PBR Scale

User Manual

Thank you for your support

We would like to take this opportunity to thank you for your support in trying this sample, if you have any queries, you may email us on info@kinetix-studio.com. You can also visit our website www.kinetix-studio.com to keep updated on our future projects.

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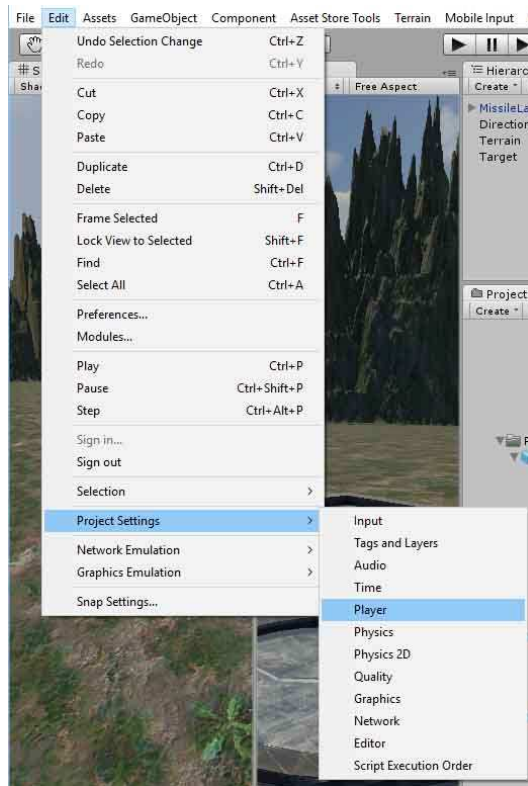- Our other Unity Projects (Pg 7-8)

Setting up Unity scene for PBR

As we use PBR (Physically-Based Rendering) materials in our projects, in order to maximize the texture quality, please follow these steps to set up your Unity scene.
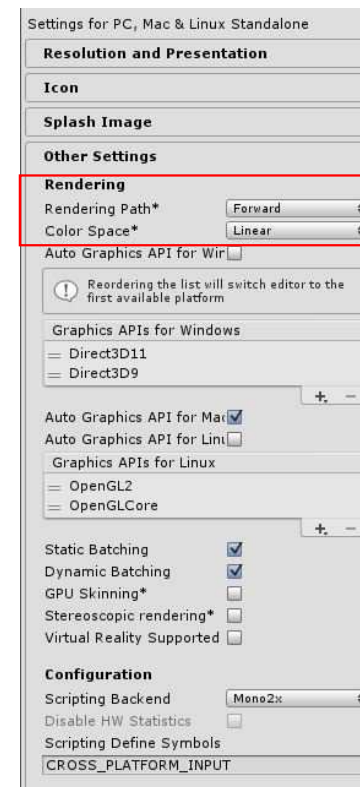
STEP 1
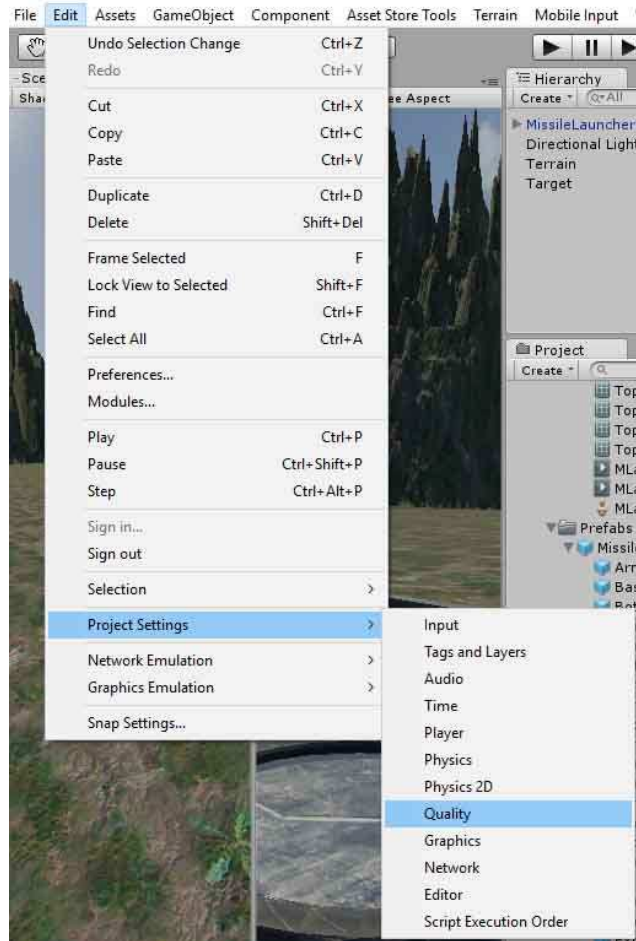On the main menu, select Edit/Project Settings/Player

STEP 2
In your Inspector, ensure the Rendering Path is set to "Forward" and Color Space is set to "Linear"
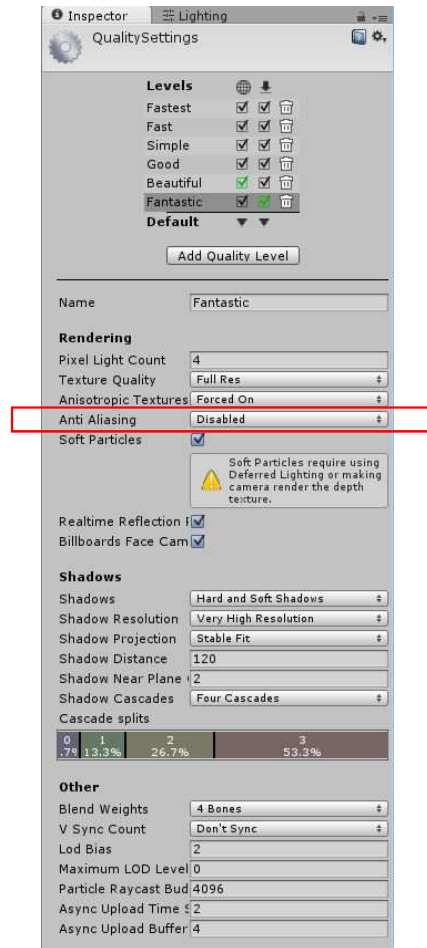
STEP 3
On the main menu, select Edit/Project Settings/Quality
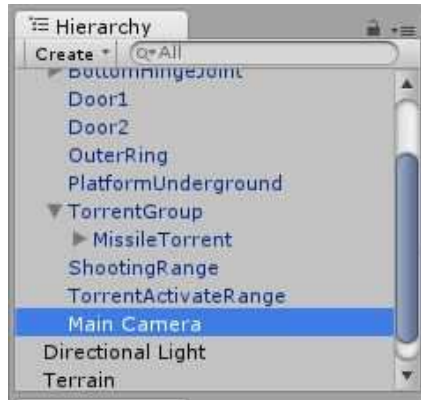

STEP 4
On your Inspector, ensure the Anti Aliasing setting is set to "Disabled"

Note: Only do this step if you don't have a script in place for the Anti Aliasing
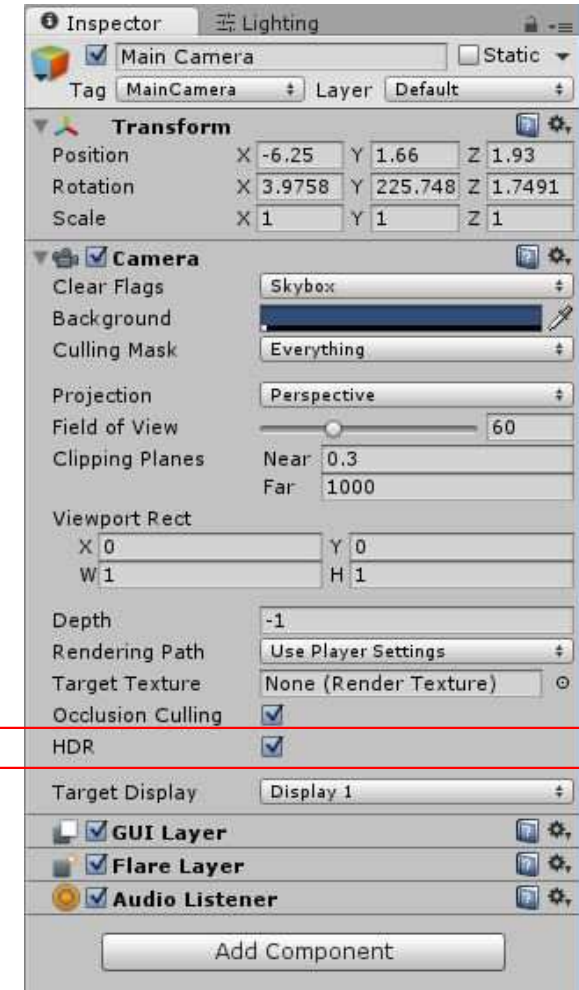
STEP 5
Select your Main Camera in your Hierarchy

STEP 6
In your Inspector, Ensure HDR is Enabled,

You are now PBR ready, if you want to enhance the effects. Make sure you have a good quality skybox in place

Our other Unity Projects

PBR Alchemy Set

https://www.assetstore.unity3d.com/en/#!/content/87541

Features :

47 Models included :

- PBR texture maps (Albedo, Metallic, Normal, Height and Occlusion) for all game objects.
- 1 x Book holder (tris: 896)
- Five (5) different book types (tris: 396, 140, 598, 392, 280)
- 1 x Cauldron (tris: 4556)
- 1 x Chain (tris: 5760)
- 1 x Fire place (tris: 160)
- Three (3) different fire wood types (tris: 20, 36, 12)
- Two (2) different flask bases (tris: 4690, 2772)
- 1 x Flask holder loop (tris: 160)
- 1 x Flask holder (tris: 466)
- 1 x Flask stand (tris: 1042)
- Seven (7) different types of flasks (tris: 3620, 3626, 2772, 3346, 2380, 2550, 3031)
- 1 x Floor (tris: 200)
- 1 x Glass tube (tris: 920)
- 1 x Gold chalice (tris: 4172)
- 1 x Hour glass (tris: 5664)
- 1 x Mortar (tris: 3108)
- 1 x Open book (tris: 828)
- 1 x Pestle (tris: 2212)
- 1 x Set of poles for the shelves (tris: 80)
- 1 x Scale (tris: 26888)
- 1 x Shelves (tris: 124, 76)
- 1 x Stand (tris: 80)
- 1 x Table (tris: 464)
- Four (4) different types of verses (tris: 504, 728, 728, 784)
- Six (6) different types of weights (tris: 480, 480, 480, 480, 480, 480)
- 1 x Work top (tris: 80)

Our other Unity Projects

PBR Missile Launcher

https://www.assetstore.unity3d.com/en/#!/content/84659
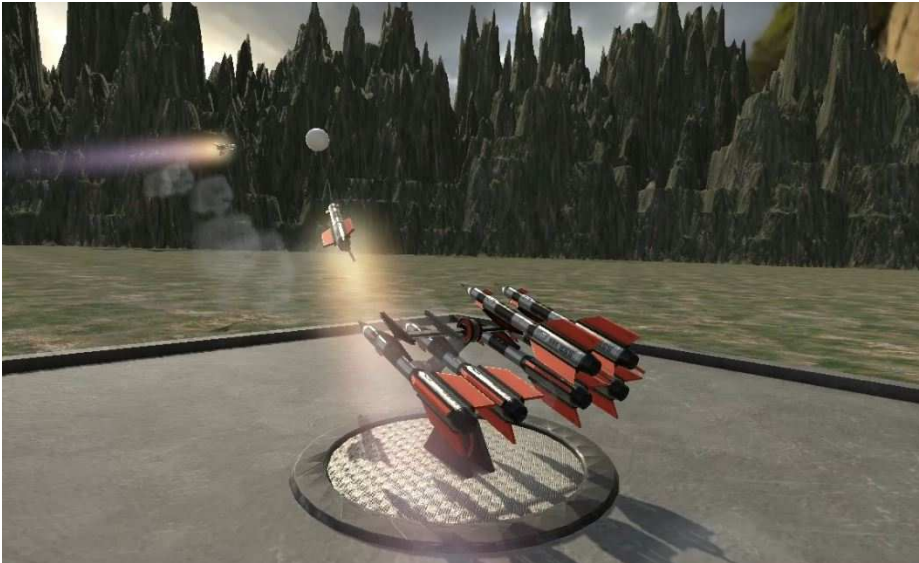
Features :

- PBR texture maps (Albedo, Metallic, Normal, Height and Occlusion) for all game objects (missile launcher & both missiles).
- Opens doors and activate the launcher when target is within the active range (range can be adjusted).
- Closes doors and deactivates the launcher when target is outside the active range (range can be adjusted).
- Fires missile's when the target is within the firing range (range can be adjusted).
- Reloads the launcher when the last missile has fired (reloading time can be adjusted).
- Time between firing missiles can be adjusted.
- Can use any type of missile model (two missiles are included).
- Won't fire at the target if there are game objects in the way (using ray cast).
- Includes two missile game objects with smoke and sounds (Script can accommodate afterburner and explosions).
- Two types of missile guidance systems (homing missile & last know position).