

Shipwrecks

Thank you for buying this model pack.

To use the models, simply drag the prefabs, located in the “Prefabs” folder into your scene.

Customization

This pack contains 4 shipwrecks, 16 derelict parts and 7 debris parts.

Also 6 different texture sets are included.

Decals

The damage decals use a separate mesh with a transparent material. You can combine the model textures with any decal texture you want.

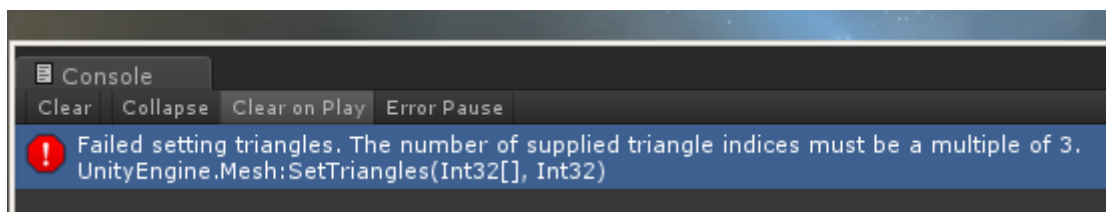
The damage decals can be used to display battle damage on the models.

Optimization

The decals use the same material. So it's easy to optimize them with the combined children script. Parent as much decals as you want to an empty and attach the combined children script to the empty game object.

Look at the models in the example scene on how to parent correctly.

Important: Uncheck “Generate Triangle Strips” or you will get the following error if you enter play mode:



Important: Don't use the combine children on the turrets or other animated objects, because they cannot rotate/animate then. Use it only on static parts that don't move.

Scaling of the models

The scaling of spaceships in general is a problem, simply because there is no “correct scale”. E.g. for human models it is clear that they should be 2 unity units tall (=2 meters). But in a space game you have no terrain or other props like trees, stones, houses, etc. to compare them to.

This means you have to decide what scale you want to use in your space game, e.g.

- a 1:1 scale means that 1 unity unit is 1 meter
- a 1:10 scale means that 1 unity unit equals 10 meters
- a 1:250 scale means that 1 unity unit equals 250 meters

All my ships are scaled with a benchmark of 2 unity units for a capital ship (e.g. battleship or carrier). This means smaller ships (e.g. frigates or fighters) are smaller than 2 unity units to match the bigger ships.

You must decide which scale fits best for your game.

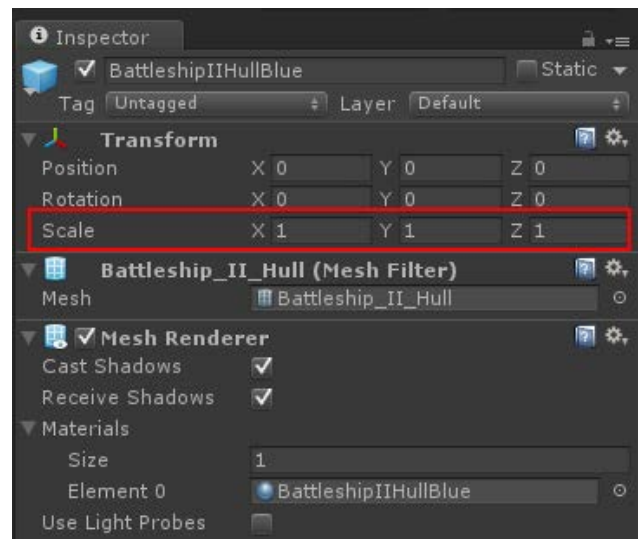
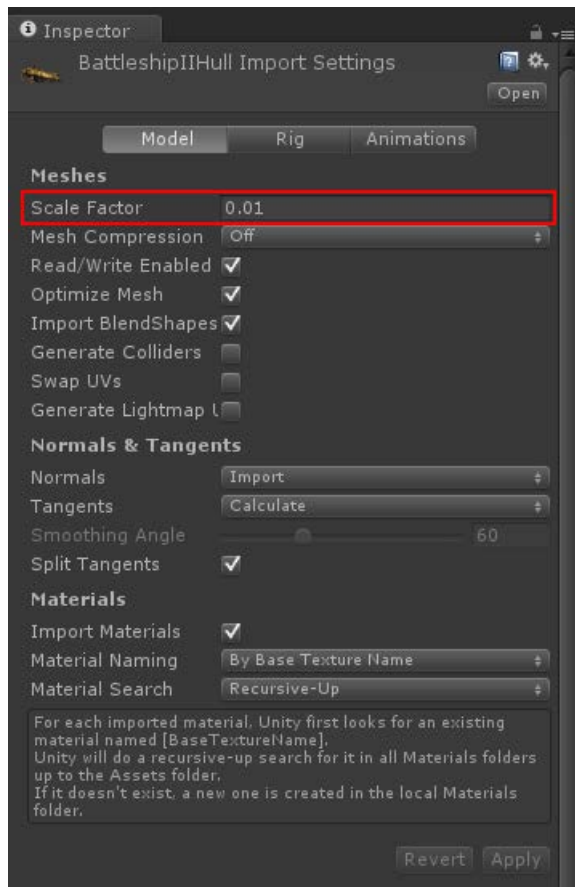


Rescaling

First you must decide which scale you want to use. Then you have to rescale one of the ships to find the correct rescale factor. And finally this rescale factor must be applied to all prefabs.

The default 2 unity unit scale makes it easier to rescale the models. E.g. let's say the battleship should be 10 unity units long. The model must simply be scaled up by the factor 5. All other units can then also be scaled up by the factor 5 so they all match in size again.

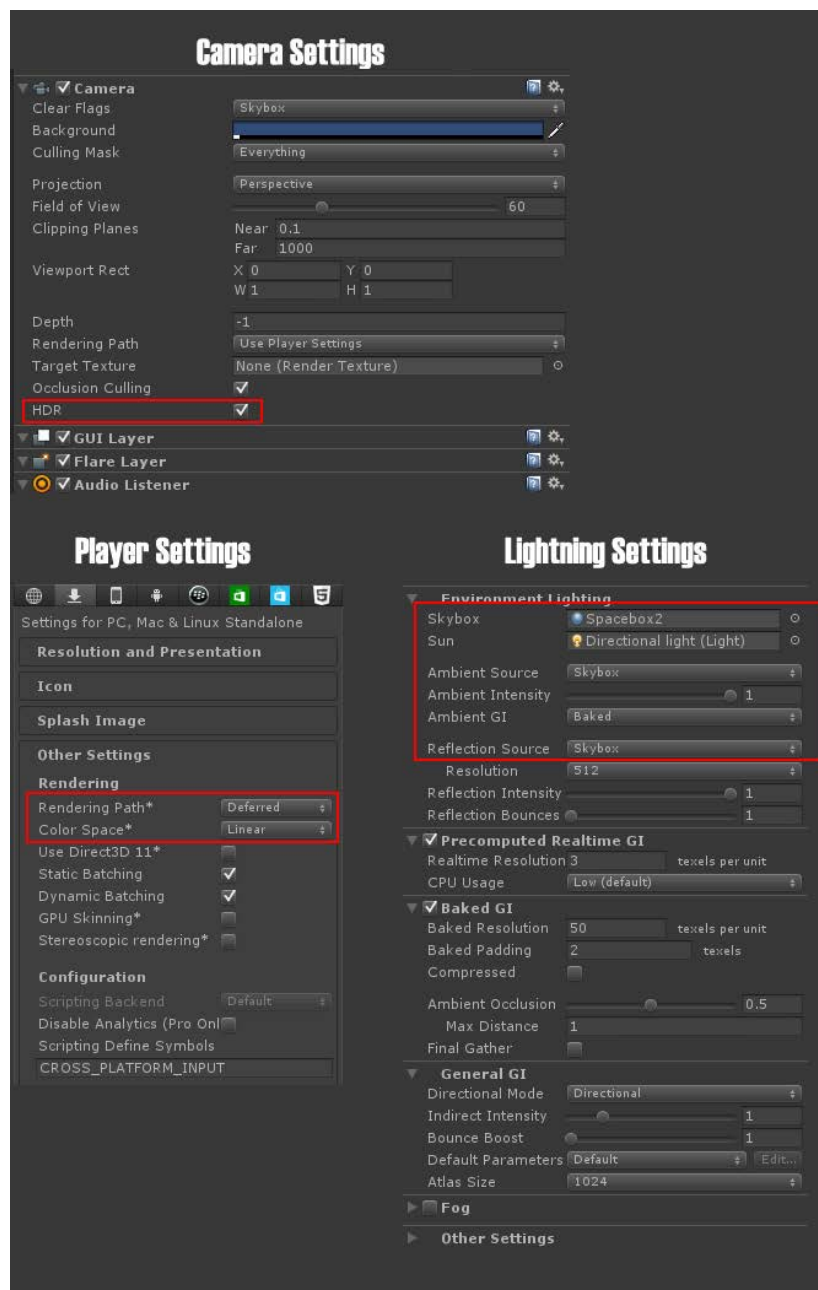
There are 2 options to rescale a model. It can either be done in the import settings of a model or with the transform scale of the prefabs.



A quickstart to physical based rendering (PBR)

This model has PBR textures that work with the Unity 5 standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be “Deferred”, color space must be “Linear”
- Make sure the “HDR” checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you’re free to play around with the lightning settings to achieve different results. “Continuous baking” should be enabled to see changes immediately.



Albedo Maps

There are two different types of albedo maps included. The occlusion map in the unity 5 standard shader seems to give only a very subtle effect. Therefore I added albedo maps with baked in ambient occlusion. These albedo maps with AO are added to the shaders by default. You can always change them with the pure albedo maps if you want.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.