

SciFi RTS Series: Artillery + Missile Launchers

Thank you for buying this model pack.

To use the models, simply drag the prefabs, located in the “Prefabs” folder into your scene.

Customization

This pack contains 3 artillery units with artillery shells, 3 missile launchers with missiles, 4 changeable decals, 4 damage textures and 6 different texture sets.

Decals

The decals use a separate mesh with a transparent material. You can combine the model textures with any decal texture you want.

The damage decals can be used to display battle damage or hits on the models.

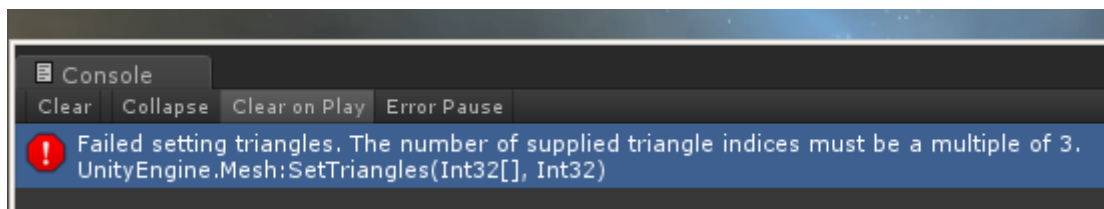
The decal source PSDs with the UV layouts are included in this pack. You can use it to make your own decal textures. Make sure that the background is transparent and save out as a PNG.

Optimization

The decals use the same material. So it's easy to optimize them with the combined children script. Parent as much decals as you want to an empty and attach the combined children script to the empty game object.

Look at the models in the example scene on how to parent correctly.

Important: Uncheck “Generate Triangle Strips” or you will get the following error if you enter play mode:



Scaling of the models

The models are not scaled realistic. They are ca. 1 – 3 unity units long, that means 1 – 3 meters. You can rescale them so that they match your game specifications.

Texture PSD Source files

You can edit the included PSD source files, e.g. change colors or create completely new textures for the models. The PSDs are layered and also include the UV layout of the models.

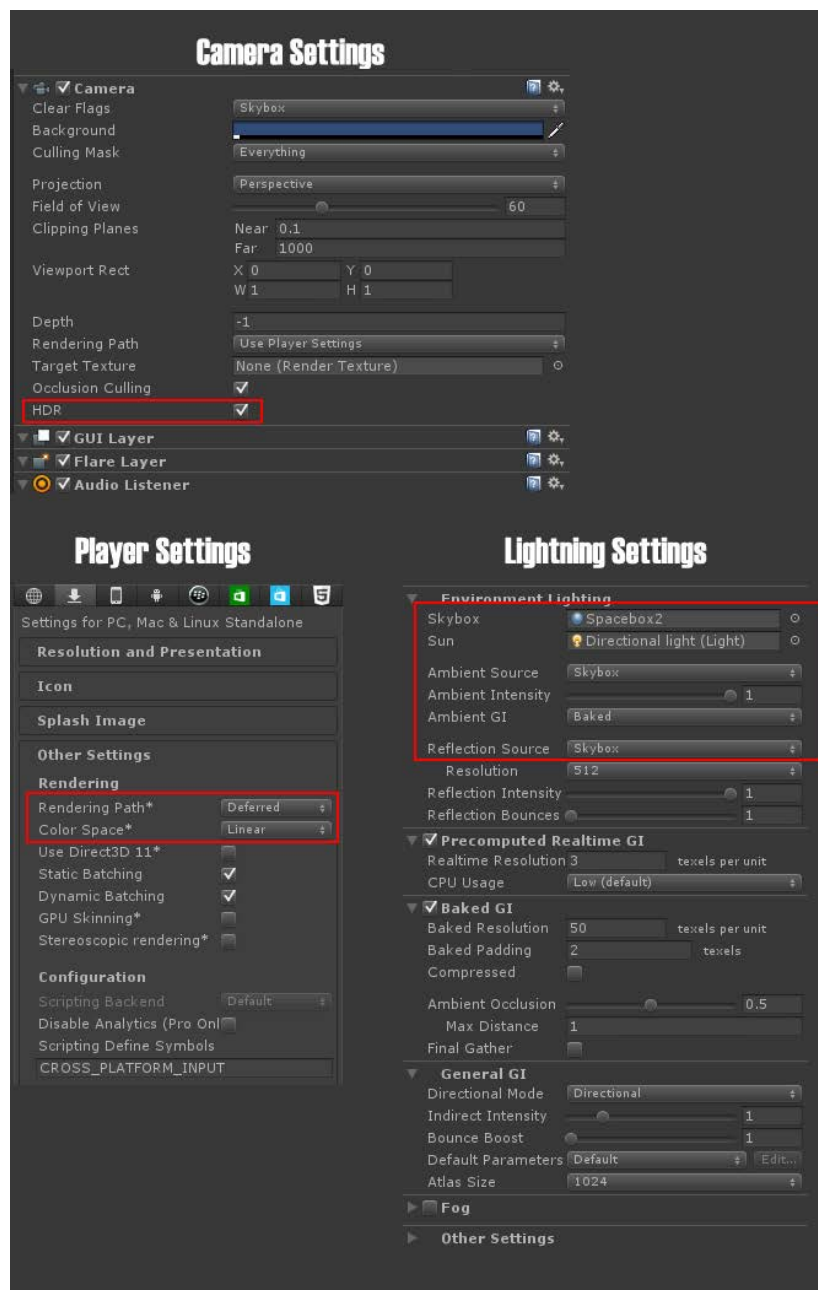
Track Animation

The tracks use a separate material and can be animated with UV offset:
<http://docs.unity3d.com/Documentation/ScriptReference/Material.SetTextureOffset.html>

A quickstart to physical based rendering (PBR)

These models have PBR textures that work with the Unity standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be “Deferred”, color space must be “Linear”
- Make sure the “HDR” checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you’re free to play around with the lightning settings to achieve different results. “Continuous baking” should be enabled to see changes immediately.



Albedo Maps

There are two different types of albedo maps included. The occlusion map in the unity standard shader seems to give only a very subtle effect. Therefore I added albedo maps with baked in ambient occlusion. These albedo maps with AO are added to the shader by default. You can always change them with the pure albedo maps if you want.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.