

Crystal Gems - Pickups

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Crystal Gems - Pickups

Crystal Gems - Pickups is a unity asset pack containing 10 3D **Gem** 'pickups', **Crystal Gems - Pickups** comes with a custom shader that can be tweaked to match your projects requirements. The custom shader also includes a rim lighting component to really help make your gems 'pop' visually, the shader includes the following attributes, **Diffuse Colour**, **Rim Colour**, **Rim Power**, **Glossiness** and **Specular Colour**. These **3D** elements are perfectly suited for 'pickups', bonus items or collectables within your projects, or even as 3d 'puzzle' elements if required.

Unity Project Folder Breakdown

Cubemap - Contains Cubemap (Textures also provided)

Materials - Contains materials which utilise the **Gem Shader**. Colours provided are : -

- **Blue.**
- **Green.**
- **Orange**
- **Pink**
- **Purple**
- **Red**
- **Yellow**

Meshes - Contains **3D** .fbx **Gem** meshes, 10 different shape types. Simply drag and drop required material definition.

Scenes - Contains 2 small demo scenes showcasing **3D** Gems, simple rotation applied via **Rotate.cs** script.

Demo_Scene_Rimlight : Scene with Rimlight Shader

Demo_Scene_Rimlight_Reflection : Scene With Rimlight And

Reflection Shader

Scripts - Contains **Rotate.cs** script, used in demo scene only.

Shaders - Contains **Gem** shaders.

pGem_Reflection_Rimlight

pGem_Rimlight

SHADERS Developed with **Shaderforge**.

<https://www.assetstore.unity3d.com/en/#!/content/14147>

v1.5 Update : Update brings 4 new shaders, and cyan colour addition.

pGem_Reflection_Rimlight_Alpha

pGem_Reflection_Rimlight_Alpha_Ambient

pGem_Rimlight_Alpha

pGem_Rimlight_Alpha_Ambient

Controllable transparency and ambient, all tweakable by the end user to best match your scene and projects requirements.