3D Steampunk Themed Pistol - Low Poly

1. **Number of Textures**: 3
    - **Description**: The model includes three distinct textures to enhance its visual detail and realism.
2. **Texture Dimensions**: 2048 x 2048 (300 pixel/inch)
    - **Description**: Each texture is created at a high resolution of 2048 x 2048 pixels with a density of 300 pixels per inch, ensuring high-quality detail and clarity.
3. **Polygon Count**: 5917
    - **Minimum Polygon Count**: 5917
    - **Maximum Polygon Count**: 5917
    - **Description**: The model is optimized with a consistent polygon count of 5917, balancing detail and performance for low poly applications.
4. **Number of Meshes/Prefabs**: 3
    - **Description**: The model is divided into three separate meshes or prefabs, allowing for modular use and easier manipulation within a 3D environment.
5. **Rigging**: No
    - **Description**: The model does not include any rigging, making it suitable for static displays or non-animated applications.
6. **Animation Count**: None
    - **Animation Type List**: None
    - **Description**: There are no animations included with this model, focusing solely on its static visual representation.
7. **UV Mapping**: Yes
    - **Description**: The model includes UV mapping, ensuring that textures are accurately and efficiently applied to the 3D surfaces.
8. **LOD Information**: None
    - **Description**: There are no Levels of Detail (LOD) included, meaning the model maintains the same level of detail regardless of distance or performance settings.
9. **Types of Materials and Texture Maps**:
    - **PBR Materials**: The model uses Physically Based Rendering (PBR) materials to achieve realistic lighting and shading effects.
    - **Texture Maps**:
        - **Diffuse Map**: Provides the base color and texture details.
        - **Height Map**: Adds depth and detail to the surface by simulating height variations.
        - **Metallic Map**: Defines the metallic properties of the surface, affecting how it reflects light.

- **Normal Map**: Adds fine details and surface irregularities without increasing the polygon count.