

## SciFi RTS Series: Battleships, Destroyers, Frigates

Thank you for buying this model pack.

To use the models, simply drag the prefabs, located in the “Prefabs” folder into your scene.

### Customization

This pack contains 9 different ships with modular weapons, 4 changeable decals, 4 damage textures and 5 different texture sets.

### Decals

The decals use a separate mesh with a transparent material. You can combine the model textures with any decal texture you want.

The damage decals can be used to display battle damage or hits on the units.

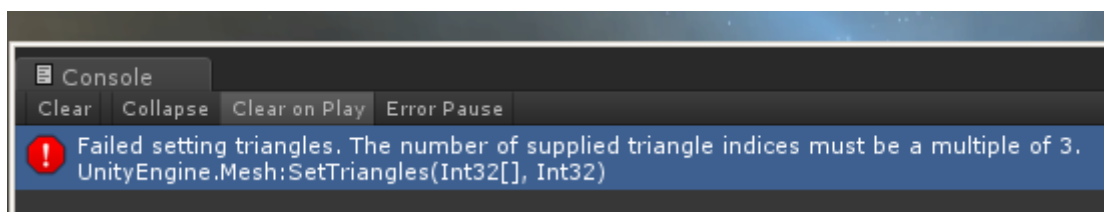
The decal source PSDs with the UV layouts are included in this pack. You can use it to make your own decal textures. Make sure that the background is transparent and save out as a PNG.

### Optimization

The decals use the same material. So it's easy to optimize them with the combined children script. Parent as much decals as you want to an empty and attach the combined children script to the empty game object.

Look at the tanks in the example scene on how to parent correctly.

**Important: Uncheck “Generate Triangle Strips” if you receive the following error in play mode:**



## **Shader**

The specular map is in the alpha channel of the diffuse map. To see specular effects, you must use the “bumped specular” shader. The diffuse map format must be “RGBA compressed DXT5”.

The decals use the “transparent/diffuse” shader.

## **Scaling of the models**

The models are not scaled realistic. They are ca. 10 – 20 unity units long, that means 10 – 20 meters. You can rescale them so that they match your game specifications.

## **Texture PSD Source files**

You can edit the included PSD source files, e.g. change colors or create completely new textures for the models. The PSDs are layered and also include the UV layout of the models.

## **Contact Information**

You can contact me here: [msgdi@yahoo.de](mailto:msgdi@yahoo.de). Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.