PLANET EARTH PACK – Useful Information

Image Resolutions
- Earth_Blocks: 2k Texture map and Normal map
- Earth_DarkNight: 4k Texture map and Normal map
- Earth_Frozen: 2k Texture map and Normal map
- Earth_ Holographic: 2k Lightmap
- Earth_Lava: 2k Texture map and Normal map
- Earth_Metallic: 2k Texture map, Normal map and LightMap
- Earth_Monochromatic: 2k Texture map, Normal map and LightMap
- Earth_Plastic: 2k Texture map (outer model) and LightMap
- Earth_Realistic: 4k Texture map, Normal map and Cloud Texture (outer model)
- Earth_Stone: 2k Texture map and Normal map
- Earth_Toon: 4k Texture map and Normal map

Note: the textures can be compressed by Unity for better memory size usage. Just select the texture, and choose the texture resolution on the Inspector panel. Don't forget to compress the map textures as well.

Changing Colors
You can change the Main Color for the following models:
- Holographic_Earth
- Earth_Metallic
- Earth_Monochromatic
- Earth_Plastic

Select the Earth model on Hierarchy panel, and change the Main Color on the palette over the Inspector panel. Specular color and intensity can be changed as well on inspector for models using specular shader.

Multiple Objects
The following models have multiple objects:
- Earth_Metallic
- Earth_Plastic
- Earth_Realistic

For Earth_Metallic and Earth_Plastic you can select either on hierarchy panel or on the scene, to make the outer model selected. For changing colors you should use the outer models. The inner models represent the base material for Metallic and Plastic spheres. You can change its specular light and color as well, and reflection color for Earth_Metallic.

For Earth_Realistic you have the outer model for Clouds, and the Inner model for the Planet model. You should select the inner model on Hierarchy panel for change settings such as Atmosphere Color and Size. Be cautious when rescaling.

The outer model is Child of the inner model. If you select the Earth_Realistic directly on the scene, you'll be selecting the outer model, which will not rescale the inner model.

Make sure selecting Parent Objects for rescaling the Earth Planets.

Planet Rotation Script
The Pack includes a single script for the Earth rotation. You can control the speed through the Inspector panel.
Note that Realistic Earth Clouds rotation speed set to 0 makes the clouds rotating at the same speed as Earth Realistic model, due to Clouds being its Child. Any value above 0 will make the Clouds rotating faster than the planet model. Any value under 0 will make the planet rotate the opposite direction.

Halo Effects
Earth_Frozen, Earth_Lava, Earth_Realistic and Earth_Stone have Halo Effects for outer glow simulation. When resizing the Earth model, you need to change manually the Halo Effect Size over the inspector panel.
You may select the Halo component on Hierarchy panel, as Child of the particular model.