

Version 2023.08.19



PUROPORO's Unity Assets
CASUAL GO-KARTING SERIES

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Go-kart - Shark

README

Introduction

SHARK is a radical 3D model of a GO-KART. This agile vehicle has a classic formula-style aerodynamic body with large air intakes, making it great for casual racing games. A whole combined model and separate parts. The model has been rigged and is ready to be animated. Mobile and PBR-ready, with numerous pre-made colors and templates for building your own custom colors. Because of the model's low polygon count, it is perfect for mobile devices.



Introduction

Technical details

Naming

Textures

Changelog

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Introduction
Technical details
Naming
Textures
Changelog



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Technical details

Models Details

- A low polygon model with LOD (Levels of Detail)
 - LOD0 - 11048 tris
 - LOD1 - 5097 tris
 - LOD2 - 2042 tris
 - LOD3 - 842 tris
- A whole combined model and separated parts
- The whole combined model is rigged and ready for animation
- Made with Blender, FBX files can be imported into any 3D software

Textures Details

- Resolution 2048 x 2048 px
- PNG formats
- Mobile and PBR ready
- (D) Base Color textures (Baked and Albedo)
- (N) Normal, (R) Roughness, (AO) Ambient Occlusion, (G) Glossiness/Smoothness, (M) Metallic, and (S) Specular maps included in pre-optimized (MM) Mask Maps
- Normal maps are generated with OpenGL
- All textures and maps are made with Adobe Substance 3D Painter and Photoshop
- Includes PSD templates for creating your own, custom Base Color textures (requires image editing software that can open PSD files, such as Adobe Photoshop, Krita, or Gimp)

Naming - Prefix & Suffix

The assets in the package are named as follows:

Prefix_AssetName_Suffix_Variant.FileFormat

Example: T_StylizedGrass_AO_Dark.png

Some prefixes and suffixes are listed in the table below, and more information about naming conventions can be found in the link: <https://docs.google.com/spreadsheets/d/1YAJPKQFxFNsFk3DPqNE4xoNjN9utyFAux2AcM9kHzyPc/>

Asset Type	Prefix	Suffix
Material (* HDRP, URP, Built-In or Unlit)	M_	_*
Skeletal/Rigged Mesh (for Skinned Mesh Renderer)	SK_	_LOD
Skeleton/Armature	SKEL_	
Skeleton Bone	BONE_	
Static Mesh (for Mesh Renderer)	SM_	_LOD
Texture (Ambient Occlusion)	T_	_AO
Texture (Diffuse/Albedo/Base Color)	T_	_D_Variant
Texture (Glossiness/Smoothness)	T_	_G
Texture (Mask Map)	T_	_MM_**
Texture (Metallic)	T_	_M
Texture (Normal, *** OpenGL or DirectX)	T_	_N_***
Texture (Roughness)	T_	_R
Texture (Specular)	T_	_S

** It is common practice to pack multiple layers of texture data into one texture. An example of this is packing Emissive, Roughness, Ambient Occlusion, and Height together as the Red, Green, Blue, and Alpha channels (RGBA channels) of a texture respectively. To determine the suffix, stack the given suffix letters from above together, e.g. _ERAOH. The letter X means Empty.



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Textures

The package comes with some pre-made textures for the go-kart, but you can also use a PSD template to make and tweak your own textures. You need an image editing program that can open PSD files to open the template, such as Adobe Photoshop, Krita, or Gimp. Below you will find a few notes about the content of the PSD template.

Guides folder

The guide folder contains items such as a UV map and a mask map that can assist you in creating the texture.

The parts of the mask map are color-coded as follows:

- **Red:** Cover & Chassis parts
- **Blue:** Fabric parts (Interior, Steering wheel etc.)
- **Green:** Dashboard
- **Magenta:** Aluminum parts (exhaust pipes etc.)
- **Yellow:** Seat

Colors folder

Using the **Gradient Map Tool** and masks, different shades of gray from the grayscale map (in the folder below) are swapped out for colors. If you are unfamiliar with this technique, I recommend searching for more information about it using keywords such as "Coloring with Gradient Maps".

Grayscale folder

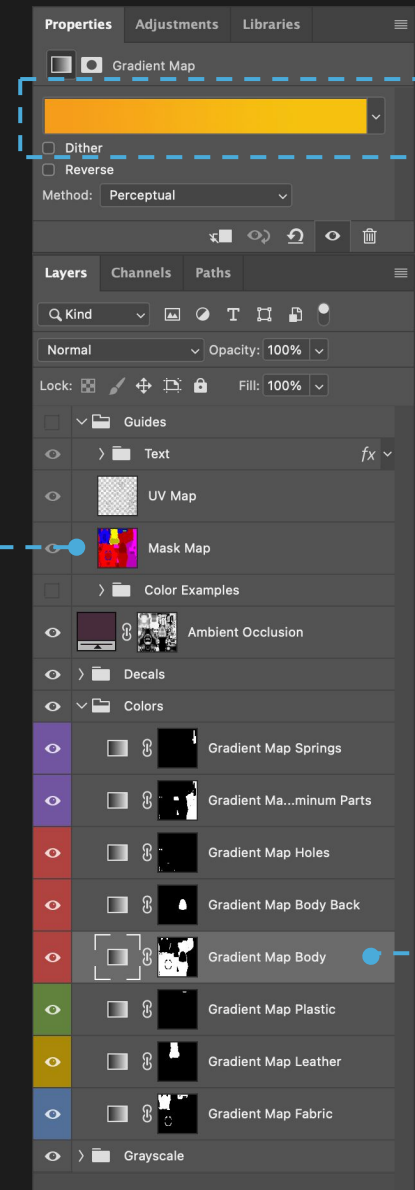
Grayscale maps can be found in this folder. The Base Color Baked Map has lighting and shading baked in. The Base Color Albedo Map provides the base color in grayscale.

Ambient Occlusion

If you like, you can add the ambient occlusion into the texture using this layer.

Decals folder

This folder contains pre-made stickers, such as sponsor and product stickers, that you can apply to the texture.



Introduction
Technical details
Naming
Textures
Changelog



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README

Changelog

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- First release
- **INCLUDES:** 3D models of Shark Go-kart (a whole combined model, and separated parts)
- **INCLUDES:** 8 different colors, Base Color textures (Baked and Albedo), 2048 x 2048 px
- **INCLUDES:** 8 different textures for wheels (Baked and Albedo), 2048 x 2048 px
- **INCLUDES:** Normal maps and mask maps textures, 2048 x 2048 px
- **INCLUDES:** PSD templates for creating your own, custom Base Color textures (Baked and Albedo)
- **INCLUDES:** Wheel Collider DEMO

Introduction

Technical details

Naming

Textures

Changelog

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