**Explanation Document**

-I have put inside the folder "texturesAndMaterials" a special folder in there for the sniper. Inside the folder I have put a shader for the sniper lenses, and the texture of the sniper.

**Polygon count**

hands- 3347 faces

pistol-107,499 faces

shotgun- 26,688 faces

sniper- 89,383 faces

rifle- 58,678 faces

pistol bullet- 674 faces

shotgun bullet- 386 faces

knife- 638 faces

**Model sizes**

The realistic sizes of the weapons (in compare to a cube which its scale is 1x1x1 meter) are:

Hands- 0.3187

Knife- 0.0543

Pistol- 0.0477

Rifle- 0.1716

Shotgun- 0.1716

Sniper- 0.2542

Shotgun ammo- 0.0077

Pistol ammo- 0.0047

\*The numbers I wrote for each model is the model scale in all axes (X,Y,Z).

And remember those scale might not fit you game so make sure they go well with the scene environment scale and if its not just play with the object scale until it fits to your game.

Also the FBX models are already in those scales but in the prefabs it will show you its scale is 1 (meanwhile its scale is the object scale I wrote above). If you want to change the default scale go to the FBX models in modelsInFBX>models click on the model and change its "scale factor" to the number you want in the inspector and than scroll down and click apply.

**Pipeline**

You might see the weapons in pink so just convert their material to the pipeline you are using or create a new material and put in there the weapon texture that’s in "texturesAndMaterials" folder.

**How to convert materials to URP?**

1. select the material you want to convert(I put all the materials inside the folder "texturesAndMaterials" which is inside the folder "models")

2. go to Edit(on the top-left of the screen) > Rendering > materials > convert selected built-in materials to URP

And now you are done 😊

**How to convert materials to HDRP?**

1. select the materials you want to convert

2.go to Edit > Render Pipeline > Upgrade Selected Materials to High Definition Materials.

And that’s it😊

Thank you for buying the package