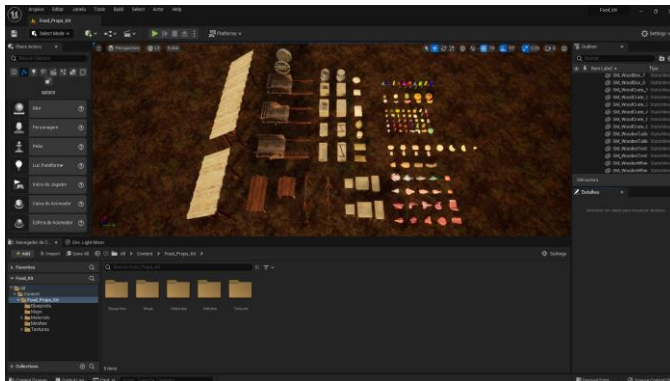# RPG Food Props KIT

Pixel Life Studio.

Thank you for your purchase, we from Pixel Life Studio hope this asset brings you a good experience.

If you have any difficulties or problems you can contact us *support@pixellifestudio.com*

First steps understanding the asset.

You will find a DEMO scene ready with all the materials and textures setup for your convenience.

Folder structure.

      Content:

      RPG_Food_Props_KIT:

            BLUEPRINTS (blueprint example files)

            MAP (level files)

            MATERIALS (materials ready to use)
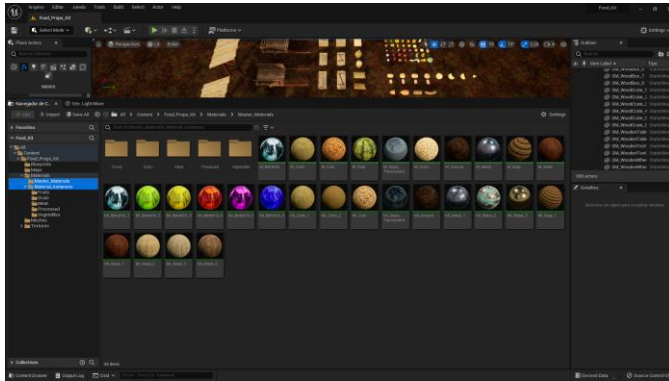
            MESHES (static meshes)
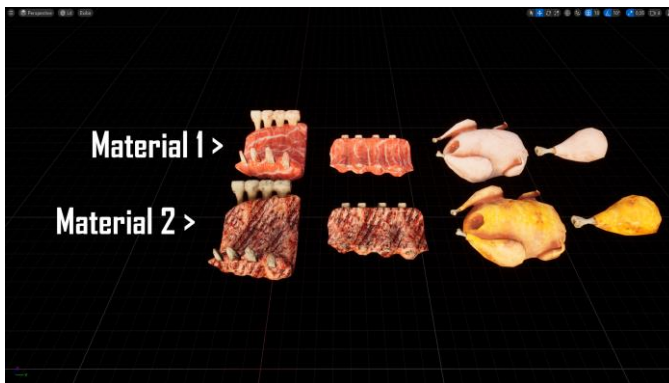
            TEXTURES (textures)

Map.

This folder holds some level files and information.

Materials.

This folder holds all the materials separated by its category subfolder.

The Meat mesh ex: (Meat1, Meat2, Meat3) have a second material for each mesh.
The first material is a raw meat texture and the second material is a roasted texture.
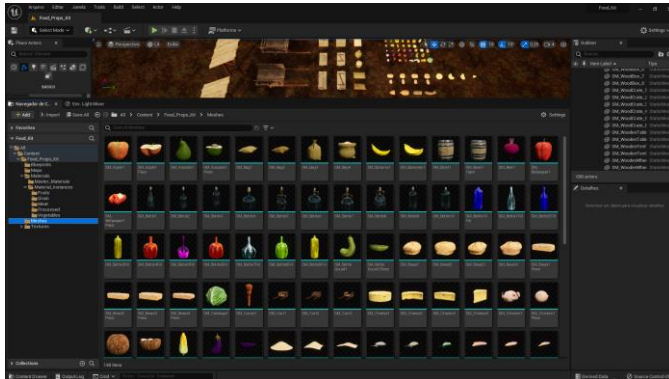

Changing the values on the parameters will give you a large range to obtain a wide variety of effects.
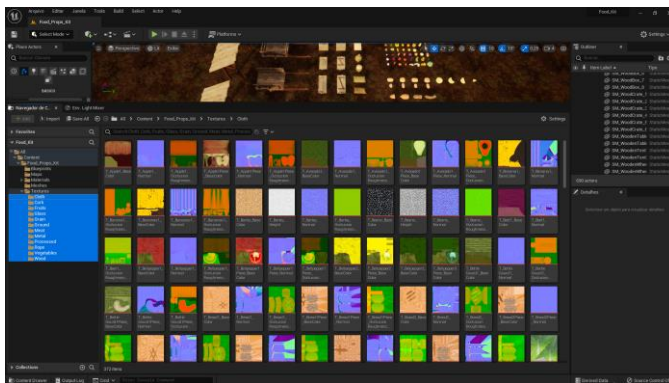You can change the color using two color parameters to achive the desired color palete.

Meshes.

This folder holds all the meshes separated by its category subfolder.
All the meshes are in FBX format.

Textures.

This folder holds all the textures separated by its category subfolder.

The textures are separated in 3 files (+1 files for emissive when applicable):

Base color   *(RGB channel) Opacity (Alfa channel)*
Normal map   *(DirectX)*
Detail map   *(Red channel Ambient Occlusion)*
                (Green channel Roughness)
                (Red channel Metallic)
Emissive   *(Gray channel)*