

MODULAR



ULTIMATE SPACESHIPS CREATOR

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Introduction

The Ultimate Spaceships Creator (USC) is a modular spaceship kit with over 300 spaceship examples ready for your game, you can use the included examples, easily modify them or build your own using the modules.

The massive number of modules and textures available means you can effortlessly build an infinite number of spaceships that will enrich your game or give you the ability to design any concept you have in mind.

This collection started off with the now quite popular [Star Sparrow](#) spaceship set. We wanted to come up with an efficient way to have multiple ships for a game we were making, thus we have taken a modular approach. The game at the time never materialized, and we ended up posting the Star Sparrow on the Asset Store. After its huge appeal came to our attention; we started adding more spaceship sets and creating this collection.

This collection has grown into what it is today, with the spaceship sets having different styles and standards as we continued to develop over time and to work on the feedback we received from the developers. The form and layout it is currently in is the result of incessant refinement.

A team of artists worked on this pack, but if we add up all the time they worked on it with all the updates and improvements. That added time would be nearly 2 years of a single artist's time! This means by purchasing this collection you have saved yourself a 3D artist salary of 2 years!

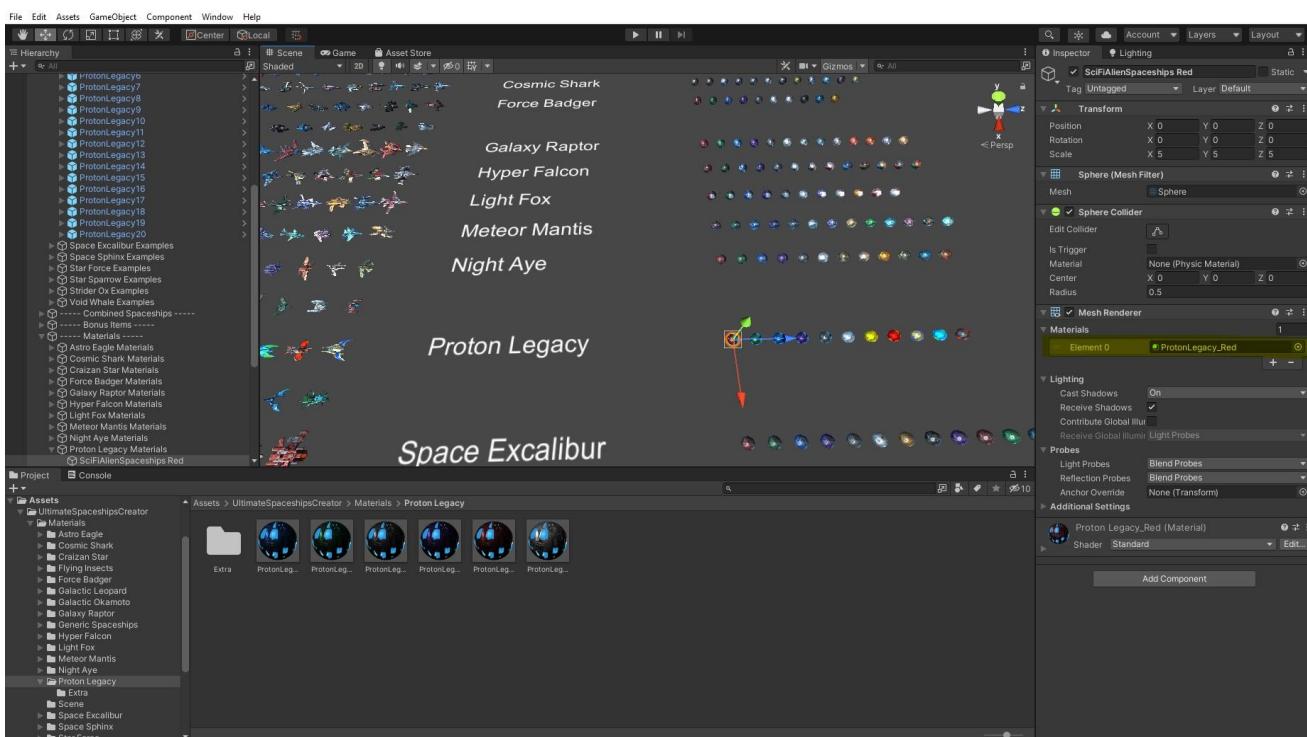
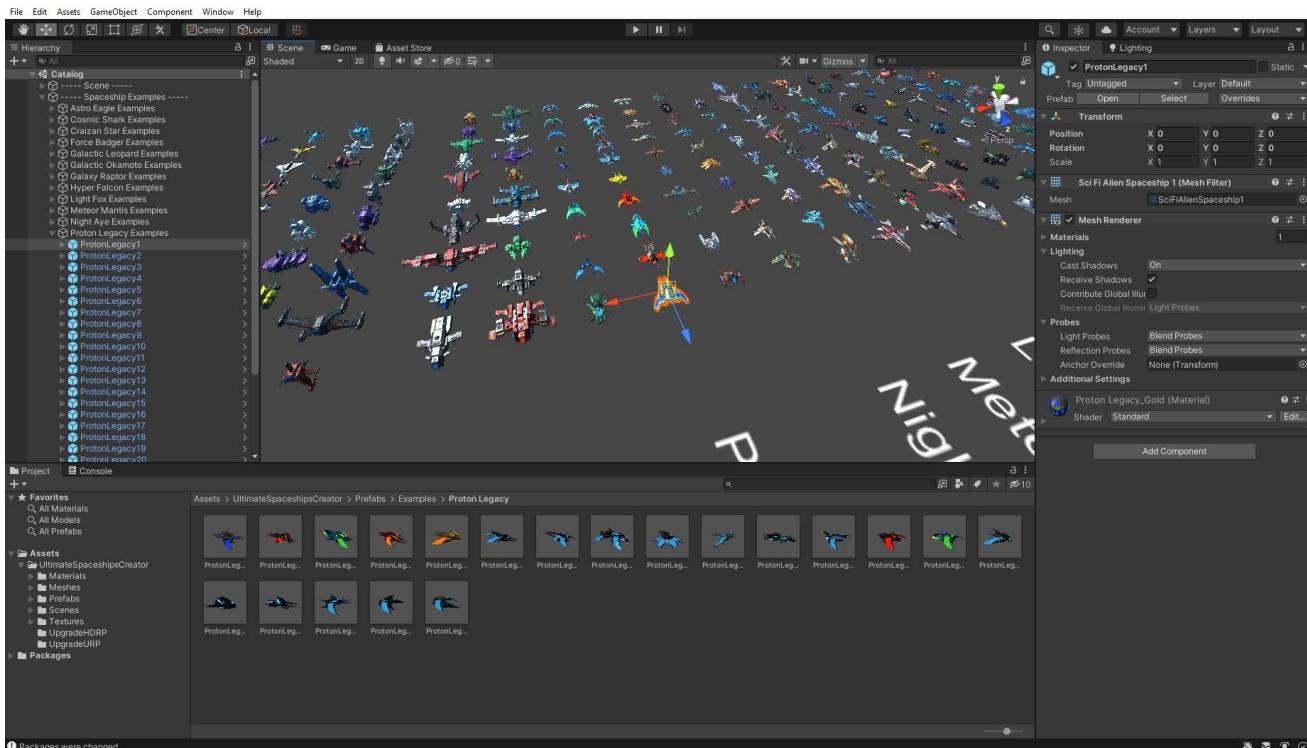
As with anything, this collection may not be perfect, but it is an absolute certainty that you are getting an incredibly tremendous amount of content with the USC! We hope that you appreciate all the effort that was put into it and if so, that you would be kind enough to leave us a review. Positive reviews mean that we will be able to hopefully achieve more sales and have an incentive to further update this collection and add content to it.

Features

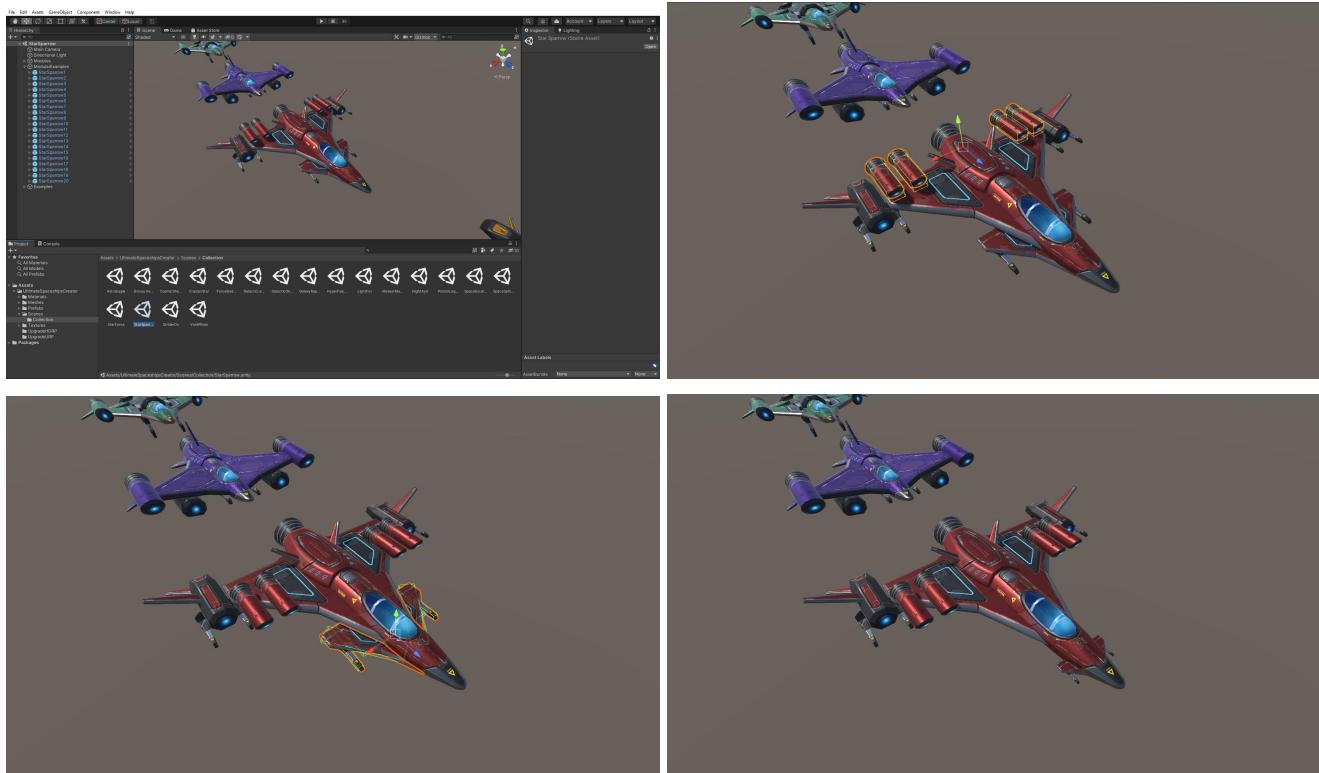
- URP & HDRP compatible.
- 18 different Modular Spaceship sets.
- 322 Spaceship examples.
- 10 color variations for each spaceship.
- 2K Albedo, Metallic/Smoothness, Normal and Emission maps for all spaceship sets. (Capital ships have 4K maps.)
- 2 Bonus items included in this collection: Arcade Style Spaceships and Flying Insects for use in any arcade style games.
- Texture color masks included.
- [Free access to the Substance Painter files used to create the textures.](#)

Getting Started

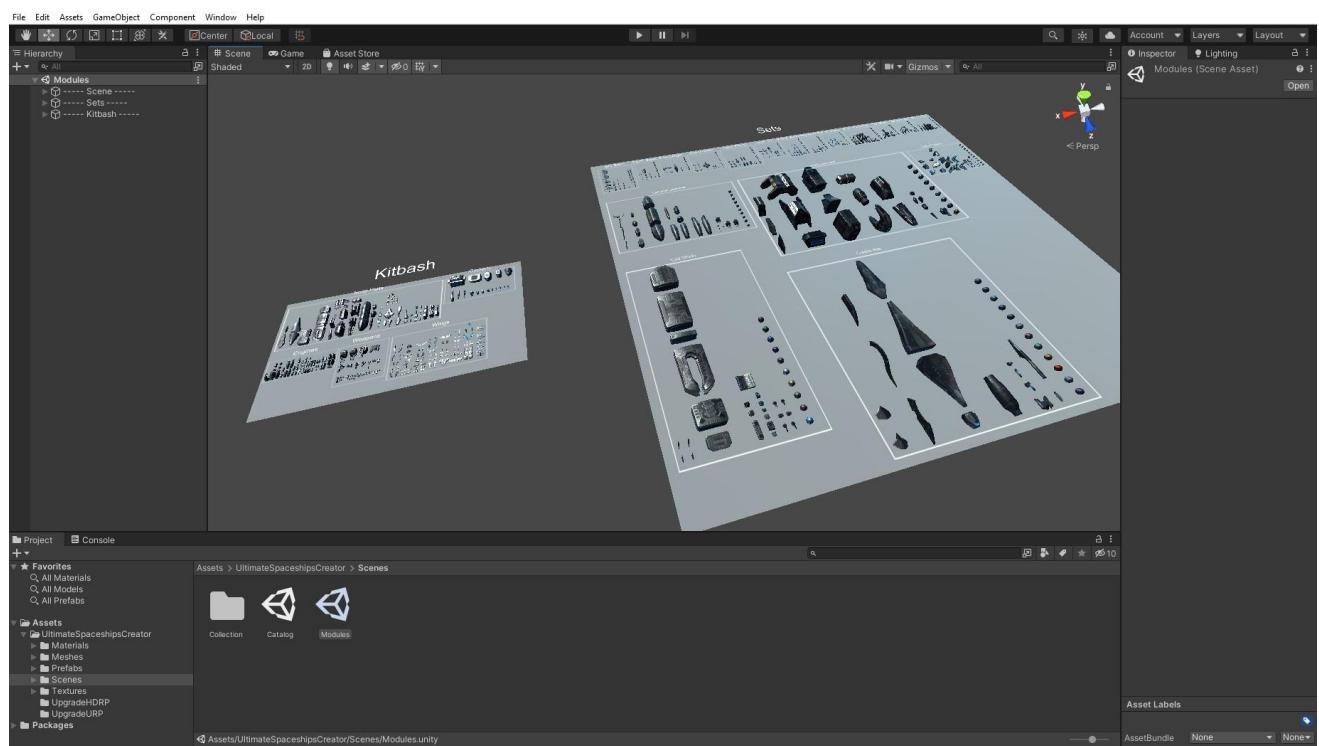
To start, simply open up the catalog scene, have a look at all the available ships, and make your pick of any spaceship that you feel will suit the style of your game. In the catalog scene you can also easily see all the possible colors to pick from which you can assign to your selected example.

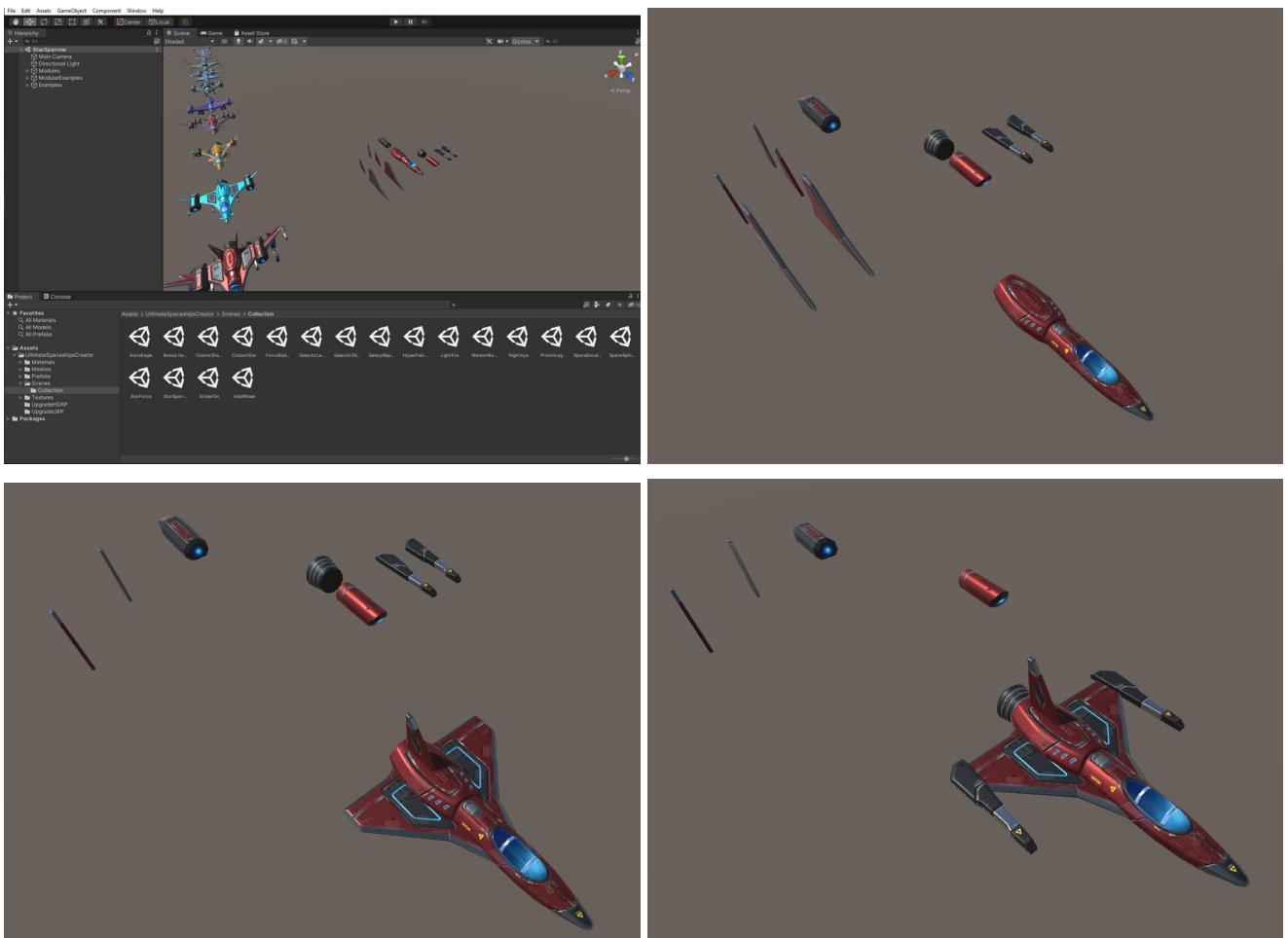


You can build your own spaceships by quickly modifying the modular examples located in each spaceship set scene.



In Addition, you can also assemble your own spaceship from scratch by opening up the modules scene or the scene for each spaceship and move/rotate/scale and duplicate the modules until you have something you are happy with.





Of course it helps if you already know how the spaceship you want to build looks like or if you have previously studied many concept designs of spaceships, but in practice you really do not have to be exact or have a plan when creating your very own spaceship! The beauty about our modular approach is that you can randomly move, rotate and scale parts and get something that looks as if it was intentional! After all it's a futuristic spaceship, who knows what it's supposed to look like!

Updates

Version 3.1

- Complete Galaxy Raptor remake to improve texture quality and modularity.
- Improved Void Whale textures quality.
- Modular examples are now made from prefab instances.
- Removed any negative scale values used in the modular examples to improve collision performance.
- Improved some of the colliders for the spaceships.

Version 3.0

- Added 2 spaceship sets: The Galactic Okamoto and Star Force.
- Improved the textures to be more compatible with URP and HDRP.
- Added HDRP upgrade option
- Added one more unified color to all spaceship sets. (All unified colors are now inside the standard materials folder and non unified colors are under the extra materials folder)
- Added pre-mirrored ship modules.
- Added examples.
- Added 6 more bonus generic spaceships.
- Every example is now a single FBX file.
- Reorganized the collection and modules kitbash.
- Increased Craizan Star Textures to 4K.

Version 2.6

- Increased the resolution of spaceship textures from 1K to 2K and from 2K to 4K.
- Added URP upgrade option.

Version 2.5

- Rebuilt all the modular examples from modules to improve performance.
- Closed gaps in the modules to give bigger flexibility in the way you assemble your spaceship.
- Optimized the package size.
- Added colliders to the modules and modular examples.

Version 2.1

- Added texture colors masks to easily change colors inside Photoshop or script.
- Changed the albedo maps of the Light Fox, Space Excalibur and Astro Eagle to enable changing the emission color.
- Bonus flying insects now have separate wing meshes to enable animation.

Version 2.0

- Added Astro Eagle, Galactic Leopard and Craizan Star spaceship sets. (Capital ships and alien spaceships based on developers' requests.)
- Added unified materials for all spaceships to enable different spaceships combinations or unified faction colors.
- Increased spaceship examples to 226!
- Added spaceship colors.
- Improved the catalog and modules scene to better navigate through the different spaceships.
- Added simple colliders to the examples.
- Recreated the Alien Sci-Fi spaceship substance painter file to be able to include it with the pack.
- Changed the scale to real world scale.
- Added 2 space backgrounds for previewing the spaceships

Version 1.6

- Added Substance Painter files.
- Changed modular examples pivot point.

Version 1.5

- More than doubled the number of example ships!
- Added 2 different colors per spaceship.
- Added Sci-Fi Alien spaceships to the collection.
- Added 2 Bonus items: arcade generic spaceships and flying insects. (Note: flying insects are only added as a free bonus to use inside an arcade themed space shooter game, the wings are not rigged for animation!).
- Improved textures: the textures are now much more unified and of a higher quality. WE HAVE COMPLETELY RE-TEXTURED ALL OF THE SHIPS adding details in the process. we hope you can notice the quality improvement.
- Unified all metallic/smoothness values for all of the textures so that the assets are more unified inside your game.
- Added text next to each spaceship so you can easily know the spaceship's name and look it up in the folders.
- Changed naming conventions and folder organization. Now it's easier to know which material belongs to which asset and you can grab the spaceship's example prefabs more quickly, the modules prefabs are named after the spaceship's title.
- All albedo textures are now viewable inside Photoshop.
- Updated the FBX files inside the meshes folder.
- Added all of the spaceships examples in modular form as well as the single GameObject form.

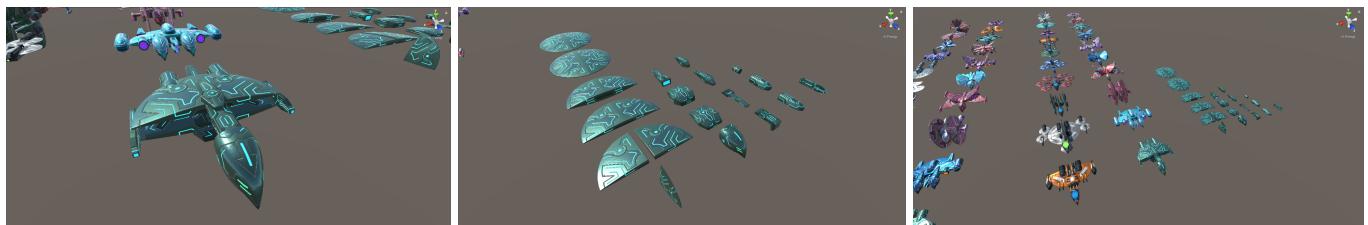
Spaceship Sets

If you have already tried the Star Sparrow spaceship then you are familiar with one spaceship set, this collection is made up of 18 different spaceship sets.

Each spaceship set is basically a group of modules which use the same texture and demonstrate a different design concept.

Style and in some instances quality may differ from one spaceship set to the next, this is caused by the fact that different artists worked on this collection and due to our improvement after creating several sets and getting feedback from the user base. Our latest spaceship sets are the Galactic Leopard, Star Force and the Galactic Okamoto. We tried to push the limits in terms of quality in our latest content.

1-Astro Eagle



The Astro Eagle is an alien styled spaceship with saucer like wings, it comes with 2 completely different materials, one is alien sci-fi themed, and the other with a close resemblance of the collection spaceships so you can easily use its parts with the other spaceship sets if need be. The fact that 2 different material styles are provided means you get to choose from a total of 25 materials!! This spaceship is also compatible with the alien modular space stations pack.

20 examples, 18 modules and 25 materials.

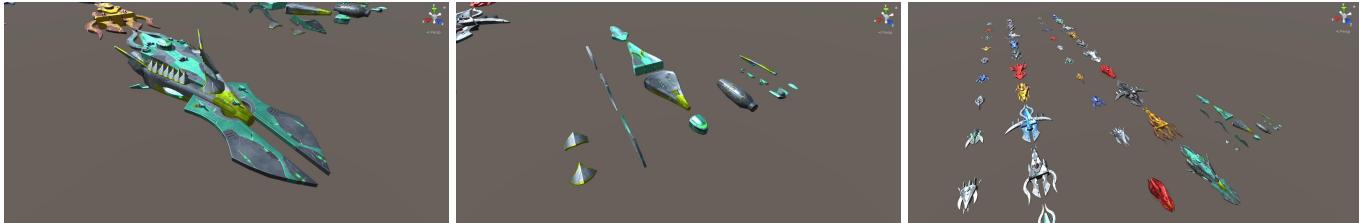
2-Cosmic Shark



Named after its shark-like gills, the Cosmic Shark is a spaceship inspired by fighter jets with reverse wing designs.

10 examples, 7 modules and 12 materials.

3-Craizn Star



An Alien styled capital ship which can also be used as a corvette sized spaceship. A unique design direction inspired by insect forms. The material is compatible with the alien modular space stations pack.

20 examples, 15 modules and 12 materials.

4-Force Badger



Wingless design influenced by attack helicopters.

20 examples, 9 modules and 10 materials.

5-Galactic Leopard



A large capital ship with high quality texturing, the design also allows for building transport ships. The module includes a bridge, what looks like a futuristic container and a turret.

20 examples, 18 modules and 10 materials

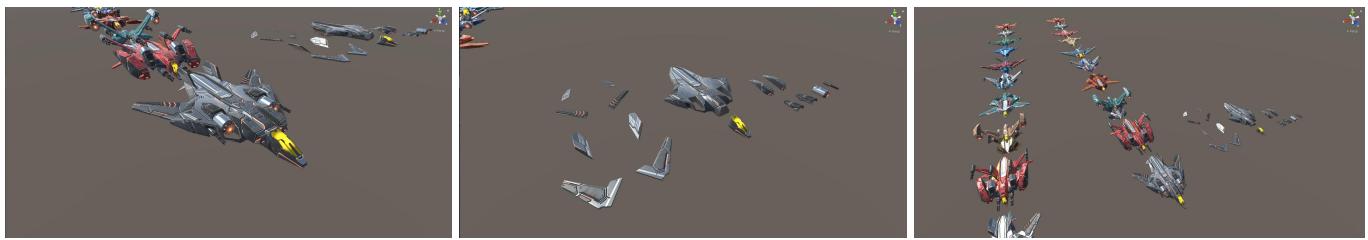
6-Galactic Okamoto



One of our latest ships, created for version 3 update. A very high quality capital ship. The design took its reference from large submarines and Japanese sci-fi anime. This comes with a turret. Texturing is highly optimized and uses mirrored UVs whenever possible to increase texture quality along with a unique plated appearance across the texture.

20 examples, 15 modules and 10 materials

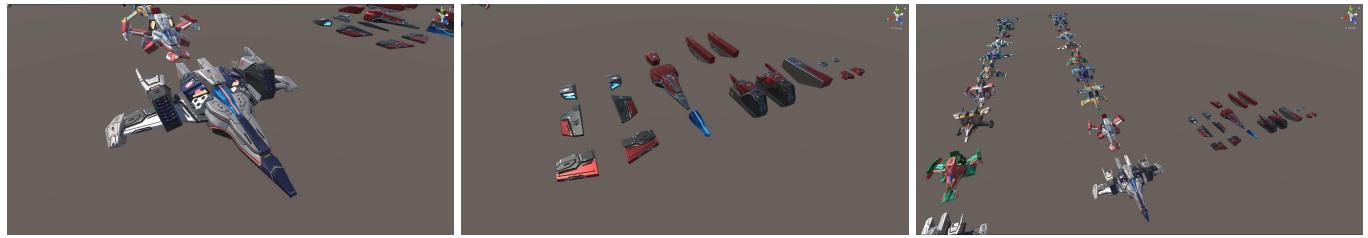
7-Galaxy Raptor



The Galaxy Raptor has had a complete remake in version 3.1, every modular part was redesigned to make it easier to build examples and to raise the quality of the textures, it's currently one of our best small fighter spaceships, it also uses a subtle gradient effect in its texture to increase variety.

20 examples, 19 modules and 10 materials

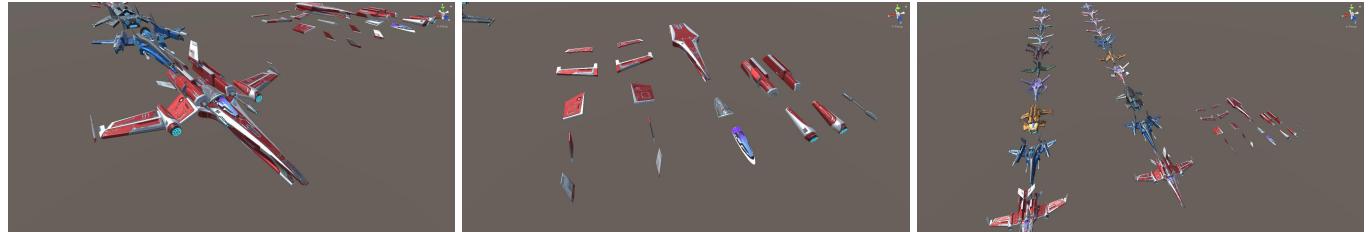
8-Hyper Falcon



The Hyper Falcon and Light Fox share similar characteristics in regards to design approach and are themed after futuristic fighter jet styles.

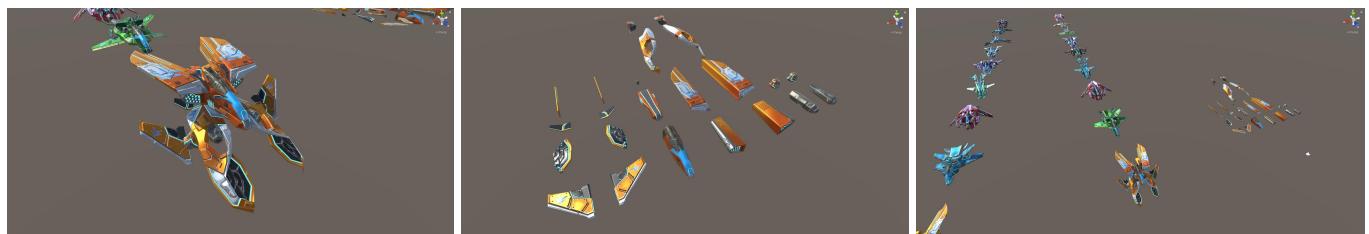
10 examples, 12 modules and 13 materials

9-Light Fox



10 examples, 11 modules and 11 materials

10-Meteor Mantis



An unusual design for a small spaceship with 2 modules looking like mantis arms.

9 examples, 13 modules and 13 materials

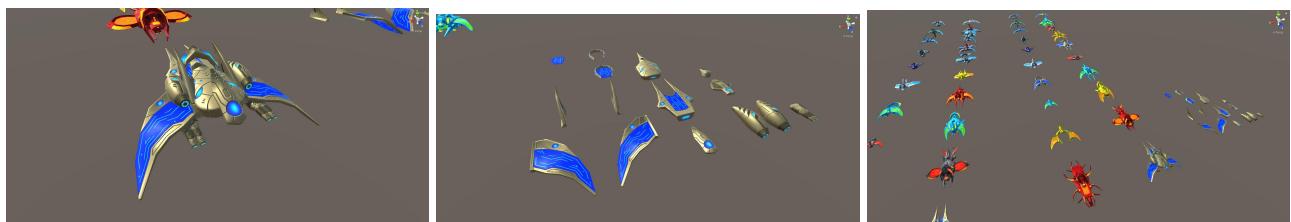
11-Night Aye



The Night Aye is a highly modular spaceship, its modules have basic forms which make them quite easy to use and reuse in different designs. Its texture painting style is reminiscent of army camouflage paint.

20 examples, 10 modules and 12 materials

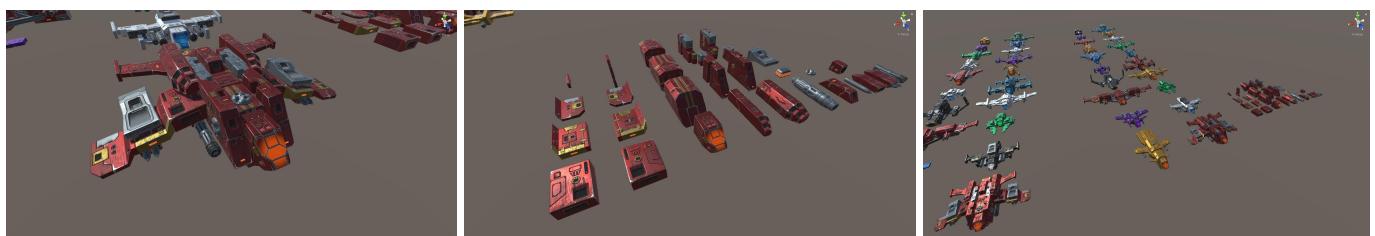
12-Proton Legacy



An alien fighter spaceship that has materials which are compatible with the alien modular space stations pack with very unique organic depiction.

20 examples, 11 modules and 11 materials

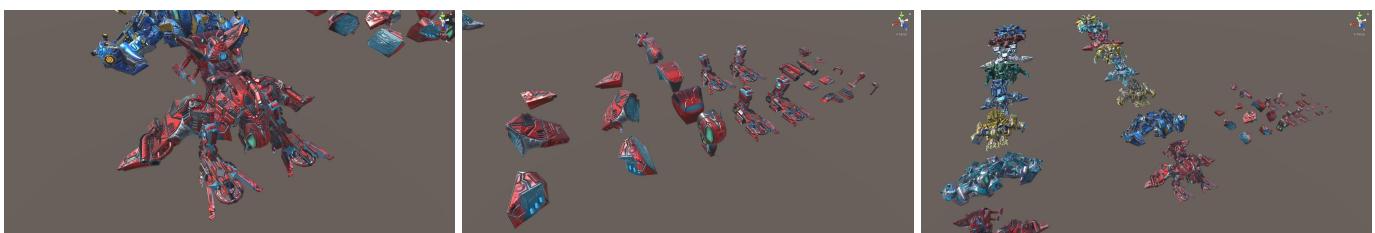
13-Space Excalibur



A very rugged and blocky configuration are the main characteristics of the Space Excalibur. Comes with plenty of modules to pick from, a gatling gun and a rocket launcher.

20 examples, 21 modules and 12 materials

14-Space Sphinx



The Space Sphinx is quite different from the other sets and we were not quite sure if it should be included among the spaceship sets or the bonus content. This was designed mainly for shmup/arcade games where you see things from top view or as a boss in a shmup/arcade game and would not function very well up close in other types of games.

8 examples, 17 modules and 11 materials

15-Star Force



Star Force was added in version 3.0, a small fighter spaceship. The design was mainly intended for non atmospheric flight and its examples are unequalled in the rest of the sets. The modules layout is very efficient and texture space has been optimized to the maximum limits possible.

20 examples, 8 modules and 10 materials

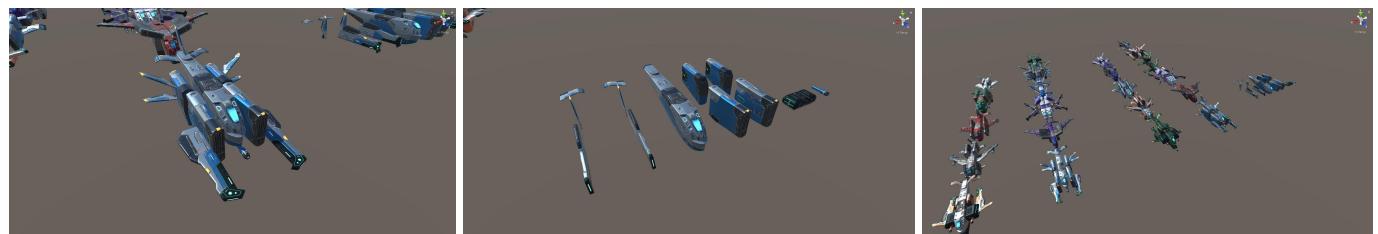
16-Star Sparrow



This remains to be one of our most favorites, this was the set that started the whole collection going. A simple and straightforward design that will work with most people's game concepts.

20 examples, 8 modules and 10 materials

17-Strider Ox



The Strider Ox is a wingless small spaceship that offers a new variety to the collection.

11 examples, 8 modules and 10 materials

18-Void Whale



This ship was also updated in version 3.1, it was actually a complete remake with new UVs and baked normal maps but we kept the original modules design to the original. This capital ship design is somewhat angular and based off large modular sections, reminiscent of carrier ships. Our most favorite capital ships are still the Galactic Okamoto and the Galactic Leopard, but this design can still add an interesting twist to your game.

9 examples, 21 modules and 10 materials

Bonus Content



14 Generic spaceships and 5 insects, this has been added as an aid for anyone who might be building an arcade or shoot 'em up game. These are not modular and the texture resolution and polycount have been optimized for their simple use.

Content

Folder Structure

The folder structure is simple and straightforward, the main folders are:

- Materials
- Meshes
- Prefabs
- Scenes
- Textures
- UpgradeHDRP
- UpgradeURP

One thing to note though, because there are 18 spaceship sets, each spaceship set content has its own sub-folder, otherwise you will have 300 spaceship prefabs all lumped in the same prefabs folder! But this means it's always better to first open up the catalog scene, know the name of the spaceship set you want to work with, then open up its scene inside the collection folder or use its prefabs after learning its name.

Prefabs

The prefabs folder contains: Examples, Modular Examples and Modules.

The modules are the parts you can use to build your own spaceship, you can drag and drop these into a new scene or simply access them from the modules scene or each spaceship set scene from the collection folder.

Examples vs Modular Examples

The examples and the modular examples may look the same but they have a very important distinction, namely an example is made up of a single joined mesh while a modular example is made up from prefab modules.

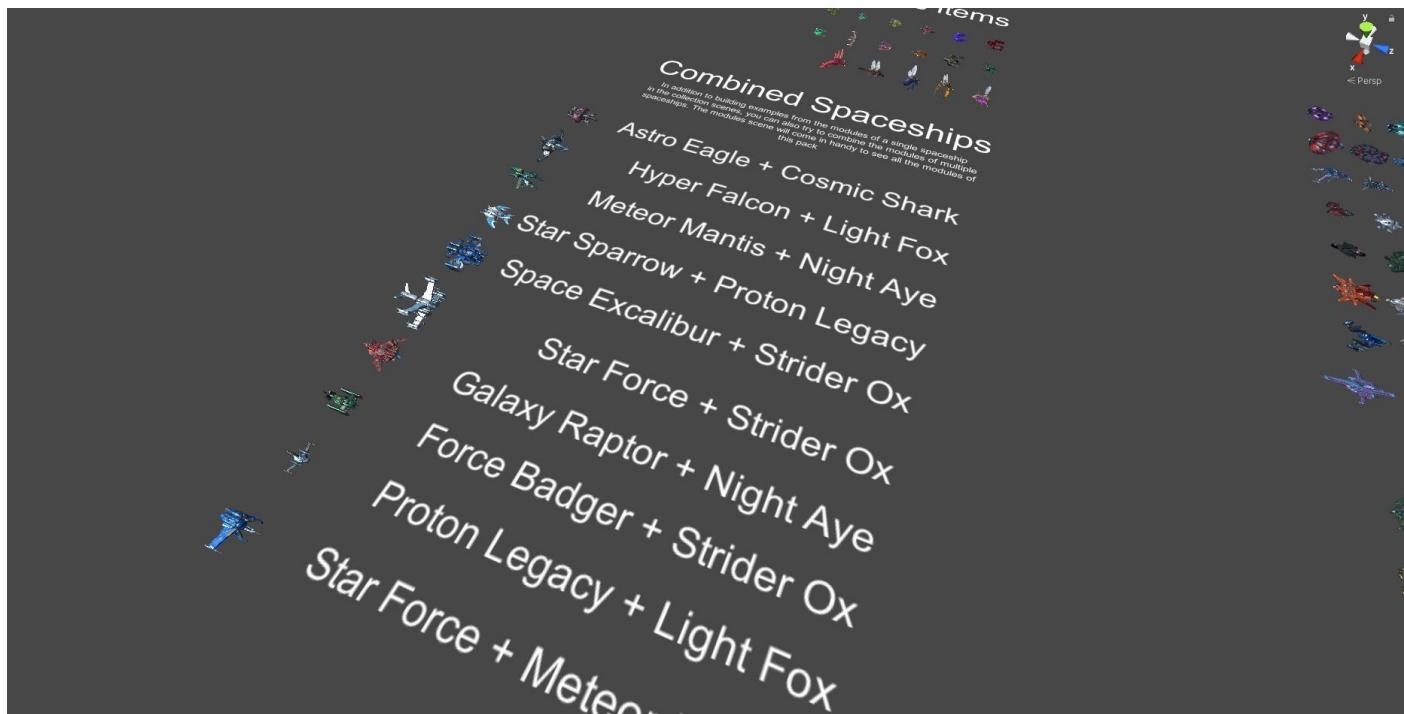
The examples are more performant than the modular examples because they are a single mesh, while the modular examples are made up of many modules which will cost more draw calls. But the modular examples have the advantage of giving you the ability to move the modules around and effortlessly change how your spaceship looks like.

Materials & Textures

Inside every materials folder, you will find that you always have 6 materials in the base folder and more inside a folder called "Extra". The first 6 materials (red, green, blue, purple, grey and white), are compatible throughout this collection and also with some of our other assets namely:

- Space Stations Creator
- Modular Sci-Fi Weapons
- Alien Modular Space Stations
- Modular Warp Gates
- Ultimate Ground Units Creator*

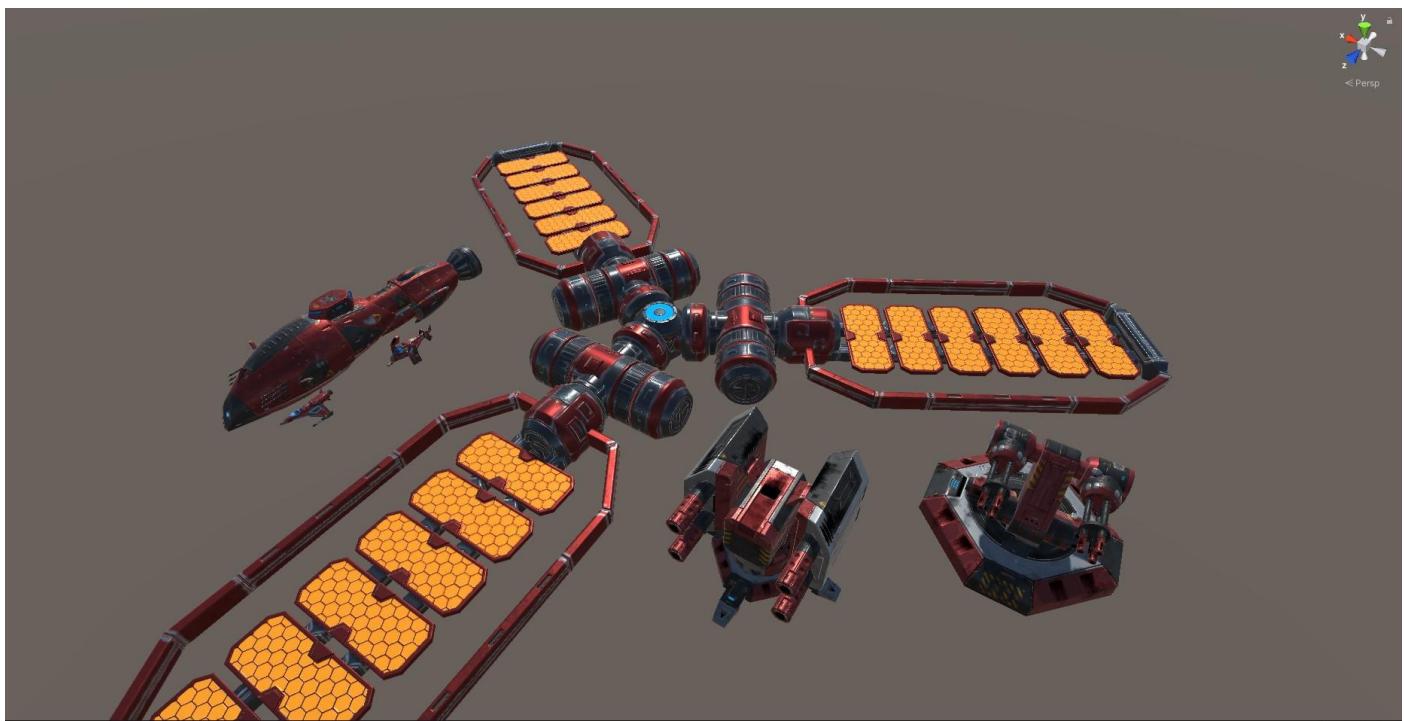
Compatible colors are perfect for using modules from different spaceship sets and combining them together to make an example similar to the combined spaceships in the catalog.



This also means that you can for example use a red Star Sparrow with a red Force Badge with a red Galactic Okamoto and they will all appear as if they are from the same faction.

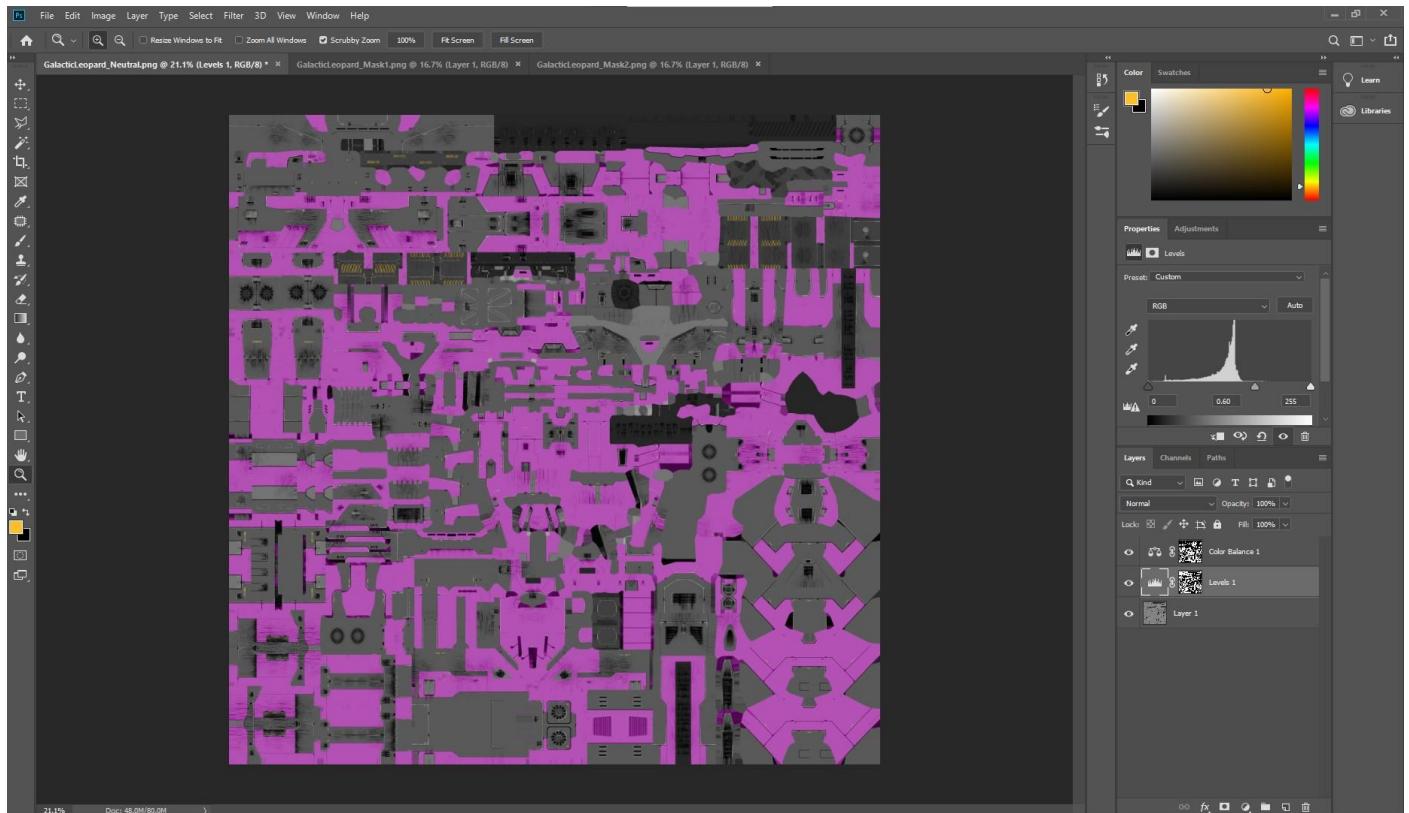


And if you buy some of our other packs, you could add a red Space Station and red modular sci-fi weapons and it will all match perfectly!



The extra colors are just unique colors for each spaceship set.

If all the provided materials are not enough and you wish to create your own colors; we have also included texture masks. These can be used in Photoshop or your favorite photo editing software.

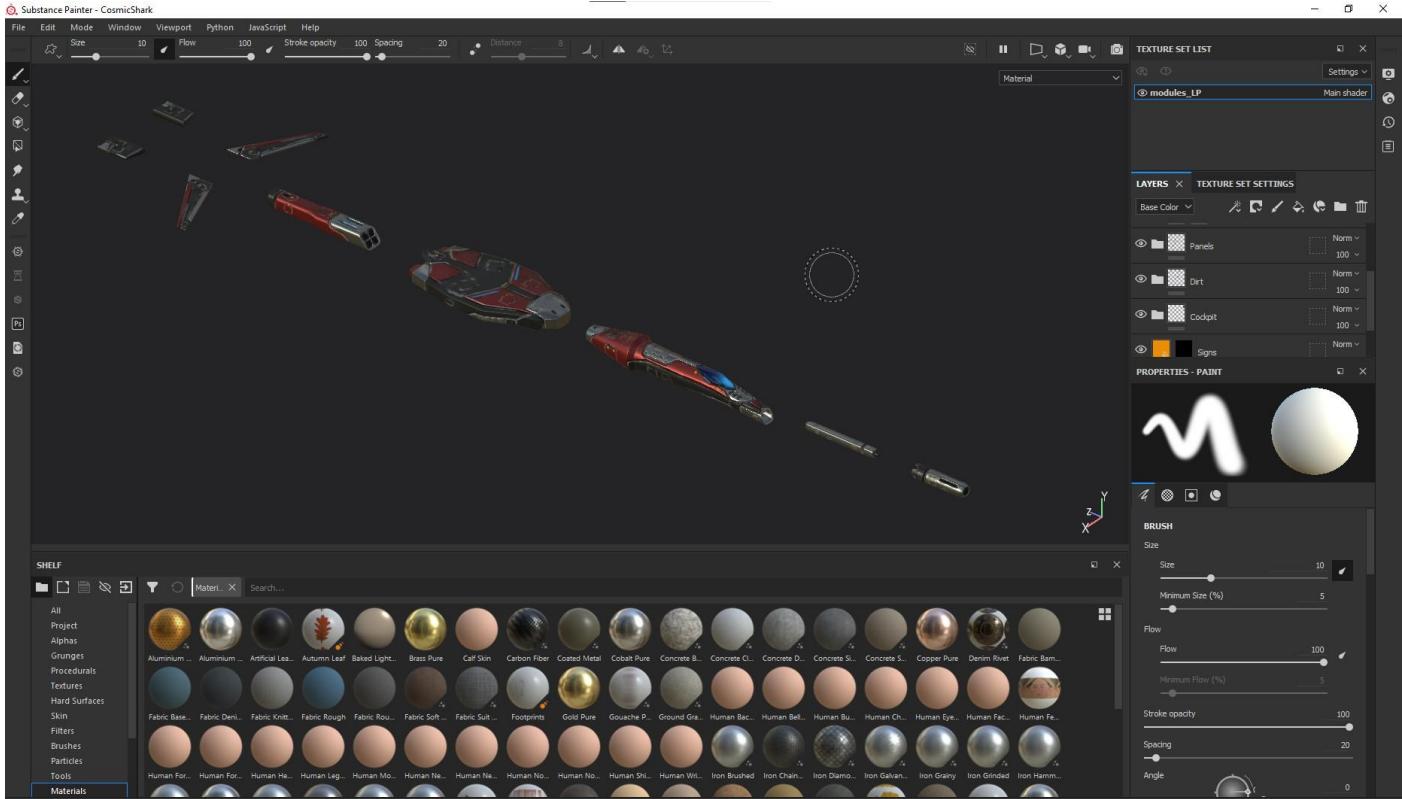


A Photoshop tutorial is beyond the scope of this documentation but if you are new to this you can always look up Photoshop tutorials on how to use masks or change colors. Simply put you can just copy and paste the mask into the channel of your color adjustment filter or layer.

If you are a developer and you create your own custom tools or scripts to change colors interactively, these masks can also be used in that capacity to perhaps allow the player in your game to pick his/her own spaceship color.

And... if the added texture masks are yet not enough! We have also given free access to a pack containing the Substance Painter used to create the textures (Ultimate Spaceships Creator Bonus Files), this will only be useful for you if you already have substance Painter of course. Many developers do not, but if you happen to have Substance Painter then you will be able to modify your textures and export them on your own.

Once you purchase the USC, you will be able to get the Bonus files containing the Substance Painter files for free: <http://u3d.as/2Abs>



The above bonus files pack has been separated from the original pack to save size, make it easier to download updates and because not everyone uses substance Painter or needs those files.

We added the Substance Painter files at a later stage due to developers requests. We did not plan to include them when we first created this collection, as a result, the first 4 spaceships out of 18 are not as easy to modify as the rest.

- The Substance files for the Galaxy Raptor, Hyper Falcon, Light Fox and Meteor Mantis have the modules grouped together so you might encounter difficulty painting your own texture or generating AO.
- The Galaxy Raptor spaceship has one extra mesh you need to hide after opening the Substance Painter file.
- Flying Insects and some generic spaceships do not have their Substance files included.

*The material colors red and blue in the Ultimate Ground Units Creator are slightly different from the standard but are very close.

Note: Our other packs: the Hi-Rez Spaceships Creator and Hover Racers have unique material colors that do not match with anything else.

URP & HDRP

This collection, like all of our assets, can be easily upgraded into URP or HDRP by importing the pack into a URP or HDRP project and upgrading the materials using Unity's standard material upgrade button.

To make it easier, we have also added pre-made upgrade options that in the case of URP simply upgrades the materials, and in HDRP will upgrade the materials and change the scenes to adjust the exposure of the scene.

Please note though that in HDRP you may need to change the "Emission Intensity" value of the materials depending on the lighting and exposure of your scene. If you drop any prefab in your HDRP scene and you notice that the cockpits or thrusters are too dimmed out; simply select the material, and under the "Emission Inputs" tab, change the "Emissive Color" to white and change the "Emission Intensity" value, values may greatly differ from 1 to 10000.

Need Help?

Our forum support thread: <https://forum.unity.com/threads/518276/> is the best place to ask questions, view FAQ or what others may have already asked. If you prefer a more private discussion please E-mail us at: info@ebalstudios.com

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