

# GO-KART STRIKER



CASUAL GO-KARTING SERIES

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# Go-kart - Striker

README

## Introduction

STRIKER is a 3D model of a cool GO-KART. This fast vehicle has a lot of power, personality, and big tires, making it ideal for casual racing games. A whole combined model and separate parts. The model has been rigged and is ready to be animated. Mobile and PBR-ready, with numerous pre-made colors and templates for building your own custom colors. Because of its low polygon count, the model is perfect for mobile devices.



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**Technical details**

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# Technical details

## Models Details

- A low polygon model with LOD (Level of Detail)
  - LOD0 - 8793 tris
  - LOD1 - 5001 tris
  - LOD2 - 3642 tris
  - LOD3 - 1754 tris
- A whole combined model and separated parts
  - “Full” - Most optimized, perfect for the core gameplay section
  - “Body” - The body and wheels are separated, ideal for the core gameplay section
  - “Separated” - Most parts are separated. Can also be utilized for gaming, although is more suited for use in menus (such as the garage view)
- Models with the "SK"-prefix are rigged and ready for animation
- Made with Blender, FBX files can be imported into any 3D software

## Textures Details

- Resolution 2048 x 2048 px
- PNG formats
- Mobile and PBR ready
- (D) Base Color textures (Baked and Albedo)
- (N) Normal, (R) Roughness, (AO) Ambient Occlusion, (G) Glossiness/Smoothness, (M) Metallic, and (S) Specular maps included in pre-optimized (MM) Mask Maps
- Normal maps are generated with OpenGL
- All textures and maps are made with Adobe Substance 3D Painter and Photoshop
- Includes PSD templates for creating your own, custom Base Color textures (requires image editing software that can open PSD files, such as Adobe Photoshop, Krita, or Gimp)

# Naming - Prefix & Suffix

The assets in the package are named as follows:

**Prefix\_AssetName\_Suffix\_Variant.FileFormat**

*Example: T\_StylizedGrass\_AO\_Dark.png*

Some prefixes and suffixes are listed in the table below, and more information about naming conventions can be found in the link: <https://docs.google.com/spreadsheets/d/1YAJPKQFxFNsFk3DPqNE4xoNjN9utyFAux2AcM9kHzyPc/>

Asset Type	Prefix	Suffix
Material	M_	
Skeletal/Rigged Mesh (for Skinned Mesh Renderer)	SK_	_LOD
Skeleton/Armature	SKEL_	
Skeleton Bone	BONE_	
Static Mesh (for Mesh Renderer)	SM_	_LOD
Texture (Ambient Occlusion)	T_	_AO
Texture (Diffuse/Albedo/Base Color)	T_	_D_Variant
Texture (Glossiness/Smoothness)	T_	_G
Texture (Mask Map)	T_	_MM_*
Texture (Metallic)	T_	_M
Texture (Normal, ** OpenGL or DirectX)	T_	_N_**
Texture (Roughness)	T_	_R
Texture (Specular)	T_	_S

\* It is common practice to pack multiple layers of texture data into one texture. An example of this is packing Emissive, Roughness, Ambient Occlusion, and Height together as the Red, Green, Blue, and Alpha channels (RGBA channels) of a texture respectively. To determine the suffix, stack the given suffix letters from above together, e.g. \_ERAOH. The letter X means Empty.



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# Textures

The package comes with some pre-made textures for the go-kart, but you can also use a PSD template to make and tweak your own textures. You need an image editing program that can open PSD files to open the template, such as Adobe Photoshop, Krita, or Gimp. Below you will find a few notes about the content of the PSD template.

## Guides folder

The guide folder contains items such as a UV map and a mask map that can assist you in creating the texture.

The parts of the mask map are color-coded as follows:

- **Red:** Chassis parts
- **Blue:** Engine parts
- **Green:** Front mask/cover parts, also other plastic parts
- **Magenta:** Aluminum parts (exhaust pipes etc.)
- **Yellow:** Fabric parts (seat/chair, steering wheel, etc.)

## Colors folder

Using the **Gradient Map Tool** and masks, different shades of gray from the grayscale map (in the folder below) are swapped out for colors. If you are unfamiliar with this technique, I recommend searching for more information about it using keywords such as "Coloring with Gradient Maps".

## Grayscale folder

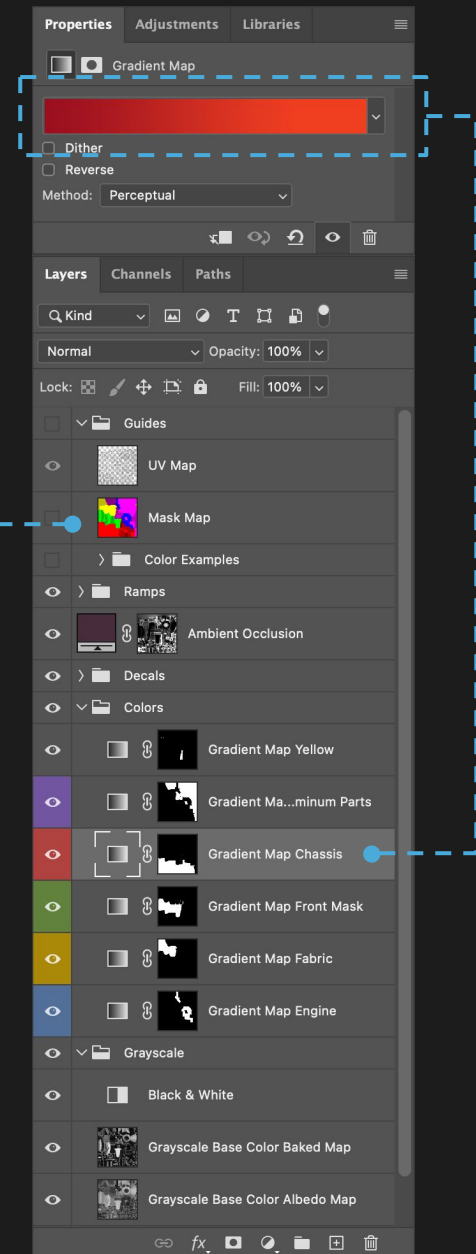
Grayscale maps can be found in this folder. The Base Color Baked Map has lighting and shading baked in. The Base Color Albedo Map provides the base color in grayscale.

## Ambient Occlusion

If you like, you can add the ambient occlusion into the texture using this layer.

## Decals folder

This folder contains pre-made stickers, such as sponsor and product stickers, that you can apply to the texture.





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## Changelog

### 2023.10.23

- **ADDED:** More colors for wheels
- **FIXED:** Topology
- **FIXED:** Naming
- **UPDATED:** More details to models and textures
- **UPDATED:** UV mapping and layout, making it easier to create your own Base Color textures
- **UPDATED:** Rig - reduced the number of bones, and improved the rig

### 2023.07.20

- First release
- **INCLUDES:** 3D models of Striker Go-kart (a whole combined model, and separated parts)
- **INCLUDES:** 8 different colors, Base Color textures (Baked and Albedo), 2048 x 2048 px
- **INCLUDES:** 3 different textures for wheels (Baked and Albedo), 2048 x 2048 px
- **INCLUDES:** Normal maps and mask maps textures, 2048 x 2048 px
- **INCLUDES:** PSD templates for creating your own, custom Base Color textures (Baked and Albedo)

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