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1. Introduction

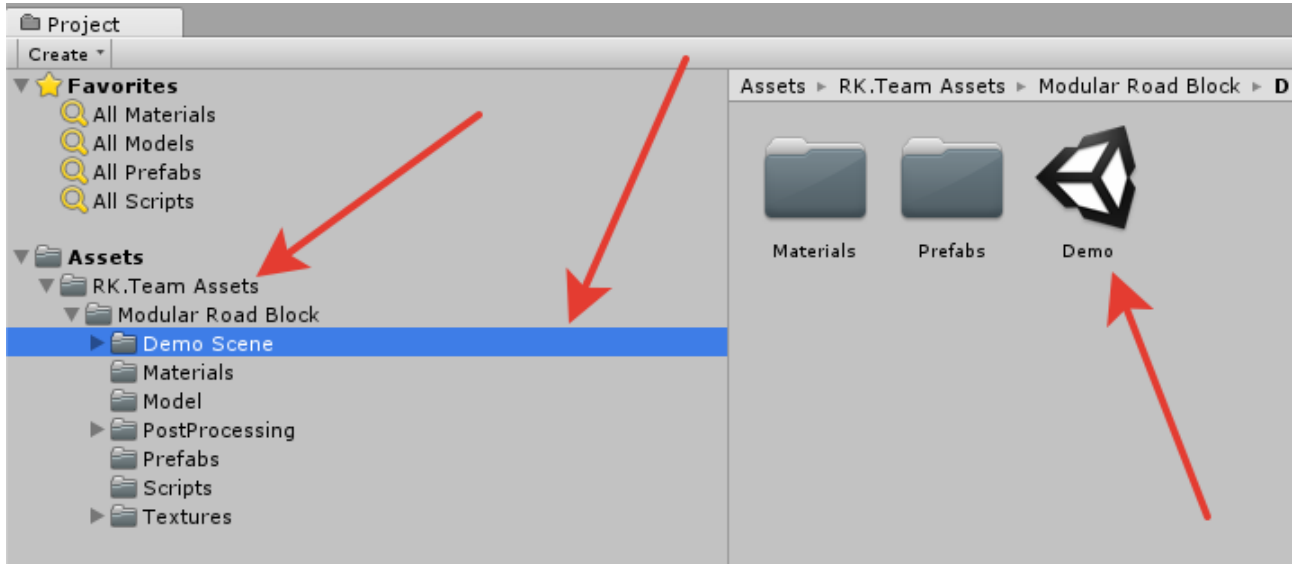
If you have any questions, suggestions or problems with our assets, please, send us an email at:
Support@rk.team

Don't forget to write a review on the asset store.

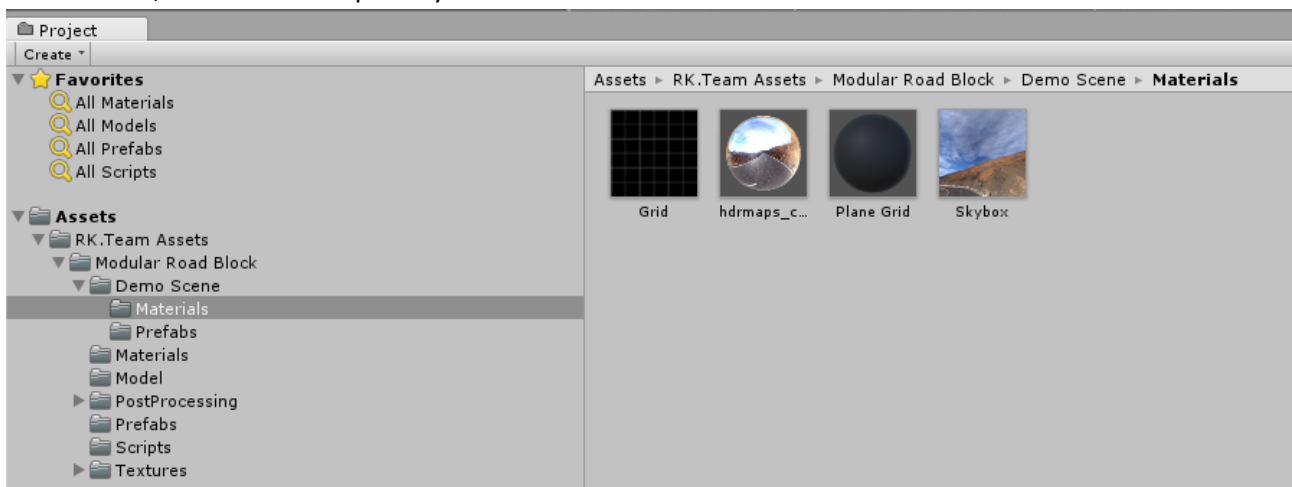
2. Demo scene

Assets include demo scene which illustrates model and allow you to rotate camera around object.

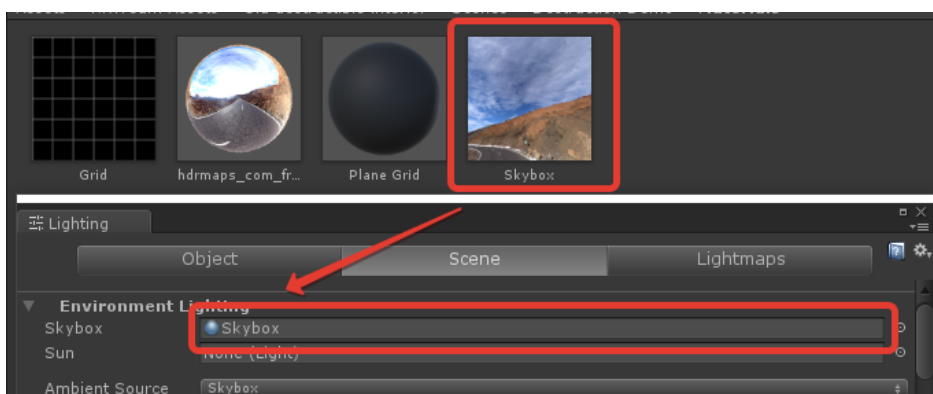
This scene is created for linear color setup and deferred rendering, so, if you want to see the same picture that on video or screenshots, you should use these parameters.



In this scene, we use HDR map that you can find in Materials folder.

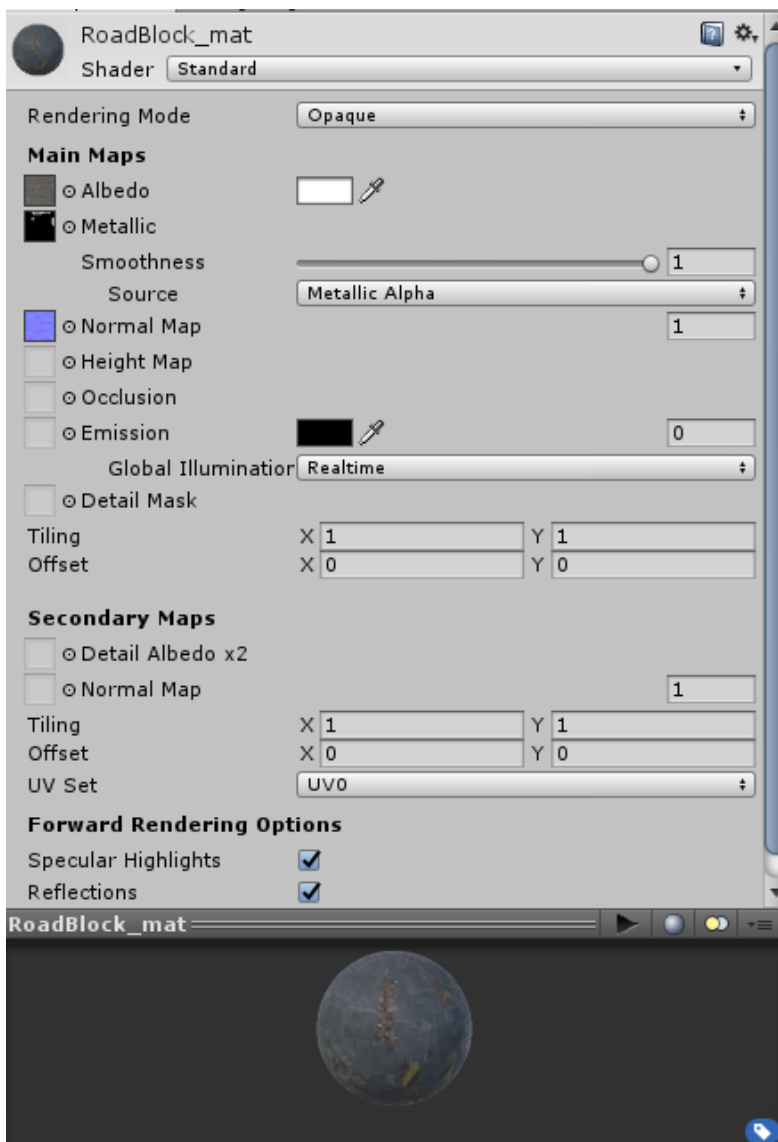
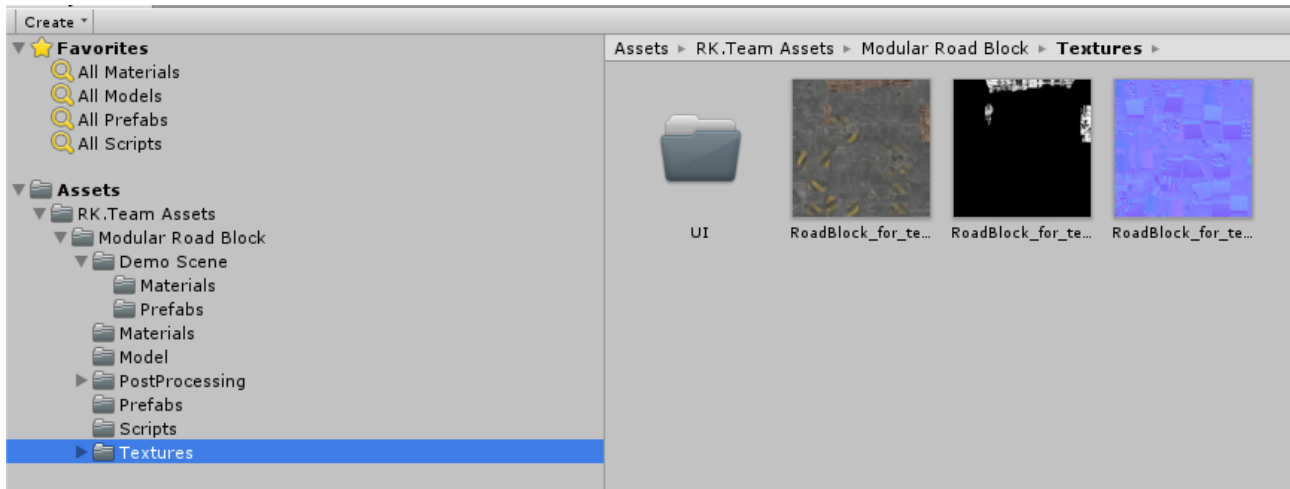


In order to check, how objects will be seen in your scene or with your own HDRI you can replace the sky material in lighting window:



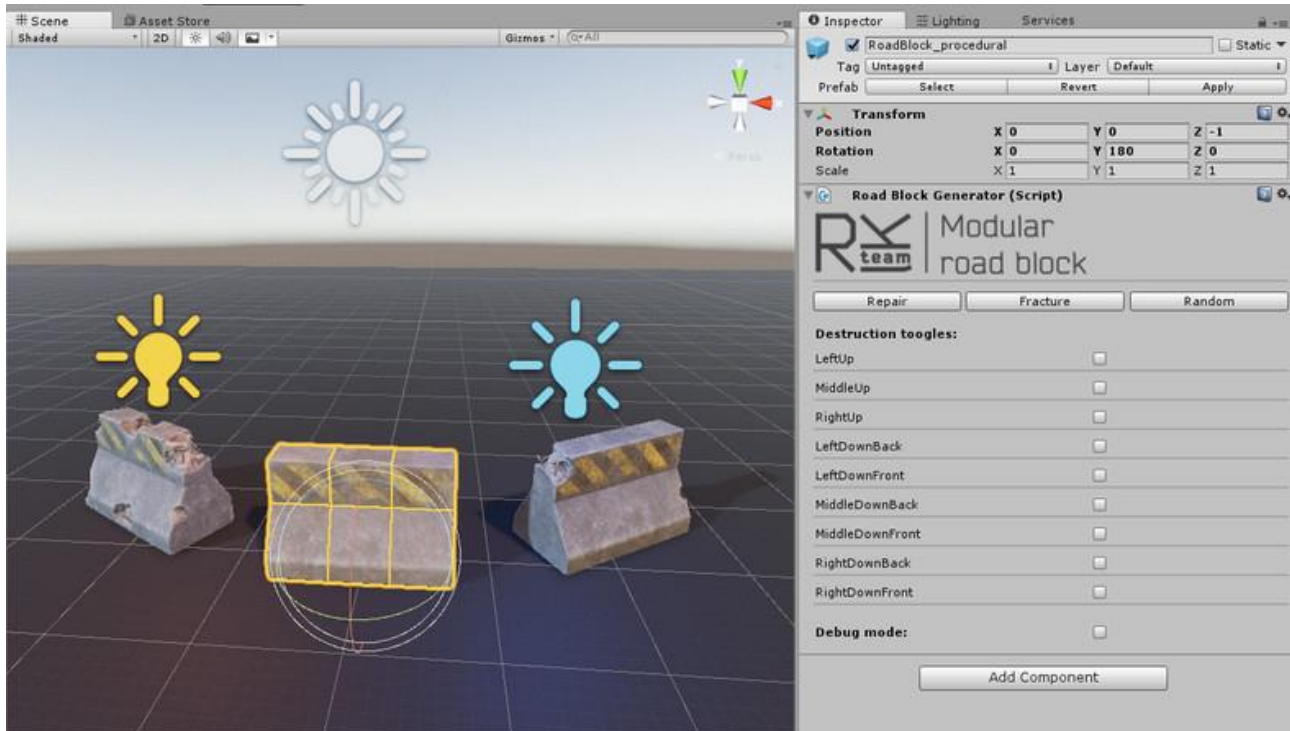
3. Textures structure

Model has albedo, metallic-smoothness and normal map textures. These textures designed for Unity 5.0 Standard shader with metallic workflow.



4. Included scripts

Asset include script with custom editor to make you work with modular road block really easy and fast.



There are 3 buttons:

1. Repair. Make selected blocks fully repaired.
2. Fracture. Make all modules of selected blocks damaged.
3. Random. Generate block with random damages.