

Planets

Thank you for buying this model pack.

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

This pack contains 13 planet models and 2 planet ring textures. The planet rings can be combined with every planet. The color of the planet rings can be adjusted in the material settings.

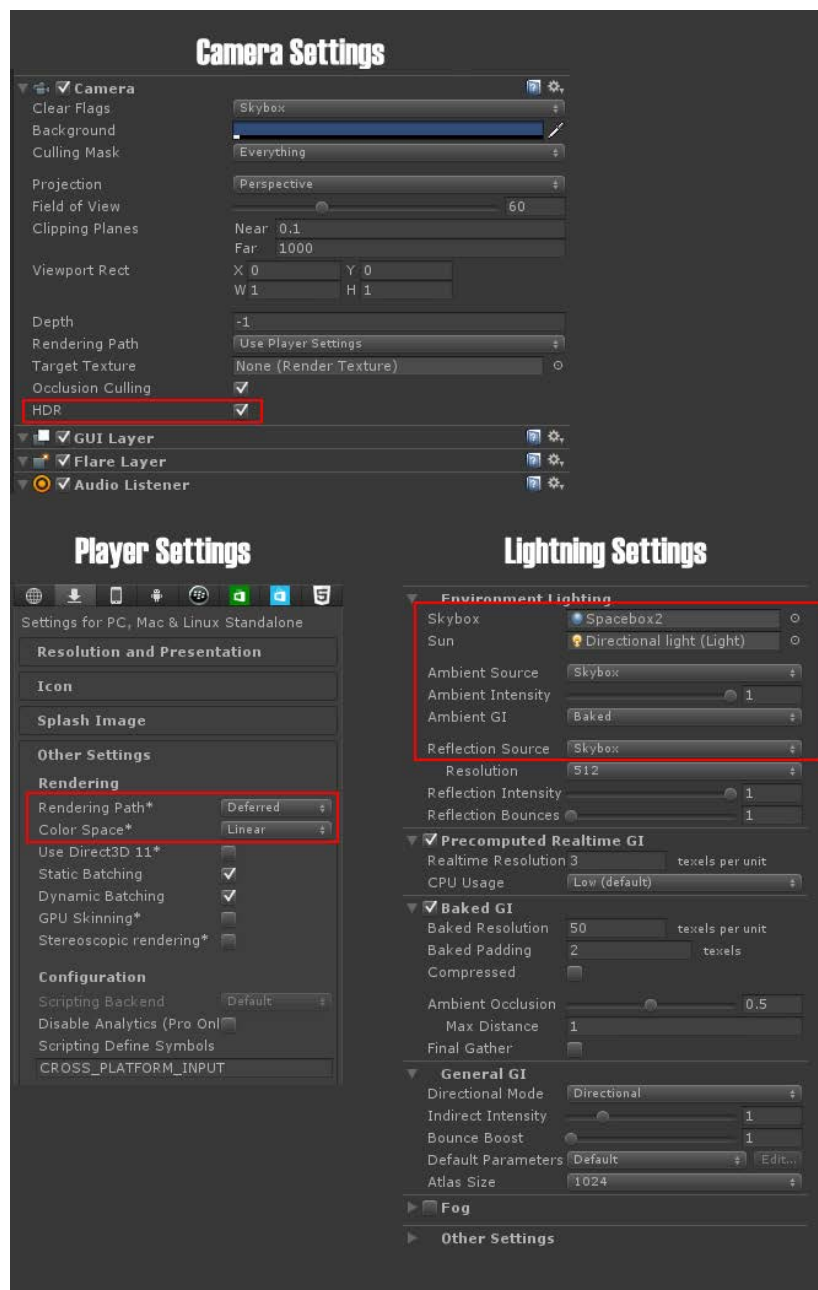
All planets are animated with unitys animation editor. The animations can be tweaked or disabled if they are not needed.

All textures have a 2048 resolution.

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.



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.