

MODULAR

EBAL
STUDIOS



ULTIMATE

SPACESHIPS
CREATOR

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Expand This Collection

Need more 3D art for your awesome sci-fi game?

- [Space Stations Creator](#)
- [Alien Modular Space Stations](#)
- [Modular Warp Gates](#)
- [Modular Hover Racers](#)
- [Pickup Items](#)
- [Modular Sci-Fi Weapons](#)
- [Planets](#)

Or perhaps you need higher resolution spaceships with a cockpit?

- [High-Rez Spaceships Creator](#)

Getting Started

USC (Ultimate Spaceships Creator) is a modular spaceship kit with over 200 examples, you can use the included examples or build your own from the included modules

You can build your own spaceships by quickly modifying the examples located in the Examples Modular scene in each spaceship set. In Addition, you can also assemble your own spaceship from scratch by opening up the "All Modules" scene or the modules scene for each spaceship and move/rotate/scale and duplicate the modules until you have something you are happy with.

You can view a quick demonstration in this [Youtube video](#).

The huge variety of included parts and textures make this collection indispensable for building your sci-fi game or prototyping it. We have continually improved this collection based on your feedback, and with the help of the experience gained; established a workflow for all of our assets.

Features

- 16 different Modular Spaceship sets.
- 226 Spaceship examples.
- 7 color variations for each spaceship.
- 5 extra color variations which are unified across all spaceships.
- 1K Albedo, Metallic/Smoothness, Normal and Emission maps for all spaceship sets. (Some of the capital ships have 2K maps.)
- 2 Bonus items included in this collection: Arcade Style Spaceships and Flying Insects for use in any arcade style games.
- Texture color masks are included.
- Substance painter files are included

Updates

Version 2.5

- Rebuilt all the modular examples from modules to improve performance.
- Closed any gaps in the modules to give bigger flexibility in the way you assemble your spaceship.
- Optimized the package size.
- Added colliders to the modules and examples modular.

Version 2.1

- Added texture colors masks to easily change colors inside Photoshop or script.
- Changed the albedo maps of the Light Fox, Space Excalibur and Astro Eagle to enable changing the emission color.
- Bonus flying insects now have separate wing meshes to enable animation.

Version 2.0

- Added Astro Eagle, Galactic Leopard and Craizan Star spaceships. (Capital ships and alien spaceships based on developers requests.)
- Added unified materials for all spaceships to enable different spaceships combinations or unified faction colors.
- Increased the spaceships examples to 226!
- Added spaceships colors.
- Improved the catalog and modules scene to better navigate through the different spaceships.
- Added simple colliders to the examples.
- Recreated the Alien Sci-Fi spaceship substance painter file to be able to include it with the pack.
- Changed the scale to real world scale.
- Added 2 space backgrounds for previewing the spaceships

Version 1.6

- Added Substance Painter files.
- Changed modular examples pivot point.

Version 1.5

- More than doubled the number of example ships!
- Added 2 different colors per spaceship.
- Added Sci-Fi Alien spaceships to the collection.
- Added 2 Bonus items: arcade generic spaceships and flying insects. (Note: flying insects are only added as a free bonus to use inside an arcade themed space shooter game, the wings are not rigged for animation!).
- Improved textures: the textures are now much more unified and of a higher quality. WE HAVE COMPLETELY RE-TEXTURED ALL OF THE SHIPS adding details in the process. we hope you can notice the quality improvement.
- Unified all metallic/smoothness values for all of the textures so that the assets are more unified inside your game.
- Added text next to each spaceship so you can easily know the spaceships name and look it up in the folders.
- Changed naming conventions and folder organization. Now it's easier to know which material belongs to which asset and you can grab the spaceships examples prefabs more quickly, the modules prefabs are named after the spaceships title.
- All albedo textures are now viewable inside Photoshop.
- Updated the FBX files inside meshes folder.
- Added all of the spaceships examples in modular form as well as the single GameObject form.

Folder Structure

This collection is an amalgamation of 16 different spaceships packs! Hence we needed to keep each set in a separate folder to make it easy to navigate your way around the files and folders.

But if you open the catalog scene directly inside the scenes folder, you can easily see all the spaceships, make your pick and know which folders to access if you want to change materials, textures or open up the modular examples or modules.

Scenes & Mesh Files

In addition to the main “Catalog” scene and “All Modules” scene, each spaceship set has its own set of scenes: examples, examples modular and modules.

The examples scene contains the spaceships which are baked: all modular parts are already combined and attached so that you don’t have to use a software like mesh baker to combine them. These are using the examples mesh files.

The examples modular scene contains the spaceships with all the parts still separate. These parts were built using the modules mesh file.

Finally, you have the modules scene. The “All Modules” scene has all the modules combined, but you might prefer to build each spaceship from its own modules to focus on it and not be distracted by all the other parts.

Materials & Textures

Unified Materials

The materials listed under "Unified" enable you to combine modules from different spaceship sets, or to create factions with a unified color. Or also use these spaceships in conjunction with our [Space Stations Creator](#).

Changing Colors

If all of the included materials in this pack are not enough, you can feel free to modify the included Substance Painter files and export new textures, or to use the "mask" texture with the neutral color texture to change colors in Photoshop or with script.

Masks

Using the masks is quite easy and straightforward, just open up the neutral color texture in any photo editing software and change its colors according to the included masks.

Note: Texture color masks do not include panel, dirt and soot, was this intentional? Yes, it's one of those things that are easier to demonstrate than explain. But the masks took considerable effort to create, we ran many tests and we have chosen the best compromise possible to give you the ability to change colors through masks. Alternatively, you can always change the textures or masks in Substance Painter for better control.

Substance Painter

With these substance painter files you can export any texture resolution you need for any spaceship, change colors or modify the textures or add your own logos.

We added the Substance Painter files at a later stage due to developers requests. We did not plan to include them when we first created this collection, as a result, the first 4 spaceships out of 16 are not as easy to modify as the rest.

- The Substance files for the Galaxy Raptor, Hyper Falcon, Light Fox and Meteor Mantis have the modules grouped together so you might encounter difficulty painting your own texture or generating AO.
- The Galaxy Raptor spaceship has one extra mesh you need to hide after opening the Substance Painter file.
- Flying Insects do not have their Substance files included.

Need Help?

Our forum support thread: <https://forum.unity.com/threads/518276/> is the best place to ask questions, view FAQ or what others may have already asked.

If you prefer a more private discussion please E-mail us at: info@ebalstudios.com



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