Animated Multi-Function Spaceship with Interior

v. 1.2.1

This package includes an **animated** spaceship with **modular** attachments. This spaceship also comes with an optional **interior**. Also included are an animations demo scene and a scene with all prefabs displayed.

For reviews, questions, or comments, please visit www.assetstore.unity3d.com/#!/content/28707 or contact us at support@cunningforcegames.com.

Key Features

- Modular attachments (cannons, rockets, searchlights)
- Animated landing gears, engines, cannons, pilot and gunner seats, cockpit doors, hatch doors, ladders, and interior props (can be customized in Unity)
- 4096px texture resolution (set to 2048 by default)
- Includes albedo, metallic, normal, and emission maps

Models Included

	Spaceship 01A_01 / 01B_01 2658 tris, 3264 verts (interior without props) 6852 tris, 7655 verts (interior + exterior, without props and attachments) A militarized variant of the spaceship (including interior) that includes weapons. Includes versions with and without decals.
	Spaceship 01A_02 / 01B_02 2658 tris, 3264 verts (interior without props) 6852 tris, 7655 verts (interior + exterior, without props and attachments) An unarmed civilian variant of the spaceship (including interior) that includes searchlights. Includes versions with and without decals.

	Spaceship Exterior 01A_01A / 01A_01B / 01B_01A / 01B_01B 4194 tris, 4391 verts (without attachments) A militarized variant of the exterior of the spaceship that includes weapons. Includes versions with and without landing gears, and with and without decals.
	Spaceship Exterior 01A_02A / 01A_02B / 01B_02A / 01B_02B 4194 tris, 4391 verts (without attachments) An unarmed civilian variant of the exterior of the spaceship that includes searchlights. Includes versions with and without landing gears, and with and without decals.
	Light 01 28 tris, 48 verts A short wall or ceiling light.
	Light 02 28 tris, 48 verts A long wall or ceiling light.
	Control Panel 01 12 tris, 24 verts A general wall control panel. Different design on front and back.
	Handle 01 / 02 84 tris, 56 verts Basic handles with two different sizes.

	Cannon 01 168 tris, 187 verts A twin cannon. Comes with animated recoil for barrels. Rotation and pitch can also be animated based on your needs.
	Cannon 02 233 tris, 283 verts A long cannon. Comes with animated recoil for barrel. Rotation and pitch can also be animated based on your needs.
	Cannon 03A / 03B 217 tris, 274 verts A turret designed to be attached to a rotating platform. Version B is a mirror of A which allows it to be attached to the opposite side. Comes with animated recoil for barrel. Pitch can also be animated based on your needs.
	Rocket 01 160 tris, 184 verts A rocket.
	Rocket Attachment 34 tris, 44 verts An attachment for rockets.
	Searchlight 01A / 01B 64 tris, 86 verts A searchlight designed to be attached to a rotating platform. Version B is a mirror of A which allows it to be attached to the opposite side.

	Weapon Rack 154 tris, 236 verts A wall mounted weapon rack.
	Console / Stool 176 tris, 229 verts (Console) 90 tris, 85 verts (Stool) A console with animated fold up table. Also includes a stool.
	Locker 146 tris, 220 verts A locker with animated door and drawer.
	Bunk Bed / Bunk Bed Ladder 592 tris, 884 verts (Bunk Bed, with 4 drawers and 2 pillows) 80 tris, 160 verts (Bunk Bed Ladder) A bunk bed with animated drawers. Also includes a ladder.
	Wall Electronics 001 - Wall Electronics 006 97 tris, 104 verts (Wall Electronics 001) 20 tris, 28 verts (Wall Electronics 002) 12 tris, 24 verts (Wall Electronics 003) 12 tris, 24 verts (Wall Electronics 004) 12 tris, 24 verts (Wall Electronics 005) 12 tris, 24 verts (Wall Electronics 006) Various wall electronics.