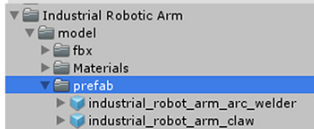


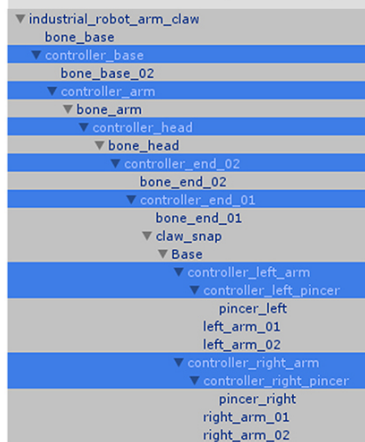
## Getting to know this product

### Prefab:

The Industrial Robotic Arm project contains two variants, an arc welder and a robotic claw. These are located here:



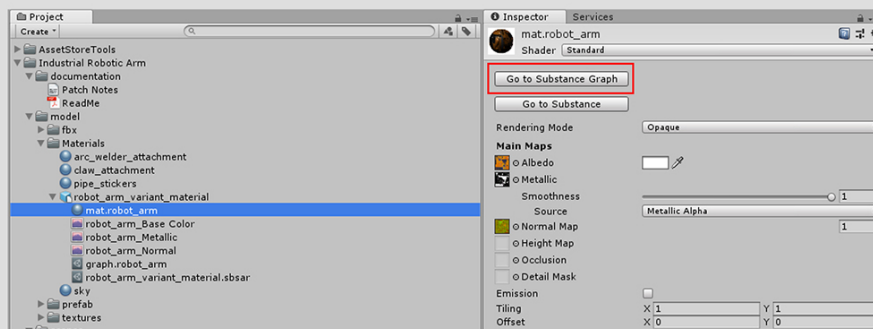
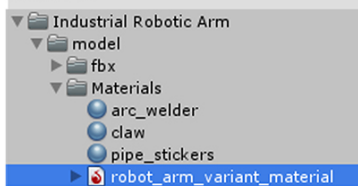
Both variants are setup and ready to be animated through the use of “controllers” that can be found in the prefab hierarchy:



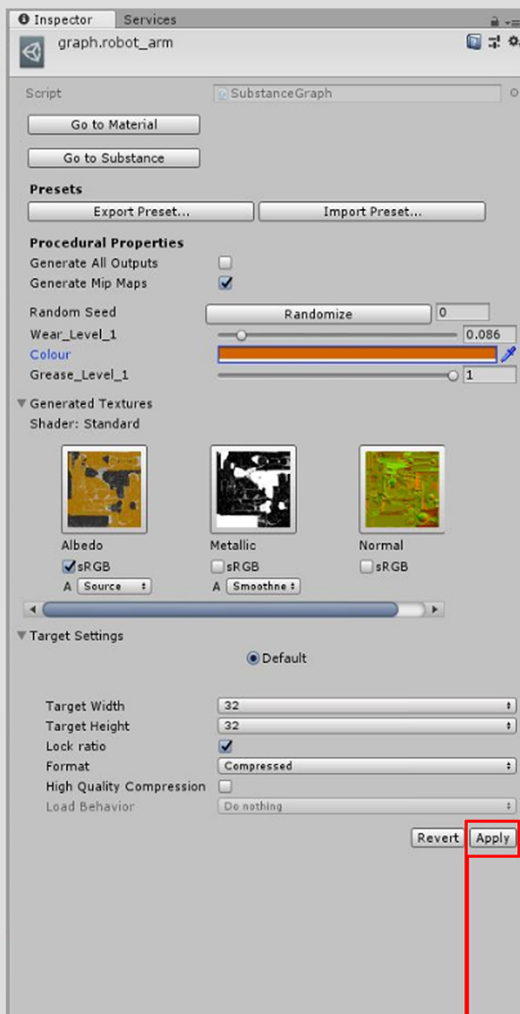
Each “controller” is a pivot point for each of the major part of the Industrial Robotic Arm.

### Material:

Location:



A unique material has been created for the Industrial Robotic Arm that allows the control over the following parameters.



- The amount of edge wear/damage/weathering. Controlled using a slider from 0-1, with 1 being no damage and 0 being full damage.

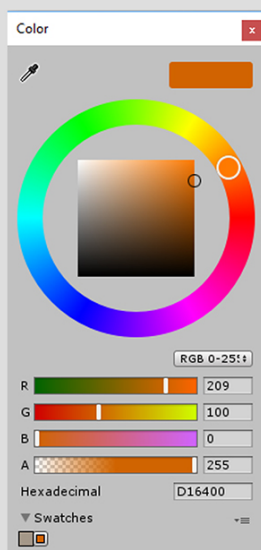


**Grease\_Level** - The amount of dirt/grease that builds up in concave areas



**Note:** The wear level and grease level sliders can be used in combination to make a variety of looks.

**Important!:** You must click "Apply" to make your changes appear.



The colour of the base paint for the Industrial Robotic Arm can be changed to any colour in the RGB colour space using the colour picker.