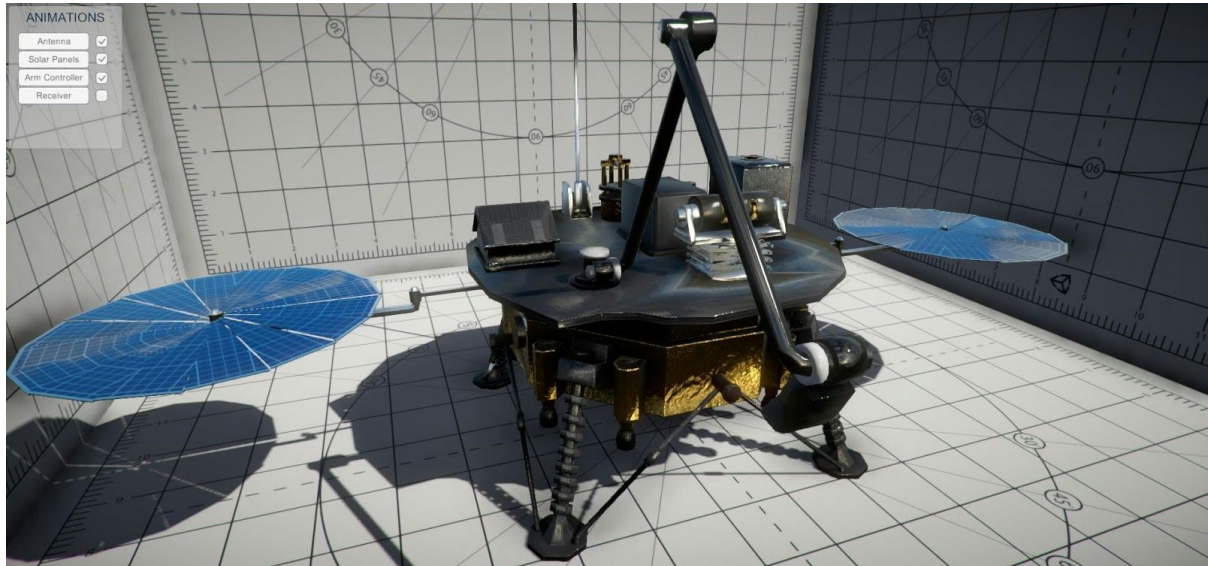


# Mars Lander



## Overview

[https://www.youtube.com/watch?v=JXjl\\_B5K1VY](https://www.youtube.com/watch?v=JXjl_B5K1VY)

3d model object with 4 animations inspired by official Nasa mission :

[https://www.nasa.gov/mission\\_pages/phoenix/main/index.html](https://www.nasa.gov/mission_pages/phoenix/main/index.html)

Mars Lander contain 4 separate animations for Antenna, Receiver, Arm Controller and Solar Panels.

Most of the materials have 4 textures - Albedo, Normal, Occlusion and Metallic.

Normal maps have been baked from very high poly model to reduce polygons

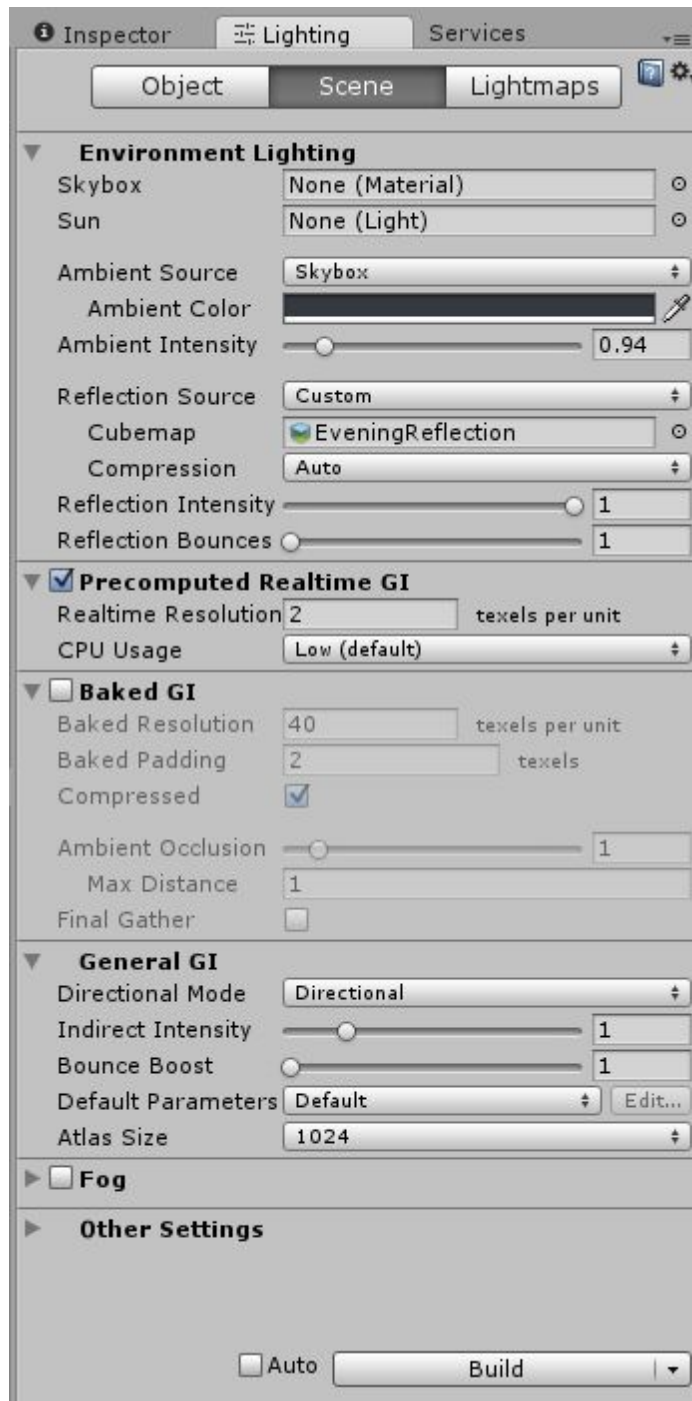
Lander Body base - 4347 tris,  
Solar Panels 772 -tris

## Setup Scene

Most materials have been created using metallic workflow. In order to achieve realistic reflection on metallic parts proper lighting and reflection source needs to be set up. Current project contain EveningReflection cubemap. There are some premium and free tools to create cubemap directly in Unity.

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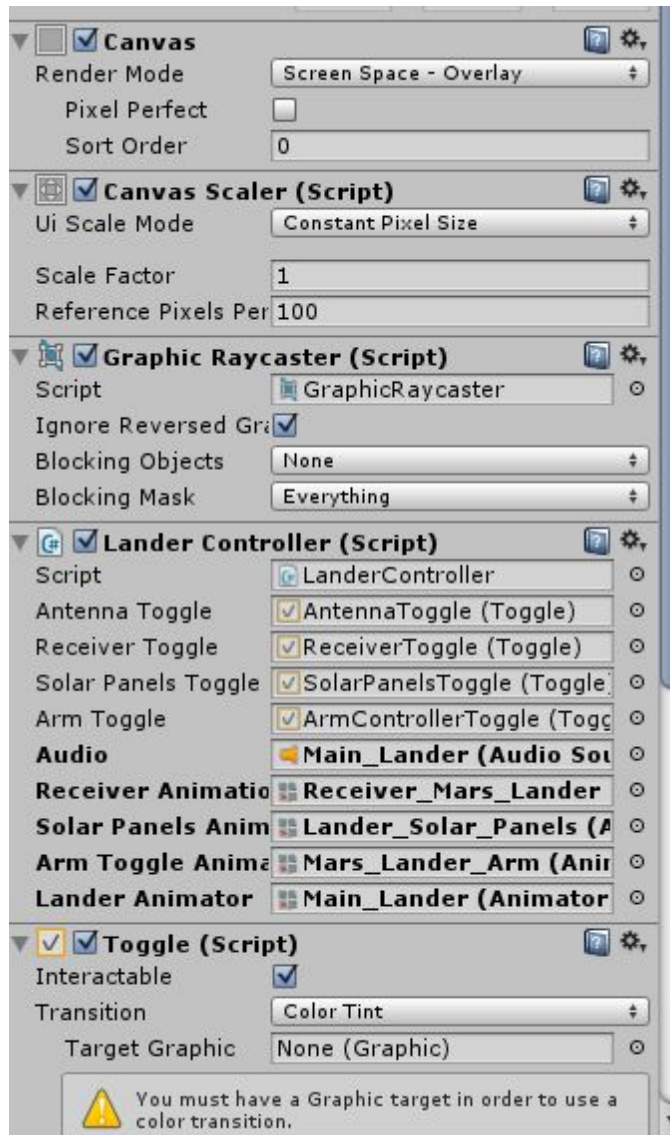
[www.adambielecki.com](http://www.adambielecki.com)



## Scripts

**RotateAround.cs** - Simple script for presentation purpose. Rotate current camera around object.

**LanderController.cs** - Script added to Canvas element (UI for animations). Contain references to Toggle elements and Animators. To use this script make sure you add all components.



## Animator

There are 4 separate animators. All references to parameters and animation names are stored in **LanderController.cs**.

## Epilogue

Once again thank you for purchasing this asset. Hopefully it will be used in your project that will be successful. Please share with me if your game/video/presentation go live. My motto is

very simple - from passionate developer to passionate developer - sound simple but it works:)