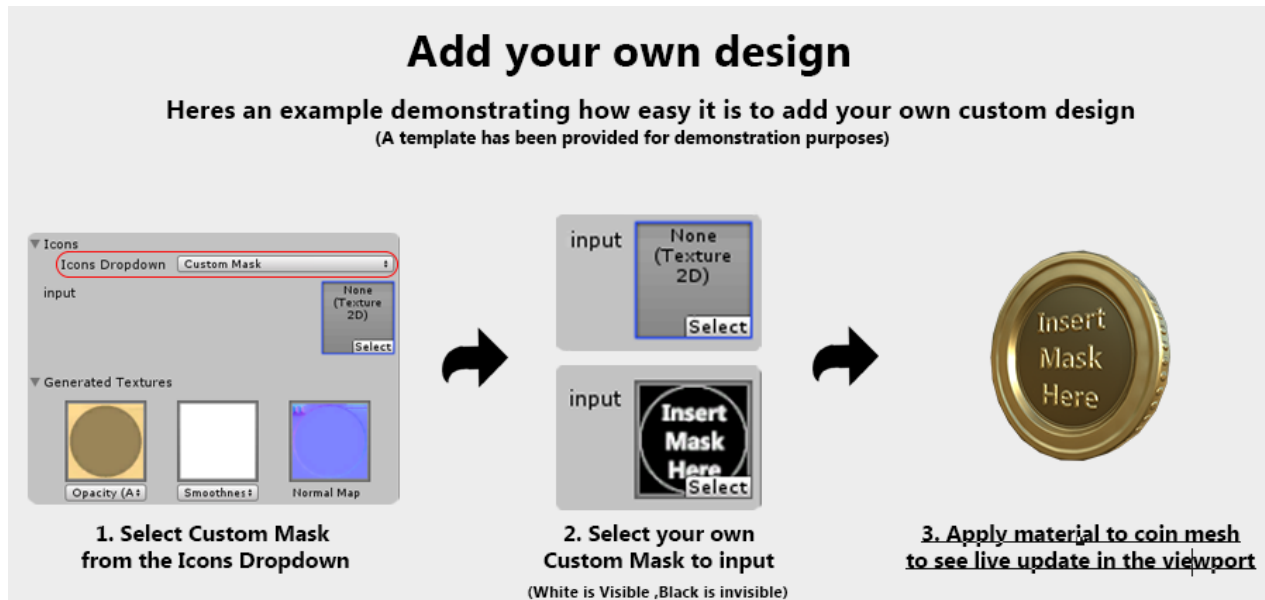
Icons

Icons – A dropdown menu for

Number Icons 1,2,3,4,5,6,7,8,9,0

Picture Icons Cup, Star, Heart, Bomb, skull, dollar, tick, cross, timer, euro, three stars, lightening, thumbs up, crown, MultiStar and Blank

Custom Mask – Provides an input box to add a custom mask



Provided in the “Mask” folder is .PSD (photoshop) template and .PNG Example to help demonstrate how simple it is to create your own mask.

Simply add your design within the white circle, save it, and import into Unity.

Under the material properties:

1. Dropdown “Icons”
2. Select “Custom Mask”
3. Select the input box and find you imported design.



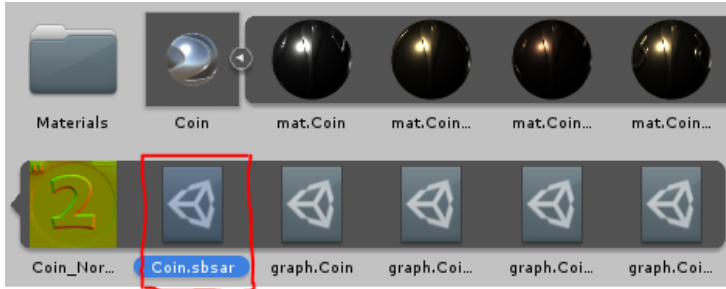
Please Note:

If you are struggling to import an image, check that you have set up the right image format, but following these instructions.

<https://support.algorithmic.com/documentation/display/integrations/Using+Image+Inputs>

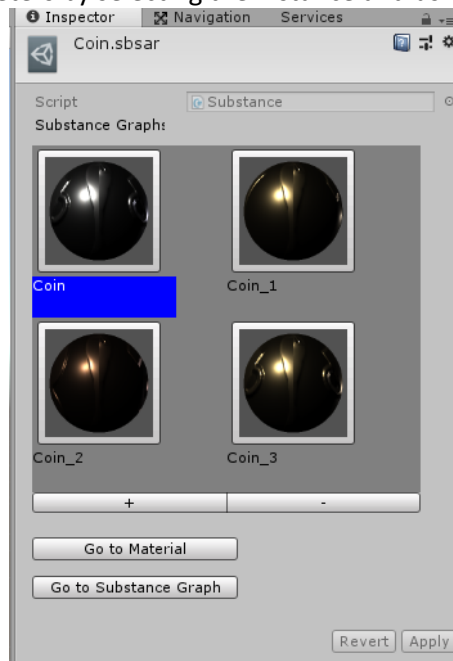
Also Masks can be created in any paint program or found freely on the internet. I’ve provided the Photoshop file (.PSD) I used to create masks.

To create a new instance of the material. Select the Coin.sbsar (think of this as the master file)



On the panel on the right you will now see the Inspector panel. Here you can add additional graph instances but clicking the + button.

You can also access the custom parameters by selecting the instance and using the Go to Substance Graph Button.



From here a new graph is created, this is where you assess the custom parameters



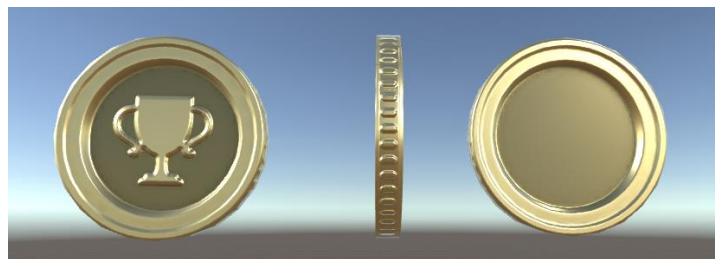
The drag you material onto the mesh to apply it to the coin.



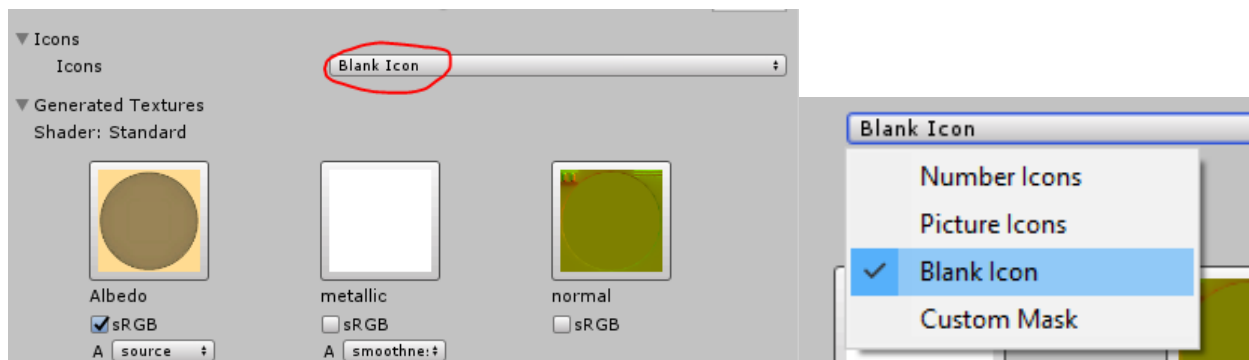
UPDATE for Unity 2018

A new mesh had been added "Coin_2MatIDs"

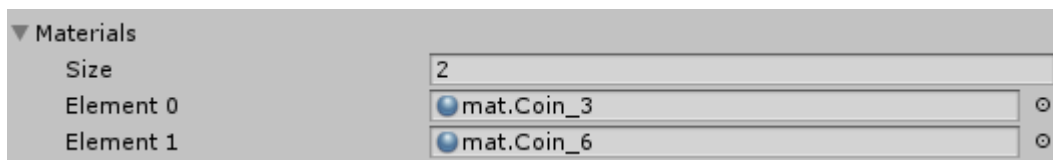
-This model contains two material IDs (Side A and Side B) so you can generate a different material per side



-If you wish to have one side blank, generate the following texture with "Blank Icon" Selected, with in the "Icons" dropdown.



-With the coin mesh selected and on the right hand panel you will see the material slots. Apply this new material to the mesh Id (Element 0 or 1). Here is where you apply a texture per side.



Any questions, please do not hesitate to mail me at kelly4d3d@gmail.com