



CUBOOM CB Sci-Fi Pack

Thank you for purchasing our product. We hope you can achieve the best looking project with them.

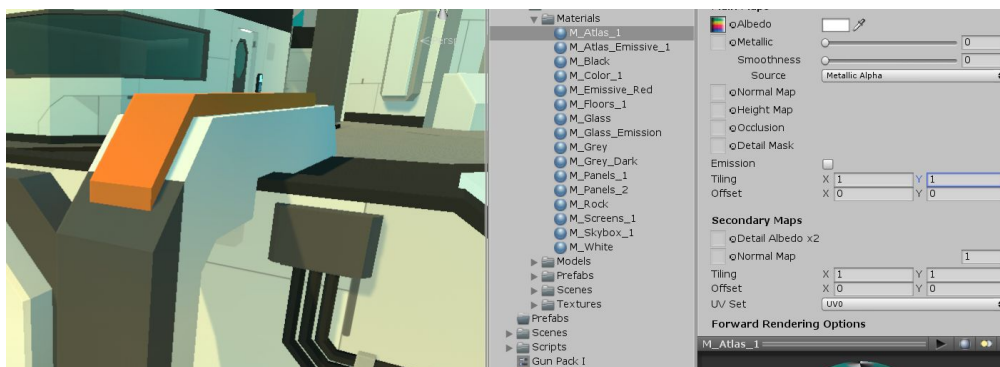
Models:

The model UVs have a custom unwrap made for seamless textures to work better (included).

Materials:

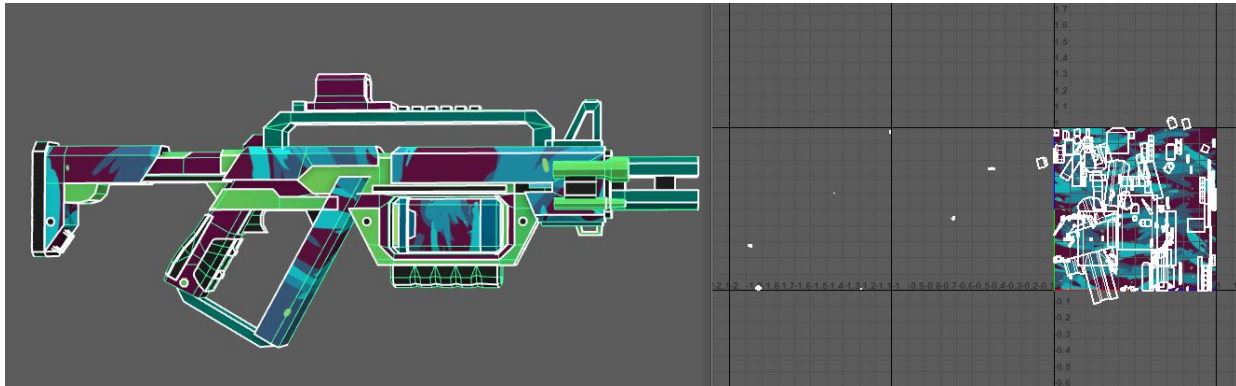
The pack includes materials such as M_Color_1 which can be easily changed or duplicated to have any color or any setting of your preference.

Any model with material M_Atlas_1 or M_Atlas_Emissive_1 have UVs collapsed to a point to map a color. It is possible to move that point to tweak the color by adjusting the Offset in the material Main Maps.



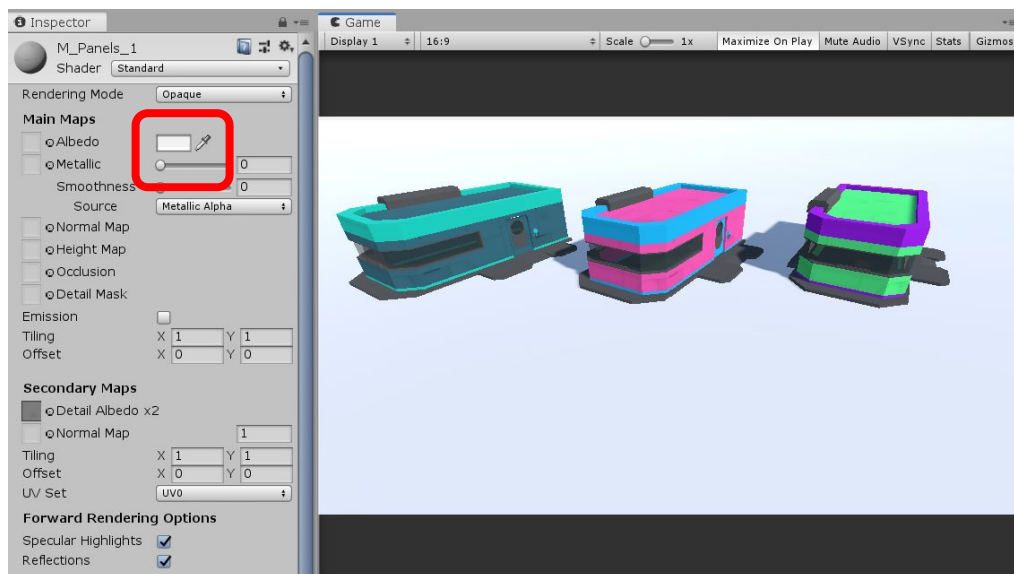
Optimization:

For stricter levels of optimization, new materials can be mapped to this same texture T_Atlas_1 to map the UV's to a color (external 3D software needed).



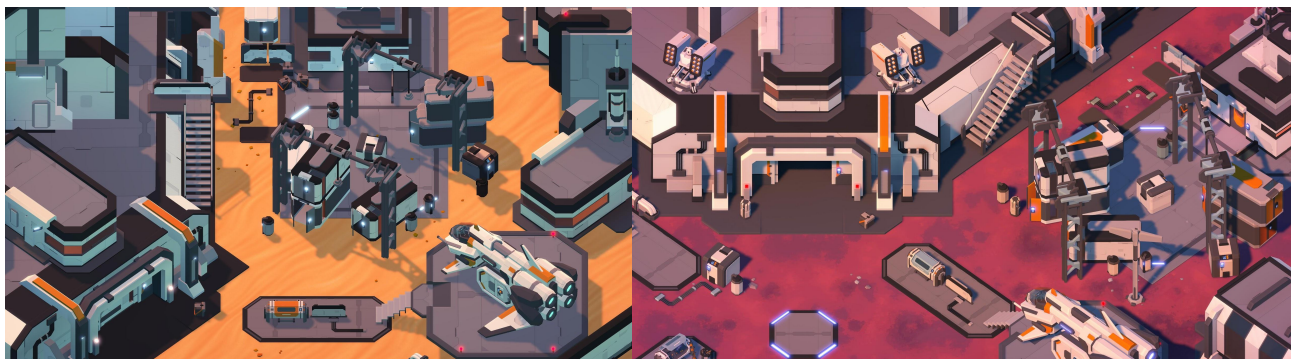
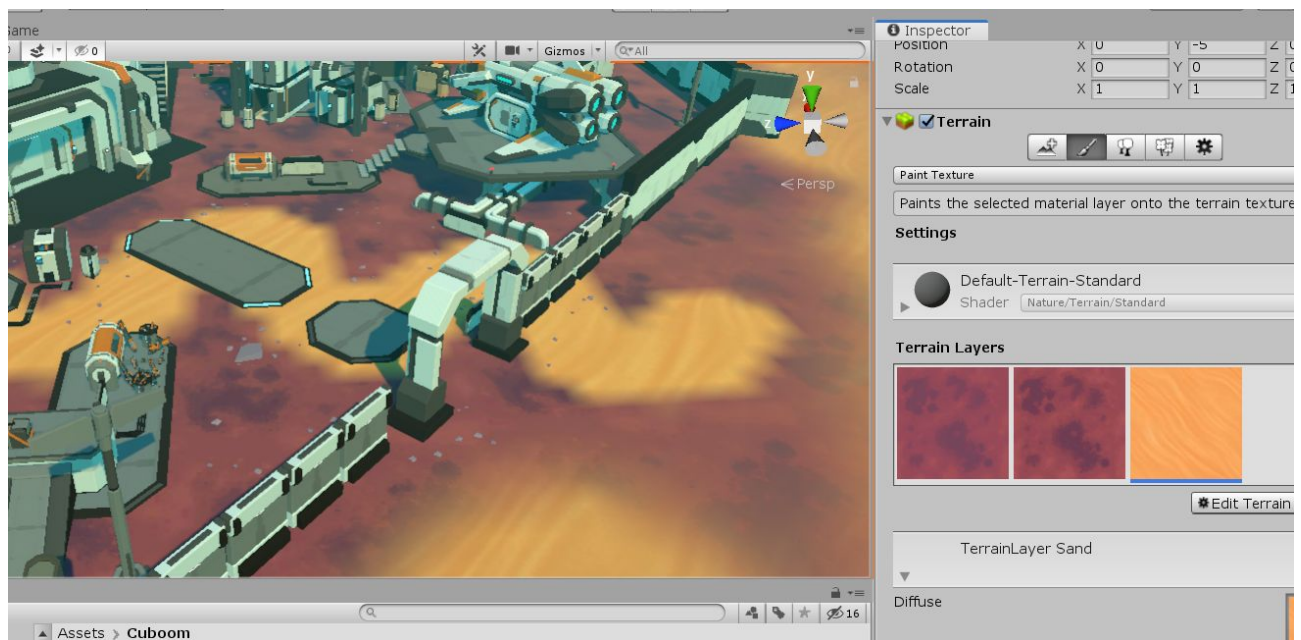
Building variations:

The material (M_Panels_1) can also be duplicated and quickly customized to make variations by changing the albedo color.



Terrain:

It includes 2 terrain layers that can be used: Red dirt and sand. They can be easily replaced or painted in the Paint Texture drop down, under the terrain settings.

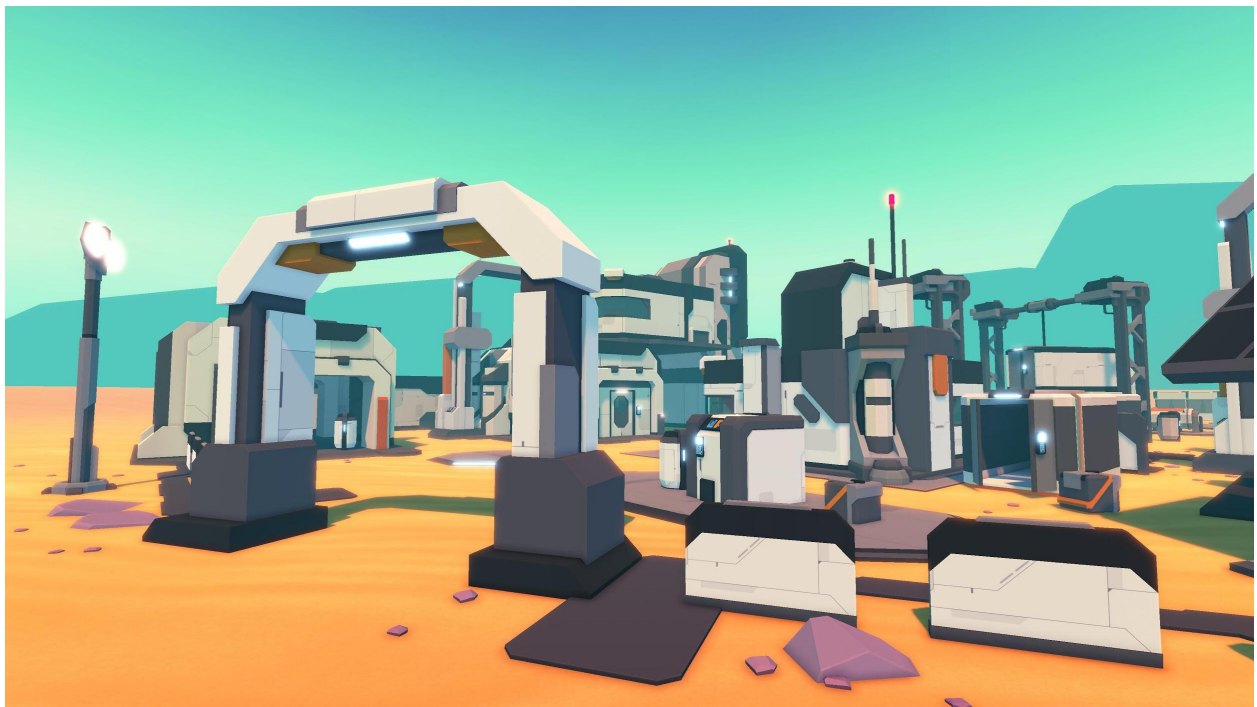


Lighting:

The settings in the demo scenes are made to use realtime GI for faster prototyping and not suitable for any final stage

The screenshots for this pack were done with Post processing in the camera and by changing the *Indirect Resolution* in the lighting tab from .1 to 2. Higher numbers will give you better results, but longer render times.

Ideally, this settings should change according to your project. Enjoy!



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