Khukuri Asset Pack Overview

These knives have been modeled after the original knives I bought many years ago in Kathmandu.

Basically these are 2 original knives: one standard version with leather sheath and a simple blade with the characteristic notch. The second one is with a silver sheath and the blade has some ornaments. Both have different grips, differing in the brass parts.

Apart from the standard knives, you may alter the knives appearance by playing with the parameters I included into the materials.

I decided to combine blades and grips variations which results in 4 different versions of the standalone, or solo knives.

There are 2 versions of the sheath, one simple leather sheath and one with silver ornaments.

In addition to the knives and the sheaths, I decided to provide extra meshes where the knive is permanently inserted into the sheath. I call them *Combo*, and these just save the triangles for the blade. Like with the solo knives, 4 versions of these combos are available as well. Combo knives have 2 material slots in use, first one for the sheath, second one for the grip. All other meshes use one single material slot only.

The static mesh naming convention is as follows

```
SM_KnifeXY
        ||
        |+--  L=Combo in Leather sheath, S=Combo in Silver sheath
        |     O=Solo knive with ornament, N=Solo knive with simple notch
        +---  Determines the Grip version, 1 or 2
```

The table below shows the 10 available meshes

	Sheath Leather	Sheath Silver	Blade Ornament	Blade Notch
Grip A =Knife1	SM_Knife1L	SM_Knife1S	SM_Knife1O	SM_Knife1N
Grip B =Knife2	SM_Knife2L	SM_Knife2S	SM_Knife2O	SM_Knife2N
none	SM_SheathLeather	SM_SheathSilver	n/a	n/a

All base materials are contained in folder **Materials**.

One single base material *M_KnifeSolo* is used for all 4 solo knife variations, including knives with blood applied.
For the grip, one single base material *M_Grip* exists, which is used for the combos only.
Material *M_SheathLeather* is used for the combos with leather sheath *and* the standalone leather sheath.
The silver sheath has separate materials for the combo (*M_SheathSilverCombo*) and the standalone (*M_SheathSilverSolo*) silver sheath versions.

The different types of meshes are contained in separate folders. These folders contain the static mesh assets and/or any available material instances to be used with that mesh. For all meshes, there are several material instances readily available as examples.

Folder **Knive-Solo** contains the solo knive static meshes and a set of material instances, some with blood and some without blood to be used with any of these solo knives.

Folder **Sheath-Silver** contains the static mesh for the standalone silver sheath and a set of prepared material instances for use with either the solo silver sheath or a combo knife with silver sheath.

Folder **Sheath-Leather** contains the static mesh for the standalone leather sheath and a set of prepared material instances to be used with either the solo leather sheath or a combo knive with leather sheath.

Folder **GripCombo** only contains material instances, that can be applied to any of the combo grips. There do not exist any 'standalone' grip meshes without blade or sheath.

Folder **KnifeInSheath** only contains static meshes for the 4 available combos and *no material instances*. Material instances can be taken from folder GripCombo for the grip and folder Sheath-Leather or Sheath-Silver for the sheath, depending on which type of combo is used.