Racing Driver
BASIC

PUROPORO's Unity Assets
CASUAL GO-KARTING SERIES

PUROPORO

Introduction

3D model of a racing driver that is ready to be used in your next amazing casual racing game. The model is rigged and ready for animation. Mobile and PBR-ready, with many pre-made colors, also include a template for creating your own, custom colors. The model has a low polygon count, making it ideal for mobile platforms.

Technical details

Models Details

- A low polygon model with LOD (Levels of Detail)
    - LOD0 - 6636 tris
    - LOD1 - 2080 tris
    - LOD2 - 1248 tris
    - LOD3 - 624 tris
- Humanoid 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 format
- Mobile and PBR ready
- Base Color textures (Baked and Albedo)
- Normal / Roughness / Ambient Occlusion / Glossiness (Smoothness) / Specular included in pre-optimized Mask Maps
- Normal maps are generated with DirectX and OpenGL
- All textures and maps are made with Adobe Substance 3D Painter and Photoshop
- Includes a PSD template 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

More information about prefixes and suffixes can be found in the table below.

Asset Type	Prefix	Suffix
Material	M_	_*
Skeletal/Rigged Mesh (for Skinned Mesh Renderer)	SK_	_LOD
Skeleton/Armature	SKEL_	
Skeleton Bone	BONE_	
Texture (Ambient Occlusion)	T_	_AO
Texture (Diffuse/Albedo/Base Color)	T_	_D_Variant
Texture (Glossiness/Smoothness)	T_	_G
Texture (Height)	T_	_H
Texture (Mask Map)	T_	_MM_**
Texture (Metallic)	T_	_M
Texture (Normal)	T_	_N_***
Texture (Roughness)	T_	_R
Texture (Specular)	T_	_S

* HDRP, URP, or Built-In

** 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.

*** Normal maps are generated with DirectX and OpenGL.

Textures

The package comes with some pre-made textures for the driver, 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:** Helmet parts
- **Blue:** Shoes parts
- **Green:** Gloves parts
- **Magenta:** Suit parts

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 driver's suit or helmet.
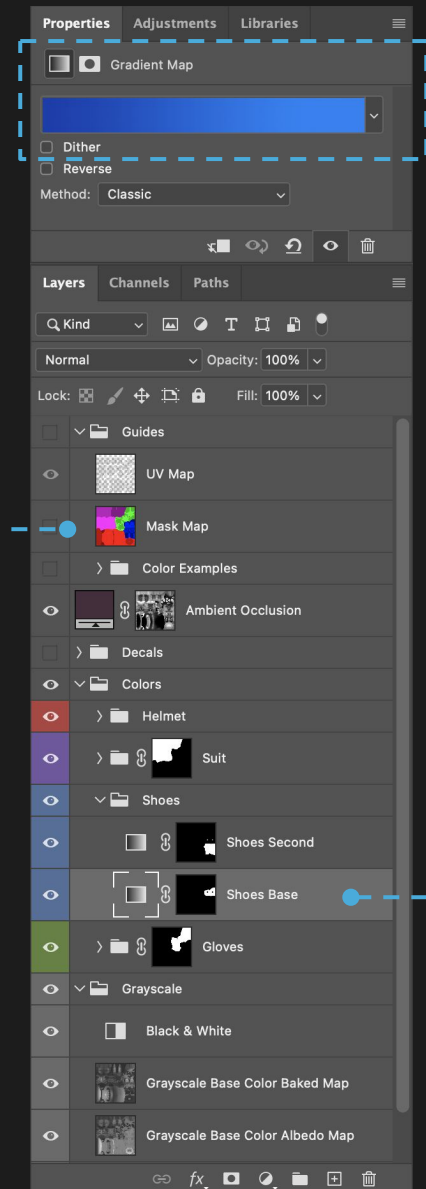
Changelog

2022.07.07

- First release
- **INCLUDES:** 3D Model, 4 x LOD, humanoid rigged and ready for animation
- **INCLUDES:** 10 x different Base Color textures (Baked and Albedo), 2048^2 pixels
- **INCLUDES:** Normal maps and Mask maps textures, 2048^2 pixels
- **INCLUDES:** A PSD template for creating your own, custom Base Color textures
- **INCLUDES:** A DEMO scene