

# Granite Top Games

## ROCK AND ROLL GEAR



### IW Maple Custom 4 Piece Drum Set

Thank you for your purchase of the IW Maple Custom Drum Set 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](mailto: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:

**IWMapleCustom4pcDrumSet\_Basic\_DemoScene:** Scene showing the full set up and broke down drumset prefabs.

**IWMapleCustom4pcDrumSet\_Basic\_AllPrefabs:** Scene showing all prefabs in package.

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

**PREFABS FOLDER:** Contains Skin1 and Skin2 folders with prefabs that use different textures. DrumSet\_Skin1 and DrumSet\_Skin2 are full drum sets with all stands and cymbals set up in two different finishes. Dragging these into your scene is the easiest way to use the models in this package. You will also find usable prefabs of all the stand variations (Straight, Boom, Snare, Hi-Hat, etc. in open and closed states) in the Stands\_-SetUp and Stands\_Closed folders. Prefab gameobjects all have basic box colliders. More complex mesh colliders can be added if needed.

**MODELS FOLDER:** Here you will find all the FBX files used in the drum set. Most of these FBX files contain multiple meshes, which are separated and parented properly as usable prefabs.

**TEXTURES FOLDER:** Contains folders for each part (BassDrum, CymbalStands, etc.) which contain Albedo, Normal, and Metal textures for each part.

All texture maps are 1024x1024. The .tga files (metal maps) have the smoothness map in the alpha channel. The textures for the kick pedal, hi-hat stand, and throne are on the CymbalStand texture files.

**MATERIALS FOLDER:** Contains folders with Materials for each part of the drum set.

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>

Hausen Bass Stack Bass Amplifier: <http://u3d.as/Lfo>

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

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

Please email [granitetopgames@gmail.com](mailto: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!