

README for Pipes, Valves & Tanks – september 2015

Hi, thanks for purchasing this package!

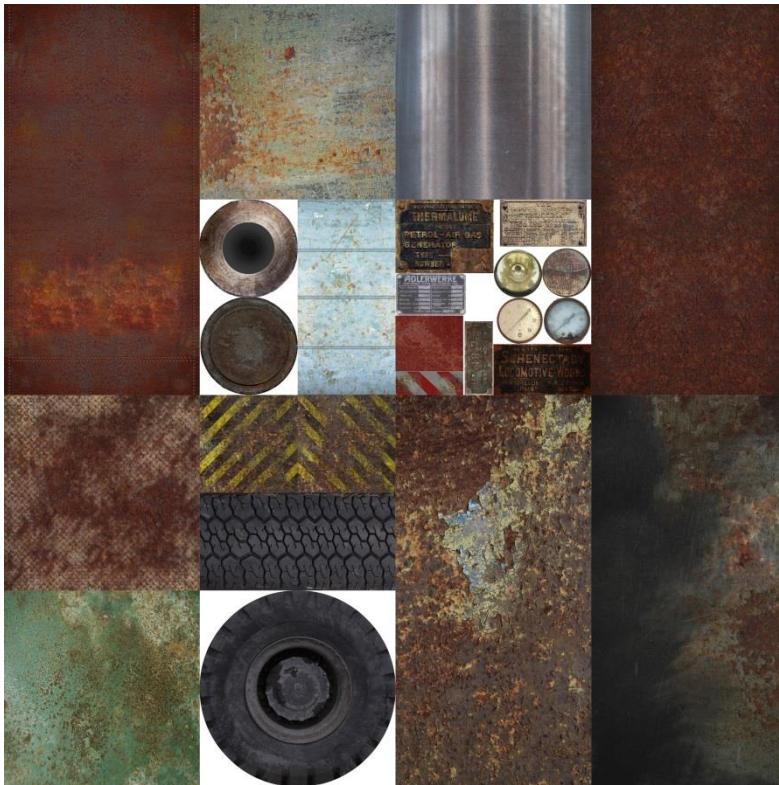
This is a high quality package - ideal to dress up industrial interiors. It contains **31 unique** and modular parts - including: **(air)piping, valves, pumps, tanks...and more!** Most parts have multiple Diffuse texture variants - totalling to **67 elements** to choose from!

The concept is simple:

1. Pick your parts
2. Connect, scale and rotate them (pivot setup and hierarchy included) - Use the 'V snap' function in Unity to snap the elements together
3. Build your scene!

All elements share **ONE** 4096x4096 texture atlas that supplies a physically based Diffuse- Normal- Specular- Ambient Occlusion- and Height-map.

The Diffuse map source-PSD is supplied so you can tweak the atlas yourself!



(This atlas is also basis of the 'Machine Builder PRO - Volume 1' package)

I put a lot of work in designing and producing this package, therefore I want you to be satisfied with it!

If there's any problem or if you have a question, please contact me via e-mail

Aron Versteeg
info@artbeat.nl

If you like the package, please leave a positive Review in the Asset Store...THX!