triple A quality weapon model and textures for your Unity project!

The intended usage for the models and its textures are first person shooters.

High resolution textures exported out of Substance Painter.

Important note: animations, arms or sounds are not included!

Weapon models, rig, materials and textures only.

Technical Notes:

Texture Size: 4096x4096, 1024x1024 TARGA. Format
Physically-Based Rendering: Yes

Poly Count weapons:
Winchester - 9434

Bullet - 106

Shell – 70

fbx. models. All the models have their own prefabs.

Please rate and comment our work. Let us know if something is wrong or needs to be improved.