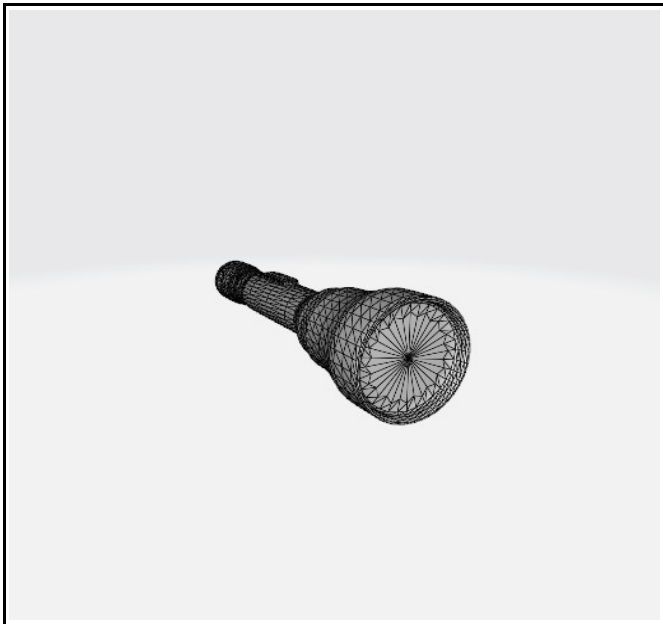


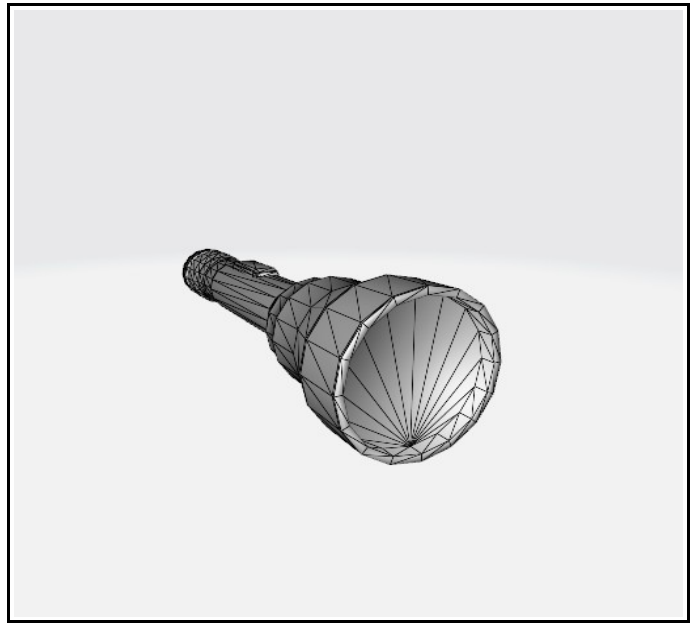


Models

This little asset contains two models of Electric Torch; Low poly with 575 faces and High poly with 2388 faces. Each model has one set of textures (Albedo, Metallic and Normal map) that can be used in **HD Render Pipeline** and **Universal Render Pipeline**. The textures size are 2048x2048.



(mesh Torch highPoly)



(mesh Torch lowPoly)

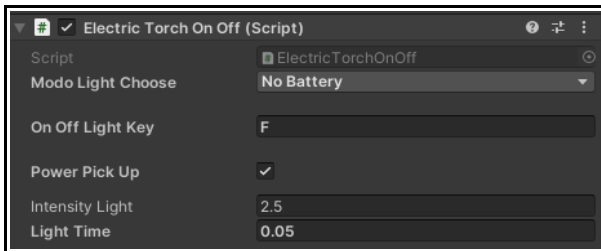
Scripts

To make the model inside Unity more interesting, there are two scripts that allow us to turn the flashlight on or off, use a battery or change the cookies for the light. A bonus script is for any gameObject called “battery” (it must be created by the artist) and is used as a recharge for the torch battery

Electric Torch On Off

Modo Light Choose:

With this enum you can choose whether to use the torch light permanently or use a virtual battery.



On Off Light Key: Here you can change the input key for on or off light torch. For the accepted KeyCode, please refer here:

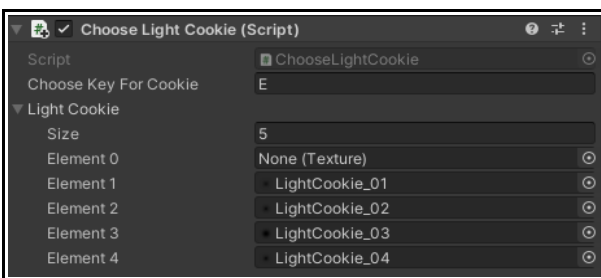
<https://docs.unity3d.com/ScriptReference/KeyCode.html>

Power PickUp: This option is closely related to the use of the virtual light battery. It warns us when we have recharged the battery via a gameObject power pickup. Basically it reports the value of the light intensity at the initial level.

Intensity Light: The intensity of the initial light.

Light Time: The decay time of the battery before it is depleted.

Choose Light Cookie



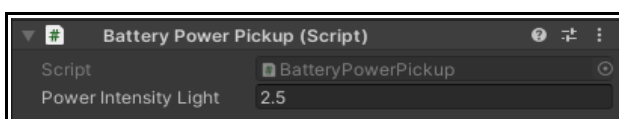
This script allows us to scroll through a list of textures and apply them to the torch light cookie. It allows us to save time in manually inserting textures in the specific area.

Choose Key for Cookie: Here you can change the input key to scroll list for choose texture image. For the accepted KeyCode, please refer here:

<https://docs.unity3d.com/ScriptReference/KeyCode.html>

Light Cookie: Here we can insert any number of textures used for light cookies.

Battery Power Pickup



This script represents the battery and its charging. Attach this script to a gameObject called “Battery”. It must have a collider since the script work with an OnTriggerEnter () function

Power Intensity Light: Here we enter the maximum number of battery charging intensity. This value influence the intensity light in on/off script



All models are created and modeled by Marcelli Michele in Blender and textured in Substance Painter® (Steam version)