INTRODUCTION

This pack offers high quality low poly race car and truck models in various color combinations to create stunning 3d games or visualisations. The package contains objects ready to animate, but no scripts/codes/fx/colliders.

WHY IS IT DIFFERENT FROM OTHER AVAILABLE 3D MODELS?

All the cars/trucks are has **unique, royalty-free design** to avoid 'trademark/brand' conflicts when you publish your game/visualisation.

CONTENTS

- a racecar model in 20 color/texture variations

- a racecar model without wheels and removed front wing for 'pit garage' usage (compatible with the 20 car textures)

- 6 tyre variations for the racecars with 4 different bump(normal) maps, 3 LOD stages

- a truck model in 20 color variations, matching to the racecar designs

- a steering wheel

- a scene with all the prefabs

- multiple logos on the textures for fictional brands

- *a FREE car pilot with removable helmet and multiple customizable textures as a GIFT*

MESH INFO/POLYGON NUMBERS/TEXTURE RESOLUTIONS

Note: all meshes are triangulated.

Asset name	Number of triangles	Texture resolution
RaceCar V01 Body	6 396	2048 x 2048
RaceCar Tyre V01 LODs - HI / MID / LOW (per tyre)	2 280 / 1 128 / 380	1024 x 1024
Steering wheel V01	1 326	1024 x 1024
Truck V01 (all tyres included):	1 546	1024 x 1024
FREE pilot (with helmet)	3 766	1024 x 1024

SHADERS

All models uses the built-in Unity shaders (these are mostly the Bumped Diffuse or the Reflective Bumped Specular shaders)

Reflective shaders use alpha channel for reflection strength value and a cubemap (included).

USAGE

Simple drag the prefabs from the appropriate 'Prefab' folder to 'Hierarchy'.
Racecar prefabs contain all the 3 tyre LOD stages to speed up the workflow; MID and LOW stages has a switched off 'Mesh renderer'. Use them with your preferred LOD system.

TIPS

- with the usage of dedicated 3rd party Car Paint shaders you probably may achieve even better results
- to make reflective floors (like on the screenshots) I suggest to use the freely available MirrorReflection script from UnifyWiki with the PRO version of Unity

We wish a great success with your project!

The HereVR Team

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