

Favoured Cars Pack - Low Poly 1.x

updated on - first release



Known Bugs and Issues:

No known bugs yet...

Other Assets:

- **Favoured Cars Pack - Low Poly (FULL)** [Link](#)
- **Favoured Cars Pack - Low Poly (FREE)** [Link](#)

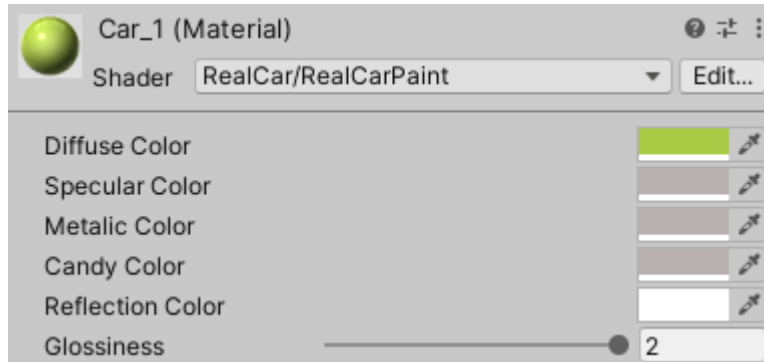
Three Shader to Rule:

RealCarPaint

RealCarGlass

RealCarPlastic

Three Main Characteristics:



- Diffuse Color

The diffuse color is the color of the paint, which it shows under pure white light, while incoming light is reflected in all directions equally

- Specular Color

The specular color is the reflected color of the paint's highlights. Specular intensity refers to the strength of the reflection

- Metallic Color

metallic color is **a color that appears to be that of a polished metal**. The visual sensation usually associated with metals is its metallic shine. This cannot be reproduced by a simple solid color, because the shiny effect is due to the material's brightness varying with the surface angle to the light source

- Candy Color

Candy paint is a mid-coat type of paint that is always applied over a base color. Simply put, candy paint is basically a clear coat that is tinted with a color

- Reflection Color

The reflected wavelengths create what we perceive as color. If no light is reflected (or if there is no illumination), the scene or car looks black. The color of an object depends on two factors – the color of the light source and which wavelengths of light the object reflects

- Glossiness

Glossiness refers to **the shininess and apparent smoothness of a surface**. A highly gloss surface appears very smooth and shiny, while a low gloss surface appears somewhat rough and dull