

Rocks and Stones Pack

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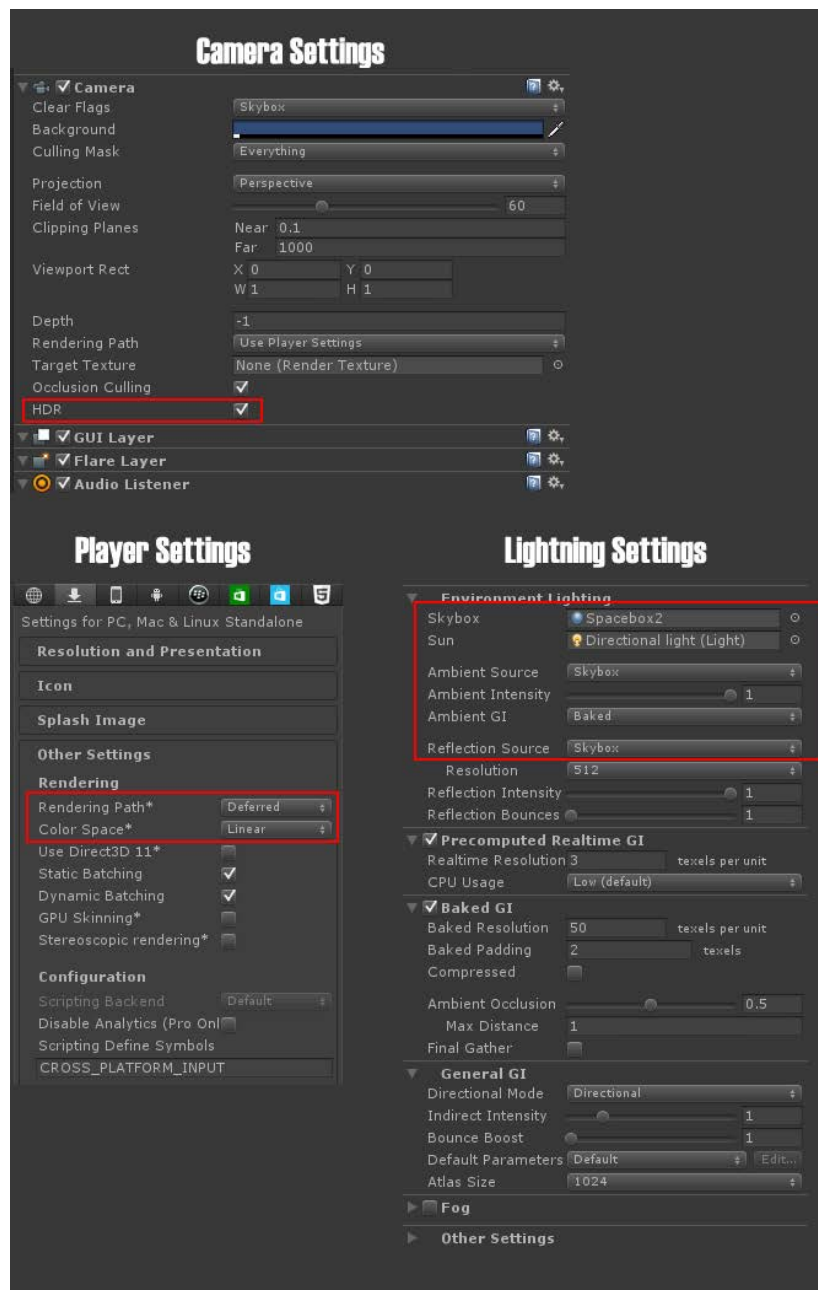
To use the models, simply drag the prefabs, located in the “Prefabs” folder into your scene.

This pack contains 12 low poly asteroids with 2 texture sets.

A quickstart to physical based rendering (PBR)

This model has PBR textures that work with the Unity 5 standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be “Deferred”, color space must be “Linear”
- Make sure the “HDR” checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you’re free to play around with the lightning settings to achieve different results. “Continuous baking” should be enabled to see changes immediately.



Attribution

The texture used for texture set 2 was made by Cameron “cron” Fraser and is used under a CC-BY 3.0 License: <http://opengameart.org/content/lunar-rock>

Contact Information

You can contact me here: 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.