

First-Aid Set

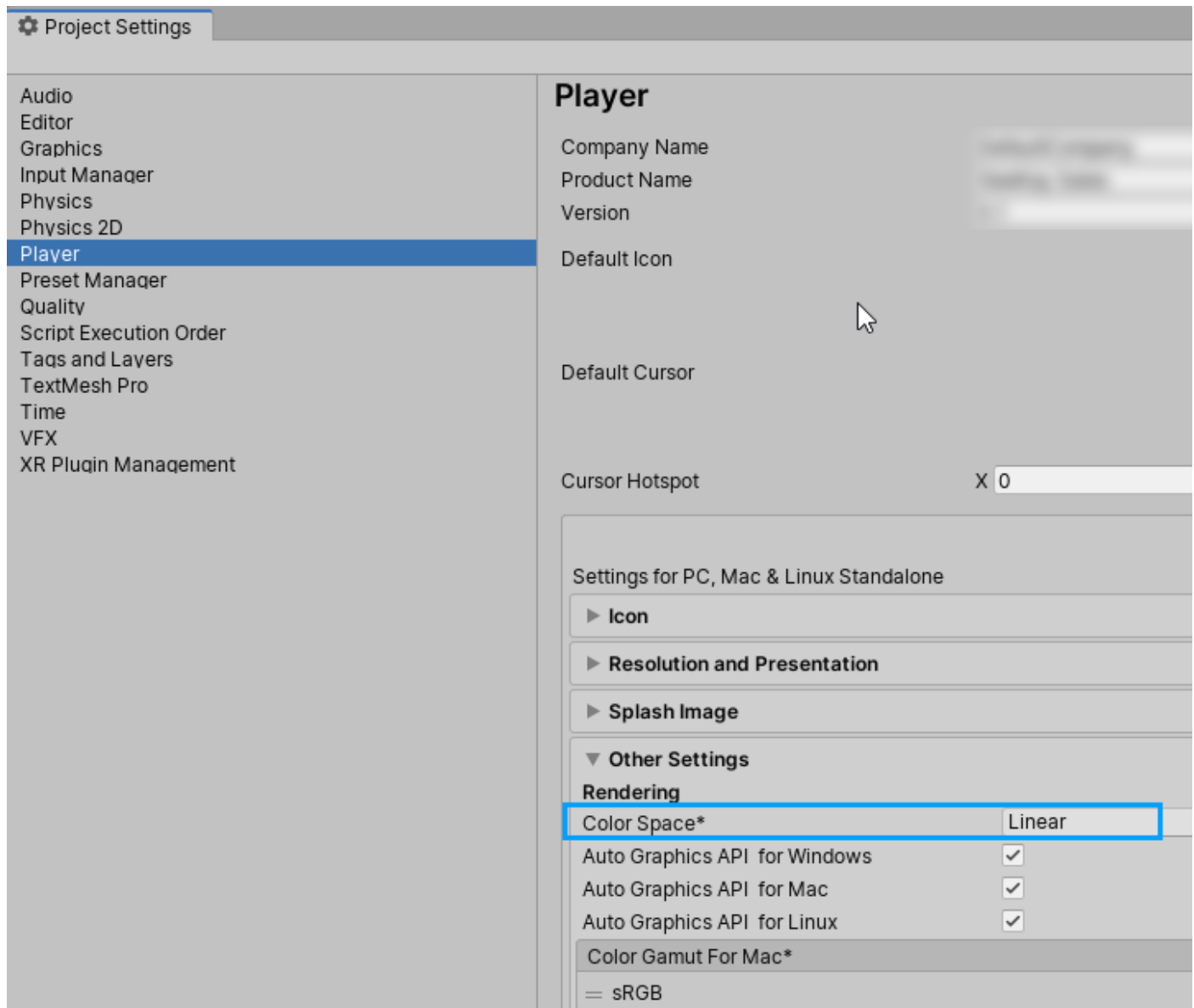
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Documentation

1. Color Space

The texture maps are optimized for linear color space. To set this color space in your project please follow this path:

Edit -> Project Settings ... -> Player -> Other Settings -> Rendering -> Color Space



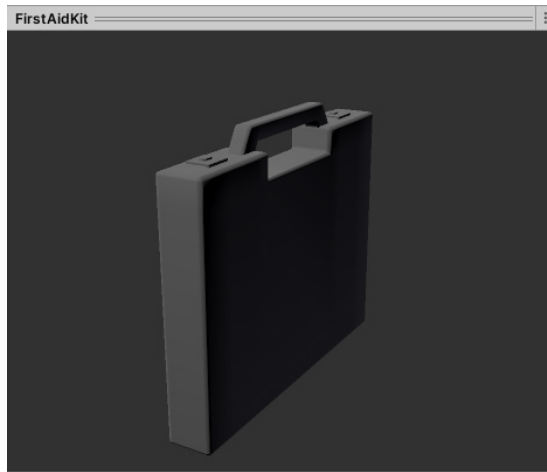
2. Material Breakdown

The materials are based on the Unity standard shader and consist of four texture maps:

- Albedo
- Metallic
- Normal
- Occlusion

An overview of the four different materials follows on the next page...

mesh
FirstAidKit



Textures
red

- FirstAidKit_red_AlbedoTransparency.png
- FirstAidKit_red_AmbientOcclusion.png
- FirstAidKit_red_MetallicSmoothness.png
- FirstAidKit_red_Normal.png

Textures
green

- FirstAidKit_green_AlbedoTransparency.png
- FirstAidKit_green_AmbientOcclusion.png
- FirstAidKit_green_MetallicSmoothness.png
- FirstAidKit_green_Normal.png

Textures
white

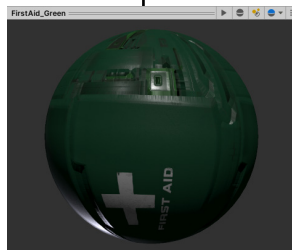
- FirstAidKit_white_AlbedoTransparency.png
- FirstAidKit_white_AmbientOcclusion.png
- FirstAidKit_white_MetallicSmoothness.png
- FirstAidKit_white_Normal.png

Textures
biohazard

- FirstAidKit_biohazard_AlbedoTransparency.png
- FirstAidKit_biohazard_AmbientOcclusion.png
- FirstAidKit_biohazard_MetallicSmoothness.png
- FirstAidKit_biohazard_Normal.png



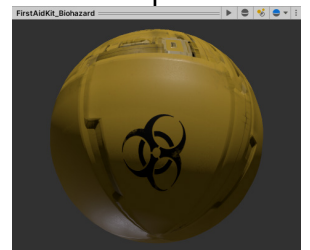
Material
FirstAid_Red



Material
FirstAid_Green



Material
FirstAid_White



Material
FirstAid_Biohazard



Prefab
FirstAidKit_Red



Prefab
FirstAidKit_Green



Prefab
FirstAidKit_White



Prefab
FirstAidKit_Biohazard