

Thank you for purchasing my assets!

This pack includes musical instruments and accessories models, including 58 models and 66 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)

- + 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)

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

+ 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

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)