

3D Coin/Medal Pack (PBR)

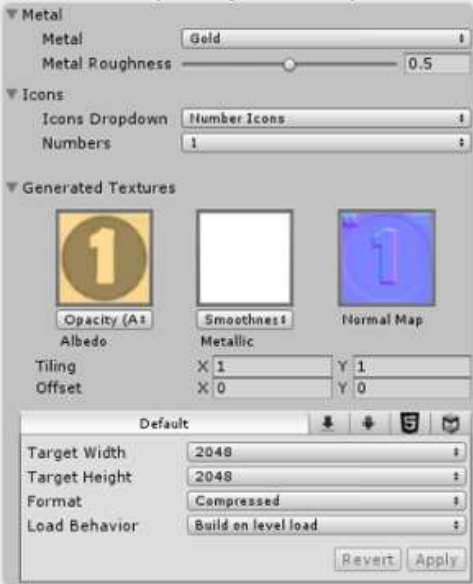
- Contained within your purchase:

Folder	Asset	File Format	Files Explained
Demo	1 x Unity Demo Scene	Coin Demo.unity	Example scene containing a coin with applied materials.
Documents	1x PDF	Coin.PDF	Explaining how the procedural material works
Masks	1x Mask Template 1x Mask Example	Mask_Template.PDS Mask_Example.png	Example Mask and Photoshop file to help you get started on your custom designs.
Material	1x Coin Material	Coin.Sbsar	Material file which you apply to the asset, they file gives you all the custom settings you need to customise your coin
Model	1x Coin Mesh	Coin.FBX	A Single coin mesh (122 polys/ 284 tris)
Prefabs	1 x Coin Prefab	Coin_Prefab.prefab	The prefab contains the mesh with the material applied

- Customisable options explained (Coin.Sbsar) are as follows:

Procedural Properties

These are the options you will be provided with.




- Choose your metal type Gold, Silver Bronze or Custom Metal Colour
- A Slider for the Roughness (shininess) of the metal
- Select from Numbers, Pictures or Custom Mask

Numbers available:
0, 1, 2, 3, 4, 5, 6, 7, 8, 9

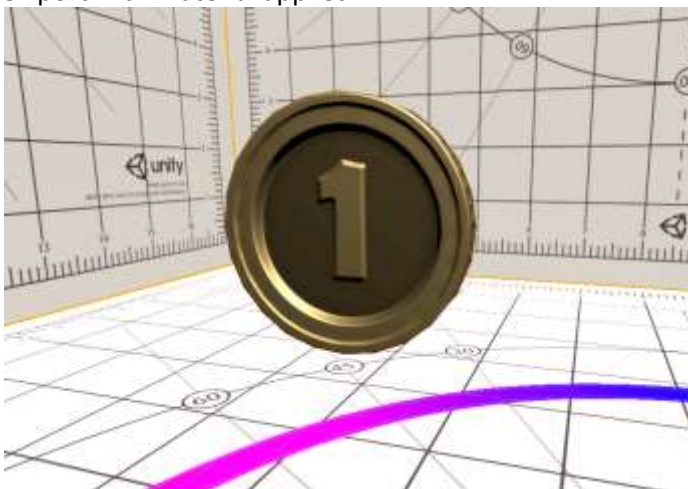
Pictures available:
Cup, Star, Heart, Bomb, Skull, Dollar, Tick, Cross, Timer, Euro, Three Stars, Lightning, Thumbs Up, Crown, Multi Star, Blank

Custom Mask:



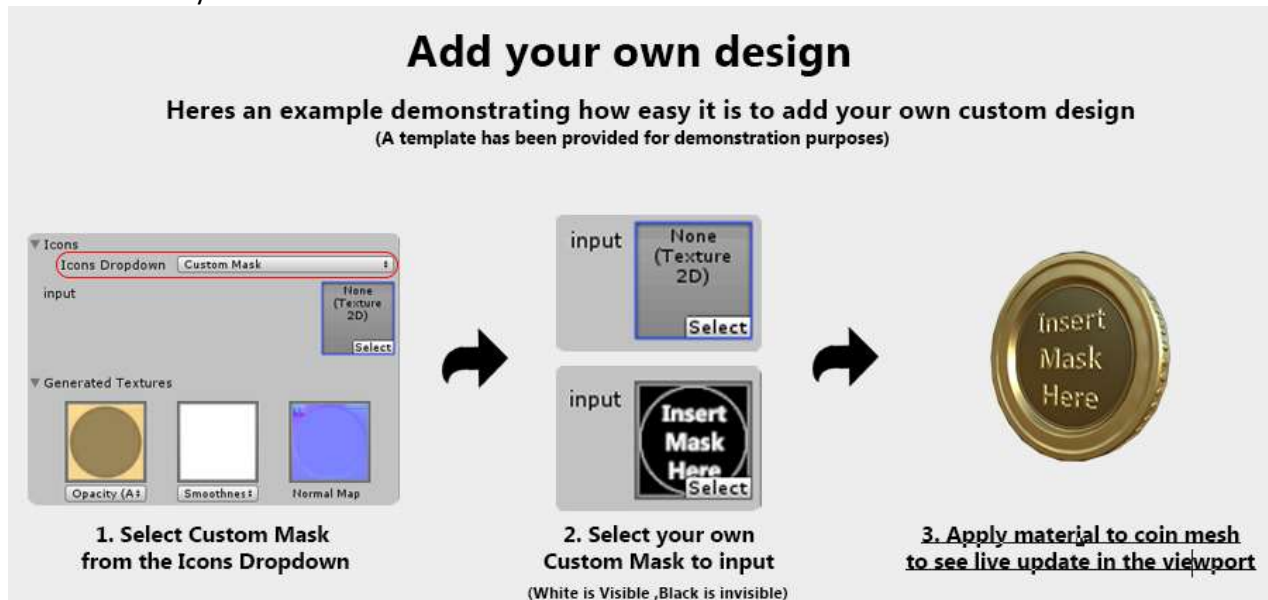
Available texture size outputs are; 32x32, 64x64, 128x128, 256x256, 512x512, 1024x1024 and 2048x2048

- Coin in the Viewport with Material applied



To have multiple material designs in one scene, you can add an additional material settings within the material object by using the + button in the inspector.

- To add your own custom mask



Provided in the “Mask” folder is .PSD (photoshop) template and .PNG Example to help demonstrate how simple it is to create your own mask.

Simply add your design within the white circle, save it, and import into Unity.

Under the material properties:

1. Dropdown “Icons”
2. Select “Custom Mask”
3. Select the input box and find you imported design.



Please Note:

Masks can be created in any paint program or found freely on the internet. I’ve provided the Photoshop file (.PSD) I used to create masks.