Thank you for purchasing my assets!

This pack includes musical instruments and accessories models, including 60 models and 68 prefabs. The models are lowpoly and optimized, with materials using standard PBR shaders. Most of the models have 2K Albedo, Metallic, Normal, AO textures, while some small or less detailed models have 1K or less textures.

This pack includes:

+ Grand Piano (88 keys, 3 pedals)
+ Upright Piano (88 keys, 3 pedals)
+ Digital Keyboard (61 keys, buttons)
+ Piano Bench
+ Keyboard Stand
+ Keyboard Bench
+ Sheet Music

+ Acoustic Guitar
+ Electric Guitar
+ Electric Guitar Black
+ Guitar Pick
+ Guitar Amp (switch, knobs)
+ Guitar Stand

+ Bass Drum
+ Bass Drum Pedal (animation included)
+ Floor Tom Drum
+ Snare Drum
+ Hi-hat (animation included)
+ Crash Cymbal
+ Ride Cymbal
+ Splash Cymbal
+ China Cymbal
+ Drum Throne
+ Drumstick

+ Violin
+ Viola
+ Cello
+ Double Bass
+ Bow

+ Trumpet (3 valves)
+ Trombone

+ Harmonica
+ Ocarina

+ Recorder
+ Flute

+ Bongo
+ Conga / Conga Small (with stand)
+ Tambourine
+ Triangle
+ Cabasa
+ Maraca
+ Wood Block
+ Cowbell
+ Clave
+ Vibraslap (blendshape animation included)
+ Guiro
+ Cuica

+ Sheet Music Stand (adjustable)
+ Conducting Baton
+ Microphone
+ Microphone Stand (adjustable)
+ PA Speaker (switch, knobs)
+ PA Speaker Satellite (adjustable)
+ Headphone (adjustable, skinned mesh)

Some components like keys or knobs are individual gameobjects. For keyboards, there is a simple script to control the keys and the pedals. Some animations like bass drum pedal, Hi-hat, vibraslap are also provided. Of course, you can use your own animations or scripts to control them.

Materials can be easily converted into URP versions, since they are using standard shader.

This pack does not provide any cable models. However, you can use other wire/cable generation tools or renderers instead, if you need them. Unity Tube Renderer (MIT license) might do the trick.

The demo scene with Post Processing and HDRI lighting is included.

Demo Scene

Open **Assets/MusicalInstrument/Demo/Scenes/Example.unity**

The **post-processing stack (v2)** is required to achieve better visual effects. Install Post Processing in package manager if you need, before opening the scene. **TextMesh Pro** is also required for scene description texts and other models' UGUI text elements.

Prefabs

+ GrandPiano
Triangles: 5064
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)
Note:
• 88 keys (A0 to C8)
• Keys and pedals are individual gameobjects
• PianoDemo.cs can be added for keys and pedals test (added in demo scene)

+ UprightPiano
Triangles: 4366
Textures: Albedo, Metallic, Occlusion (2048x2048)
Note:
• 88 keys (A0 to C8)
• Keys and pedals are individual gameobjects
• PianoDemo.cs can be added for keys and pedals test (added in demo scene)

+ DigitalKeyboard
Triangles: 2916
Textures: Albedo, Metallic, Normal, Emission (2048x2048)
Note:
• 61 keys (C1 to C6)
• Keys and buttons are individual gameobjects
• The screen has UGUI Canvas. You can display anything you want on screen with UGUI. The example texts require TextMesh Pro.

+ PianoBench
Triangles: 164
Textures: Albedo, Metallic, Normal (1024x1024)

+ KeyboardStand
Triangles:444
Textures: Albedo, Metallic, Normal (512x512)

+ KeyboardBench
Triangles: 386

Textures: Albedo, Metallic, Normal (1024x1024)

+ SheetMusic
Triangles: 64
Textures: Albedo, Normal (1024x1024)

+ AcousticGuitar
Triangles: 3997
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ ElectricGuitar
Triangles: 3334
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ ElectricGuitarBlack
Triangles: 3334
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ GuitarPick
Triangles: 132
Textures: Albedo, Metallic (512x512)

+ GuitarAmp
Triangles: 860
Textures: Albedo, Metallic, Normal, Occlusion, Emission (2048x2048)
Note:
• Switch and knobs are individual gameobjects

+ GuitarStand
Triangles: 816
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ DrumKit
Note:
• Including: BassDrum, BassDrumPedal, FloorTomDrum, SnareDrumWithStand,
HiHat, CrashCymbal, RideCymbal, SplashCymbal, ChinaCymbal, DrumStick,
DrumThrone

+ BassDrum
Triangles: 2144
Textures: Albedo, Metallic, Occlusion (1024x1024)

+ BassDrumPedal
Triangles: 567
Textures: Albedo, Metallic, Normal (512x512)
Note:
• Animation included

• GeneralAnimOnOffDemo.cs can be added for animation test (added in demo scene)

+ FloorTomDrum
Triangles: 1864
Textures: Albedo, Metallic, Occlusion (1024x1024)

+ SnareDrumWithStand
Triangles: 1974
Textures:
• Stand: Albedo, Metallic, Normal, Occlusion (1024x1024)
• Snare Drum: Albedo, Metallic, Occlusion (1024x1024)
Note:
• Snare Drum + Stand

+ HiHat
Triangles: 1467
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)
Note:
• Animation included
• GeneralAnimOnOffDemo.cs can be added for animation test (added in demo scene)

+ CrashCymbal
Triangles: 796
Textures: Albedo, Metallic, Occlusion (1024x1024)

+ RideCymbal
Triangles: 1090
Textures:
• Stand: Albedo, Metallic, Occlusion (1024x1024)
• Cymbal: Metallic, Occlusion (1024x1024)

+ SplashCymbal
Triangles: 1090
Textures:
• Stand: Albedo, Metallic, Occlusion (1024x1024)
• Cymbal: Metallic, Occlusion (1024x1024)

+ ChinaCymbal
Triangles: 1090
Textures:
• Stand: Albedo, Metallic, Occlusion (1024x1024)
• Cymbal: Metallic, Occlusion (1024x1024)

+ DrumStick
Triangles: 168
Textures: ---

+ DrumThrone
Triangles: 476
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Violin
Triangles: 4410
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ Viola
Triangles: 4410
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ Cello
Triangles: 4064
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ DoubleBass
Triangles: 5208
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ Bow
Triangles: 440
Textures: Albedo, Metallic, Normal (1024x1024)

+ Trumpet
Triangles: 2300
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)
Note:
• 3 valves

+ Trombone
Triangles: 1082
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Harmonica
Triangles: 304
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Ocarina
Triangles: 1342
Textures: Albedo, Metallic, Occlusion (512x512)

+ Recorder
Triangles: 746

Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Flute
Triangles: 5088
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)

+ Bongo
Triangles: 2016
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ CongaWithStand
Triangles: 1454
Textures:
• Stand: ---
• Conga: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ CongaSmallWithStand
Triangles: 1454
Textures:
• Stand: ---
• Conga: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Tambourine
Triangles: 1644
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Triangle
Triangles: 286
Textures: Albedo, Metallic (256x256)
Note:
• With beater

+ Cabasa
Triangles: 3700
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Maraca
Triangles: 206
Textures: Albedo, Metallic, Normal (512x512)

+ WoodBlock
Triangles: 156
Textures: Albedo, Metallic, Normal, Occlusion (512x512)

+ Mallet
Triangles: 206
Textures: Albedo, Metallic, Normal, Occlusion (512x512)

+ Cowbell
Triangles: 156
Textures: Metallic, Normal, Occlusion (512x512)

+ Clave
Triangles: 60
Textures: Albedo, Metallic (256x256)

+ Vibraslap
Triangles: 544
Textures: Albedo, Metallic, Normal, Occlusion (512x512)
Note:
• Blendshape animation included
• GeneralAnimOnOffDemo.cs can be added for animation test (added in demo scene)

+ Guiro
Triangles: 700
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ Cuica
Triangles: 966
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)

+ SheetMusicStand
Triangles: 560
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)
Note:
• Adjustable

+ ConductingBaton
Triangles: 144
Textures: Albedo (128x128)

+ Microphone
Triangles: 506
Textures: Albedo, Metallic, Normal (1024x1024)

+ MicrophoneStand
Triangles: 778
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)
Note:
• Adjustable

+ PASpeaker
Triangles: 344

Textures: Albedo, Metallic, Normal, Occlusion, Emission (2048x2048)

+ PASpeakerSatellite
Triangles: 450
Textures: Albedo, Metallic, Normal, Occlusion (2048x2048)
Note:
• Adjustable

+ Headphone
Triangles: 1140
Textures: Albedo, Metallic, Normal, Occlusion (1024x1024)
Note:
• Adjustable, skinned mesh

Scripts

PianoController.cs (**Assets/MusicalInstrument/Scripts**)

Method
```
public void KeyDown(KeyNote note)
public void KeyUp(KeyNote note)
public void PedalDown(PianoPedal pedal)
public void PedalUp(PianoPedal pedal)
```

Example can be found in **Assets/MusicalInstrument/Demo/Scripts**
(PianoDemo.cs or DigitalKeyboardDemo.cs)