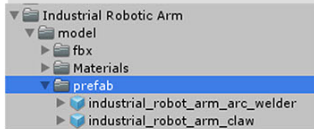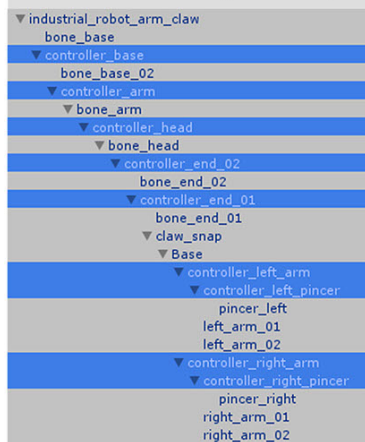## Getting to know this product

Prefab:

The Industrial Robotic Arm project contains two variants, an arc welder and a robotic claw.
These are located here:
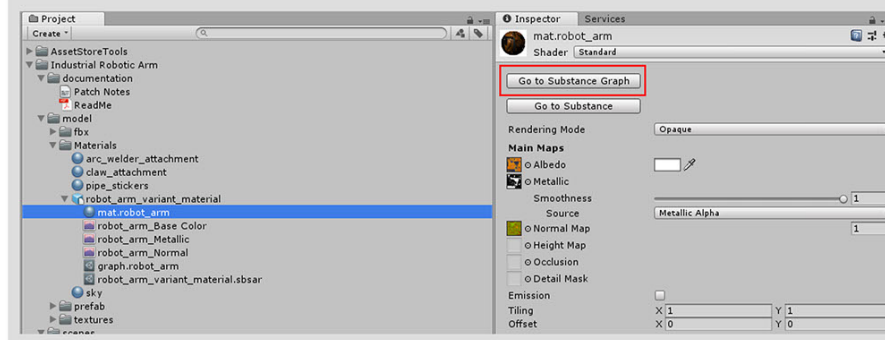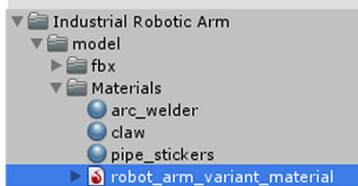
```
▼ 📁 Industrial Robotic Arm
  ▼ 📁 model
    ▶ 📁 fbx
    ▶ 📁 Materials
    ▼ 📁 prefab
      ▶ 🔷 industrial_robot_arm_arc_welder
      ▶ 🔷 industrial_robot_arm_claw
```

Both variants are setup and ready to be animated through the use of "controllers" that can be found in the prefab hierarchy:

```
▼ industrial_robot_arm_claw
    bone_base
  ▼ controller_base
      bone_base_02
    ▼ controller_arm
      ▼ bone_arm
        ▼ controller_head
          ▼ bone_head
            ▼ controller_end_02
                bone_end_02
              ▼ controller_end_01
                  bone_end_01
                ▼ claw_snap
                  ▼ Base
                    ▼ controller_left_arm
                      ▼ controller_left_pincer
                          pincer_left
                        left_arm_01
                        left_arm_02
                      ▼ controller_right_arm
                        ▼ controller_right_pincer
                            pincer_right
                          right_arm_01
                          right_arm_02
```

Each "controller" is a pivot point for each of the major part of the
Industrial Robotic Arm.

Material:

Location:

```
▼ 📁 Industrial Robotic Arm
  ▼ 📁 model
    ▶ 📁 fbx
    ▼ 📁 Materials
      🔵 arc_welder
      🔵 claw
      🔵 pipe_stickers
    ▶ 🔴 robot_arm_variant_material
```

```
Project                                          Inspector    Services
📁 Project                                        ● Inspector
Create ▾                          🔍              mat.robot_arm
                                                 Shader  Standard
▶ 📁 AssetStoreTools                              ┌─────────────────────┐
▼ 📁 Industrial Robotic Arm                       │ Go to Substance Graph │
  ▼ 📁 documentation                              └─────────────────────┘
      📄 Patch Notes                              ┌─────────────────────┐
      📄 ReadMe                                    │   Go to Substance    │
  ▼ 📁 model                                       └─────────────────────┘
    ▶ 📁 fbx                                       Rendering Mode      Opaque
    ▼ 📁 Materials                                 Main Maps
        🔵 arc_welder_attachment                   ○ Albedo           [  ]🖌
        🔵 claw_attachment                         ○ Metallic
        🔵 pipe_stickers                              Smoothness   ──────────○ 1
      ▼ 🔴 robot_arm_variant_material                 Source        Metallic Alpha
          ■ mat.robot_arm                          ○ Normal Map                1
          ■ robot_arm_Base Color                   ○ Height Map
          ■ robot_arm_Metallic                     ○ Occlusion
          ■ robot_arm_Normal                       ○ Detail Mask
          ■ graph.robot_arm                        Emission        [ ]
          🔴 robot_arm_variant_material.sbsar      Tiling       X 1          Y 1
        🔵 sky                                      Offset       X 0          Y 0
    ▶ 📁 prefab
    ▶ 📁 textures
    ▼ 📁 scenes
```

A unique material has been created for the Industrial Robotic Arm that allows the control over the following parameters.
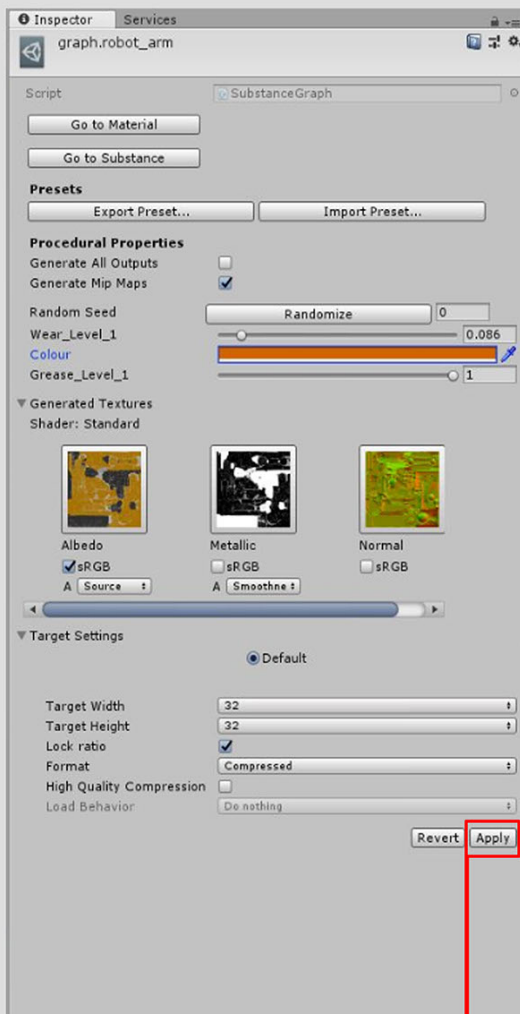
- The amount if edge wear/damage/weathering. Controlled using a slider from 0-1. with 1 being no damage and 0 being full damage.
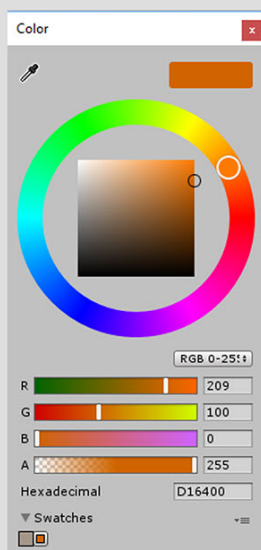

0   Wear Level   1

Grease_Level - The amount of dirt/grease that builds up in concave areas

0   Grease Level   1

Note: The wear level and grease level sliders can be used in combination to make a variety of looks.

Important!: You must click "Apply" to make your changes appear.

The colour of the base paint for the Industrial Robotic Arm can be changed to any colour in the RBG colour space using the colour picker.