

# Thanks for downloading the Retro Weapon Pack!

- ✓ Free for personal and commercial projects
- ✓ No attribution required (but appreciated!)
- ✓ Optimized for Unreal Engine 5 & Unity
- ✓ Need custom work or more packs? DM me on my discord: **kuptchi**

## How to setup materials in engine?

For the best results, it is recommended that the materials that you use on these assets have Roughness value set to 1.0 and Specular value set to 0.0

## How to setup texture in engine?

After importing our texture, go to texture settings. There you can turn off any Texture Filtering or set it to “Nearest” (name may vary from software to software).

Then set the lowest Texture Compression setting, these textures benefit from being uncompressed and since they are so small, they won’t take up much space in storage. For Unreal Engine 4 and 5 the best compression setting seems to be “VectorDisplacementmap (RGBA8)”.

## How to setup weapon models?

After downloading our weapons pack, you will find an FBX file in:

**Free\_Assets/Guns/AdditionalMeshes/Projectiles.**

Feel free to set these up first, because some of the assets for weapons are using the same texture as assets in this file.

After you setup the 1st material index of your assets, you may notice a 2nd material index on some of your assets. You should set 2nd index material to the Projectiles material that you created.

If you’d like to change the textures detail then we recommend software img2pxl, here’s a download link for Itch.io:

[SLK\\_img2pixel](#)