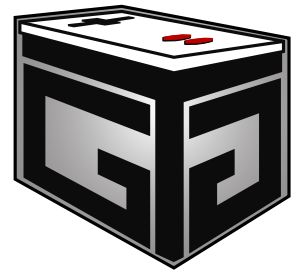


Granite Top Games

ROCK AND ROLL GEAR



Hausen P-H2K Head & Hausen H2K410 Cab

Thank you for your purchase of the Hausen P-H2K/H2K410 Bass Stack Bass Amp by Granite Top Games. I sincerely appreciate your support, and I hope these models will help you in whatever project you are creating. They are designed to be highly performant and simple to work with.

If you have any questions, comments, or suggestions, please don't hesitate to email me at granitetopgames@gmail.com.

If you've enjoyed this asset and/or found it easy to use, please consider leaving a review on the Unity Asset Store.

The purpose of this document is to give an overview of the files included in this package and explain how the model and art files are set up.

This package includes:

HausenBassStack_Basic_DemoScene: Scene showing the model prefab.

_DemoSceneComponents FOLDER: Models, Textures, Materials, Scripts for Demo scene background.

PREFABS FOLDER: HausenBassStack prefab which has the cab, head, and casters all set up in a usable prefab. Dragging this into your scene is the easiest way to use this model package. The included prefab has a simple box collider on the whole prefab, but colliders can be added to the head, cab, and casters individually if you need a more complex collision.

MODELS FOLDER: HausenBassStack.fbx which contains several meshes: HausenPH2KHead, HausenH2K410Cab, 2inCasterBase, 2inCasterArms, 2inCaster-Wheel. The 3 caster part meshes are duplicated and saved in the prefab in their correct positions.

TEXTURES FOLDER: HausenH2K410BassCab_Albedo.png, HausenH2K410BassCab_Normal.png, HausenH2K410BassCab_Metal.tga, HausenP-H2KBassHead_Albedo.png, HausenP-H2KBassHead_Emission.png, HausenP-H2KBassHead_Normal.png, HausenP-H2KBassHead_Metal.tga

All texture maps are 1024x1024. The .tga files (metal maps) have the smoothness map in the alpha channel. The textures for the caster meshes are in the HausenH2K410Bass-Cab texture files.

MATERIALS FOLDER: HausenH2K410BassCab_MAT, HausenP-H2KBassHead_MAT

Materials are set up with texture maps and Smoothness and Normal values tweaked.

Check out Granite Top Games other Rock and Roll Gear models on the Unity Asset Store:

Elliott BB1000 Half Stack Guitar Amplifier: <http://u3d.as/Lfa>

Midranger GA100 Half Stack Guitar Amplifier: <http://u3d.as/Lch>

Samohr/Midranger Half Stack Guitar Amplifier: <http://u3d.as/Lfk>

Kungpow/TWMC Bass Stack Bass Amplifier: <http://u3d.as/Lfs>

IW Maple Custom 4-pc Drum Set: <http://u3d.as/Lft>

Granite Top Games Rock and Roll Gear Basic Pack 1: <http://u3d.as/Lfx>

Please email granitetopgames@gmail.com with any questions or comments.

If you'd like to hear what these amps and drums sound like, check out Threes Away (<http://www.threesaway.com>).

Thanks again!