

Spaceship Debris

Congratulations on acquiring this unique asset kit! As Asset kits go this one is fairly straightforward.

Contents of Package:

Materials

Meshes (These are for the mesh imports)

Prefabs

Scene Demos

Scripts

Textures

Materials - There are over 40 materials and of these 14 of them are seamless with a “rusty” version and a “Shiny” version. In space, nothing really rusts because there is no oxygen, but the rusty versions to communicate that the pieces are floating junk.

Prefabs - In this folder there are 20 Prefabs for quickly grabbing various bits to fill up your scene. Many of these prefabs have LOD groups and collision meshes. Most of these prefabs have the “Rotator” script.

Please try adding various copies of the Asteroid. Resizing them and changing their rotation helps them feel different from each other even though they are all copies.

Scripts - There are 2 scripts for this scene:

Rotator - this simple and handy script is used to rotate the object is is attached to in a steady manner. The values of the rotation are adjustable in the inspector. NOTE: this script does not use physics so if you are planning to have the player interact with these objects you should write a similar script using AddTorque and assigning a Rigidbody component to each of these prefabs.

Scene Demos

There are 2 scenes here:

Demo_Scene - this is the scene depicted in the video. Simply press play and watch the camera zoom about the scene. There is no controlling anything in this scene.

NewSpaceshipDemo - this scene simply shows off the new spaceship before things went awry. Again, nothing can be controlled here either.

Textures - Plenty of Maps for all.

Again, thanks for purchasing this asset kit. If you have more ideas of how to make it better please let me know. My email is www.bassmanpray@gmail.com