3D Coin/Medal Pack (PBR)

- Contained within your purchase:

Folder	Asset	File Format	Files Explained
Demo	1 x Unity Demo Scene	Coin Demo.unity	Example scene containing a coin with applied materials.
Documents	1x PDF	Coin.PDF	Explaining how the procedural material works
Masks	1x Mask Template 1x Mask Example	Mask_Template.PSD Mask_Example.png	Example Mask and Photoshop file to help you get started on your custom designs.
Material	1x Coin Material	Coin.Sbsar	Material file which you apply to the asset, they file gives you all the custom settings you need to customise your coin
Model	1x Coin Mesh 1xDouble sided Coin	-Coin.FBX -Coin_2MatIDs	A Single coin mesh (122 polys/ 284 tris)
Prefabs	1 x Coin Prefab 1 x Coin_2MatIDs	-Coin_Prefab.prefab -Coin_2MatIDs	The prefab contains the mesh with the material applied.

This requires the free substance in unity plugin by Adobe, the download is here:
https://assetstore.unity.com/packages/tools/utilities/substance-3d-for-unity-213208

Then Make sure to have this free Plugin imported into your scene
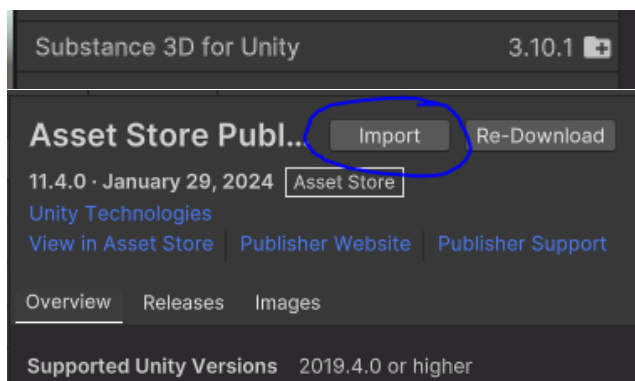
Using the (.sbsar) Material

The SBSAR file that comes with this pack, is what contains are the custom options to create your unique coins.
If you want to see examples of how ive used it, open the demo scene that ive provided.
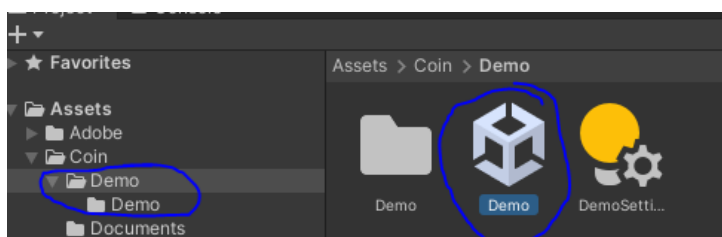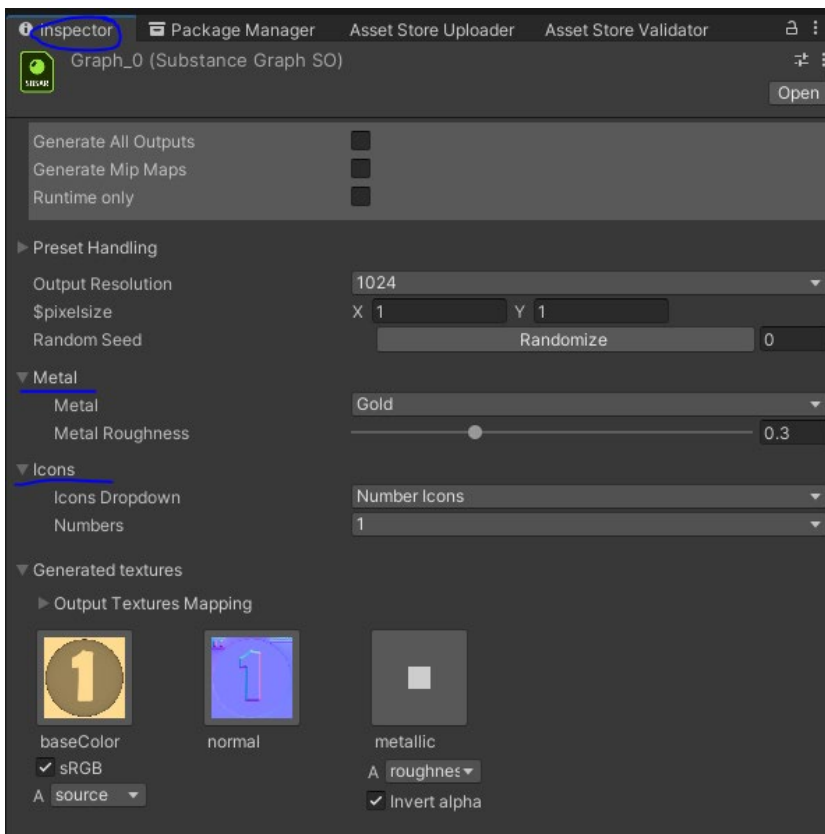

Under materials you will find this file. If you duplicate the SBSAR file you will get a new folder with your new materials and textures will be created.
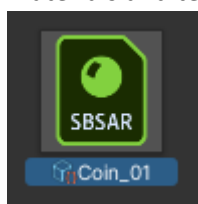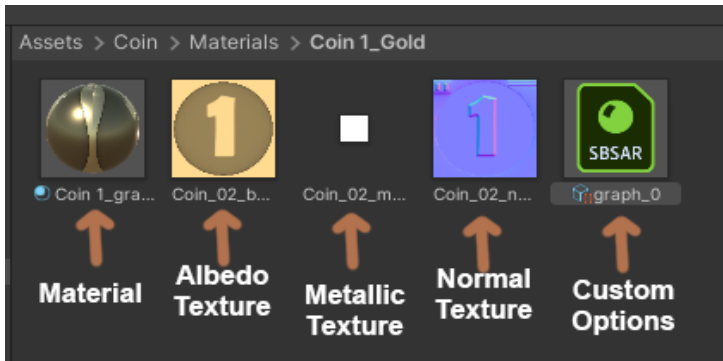
To get to the custom options select the SBSAR Icon and under the inspector you have the option available

Customisable options explained (SBSAR) are as follows

Metal

    Metal – A drop down menu for Gold, Silver or Bronze

    Metal Roughness – A Slider to set the between shiny or matt

Icons

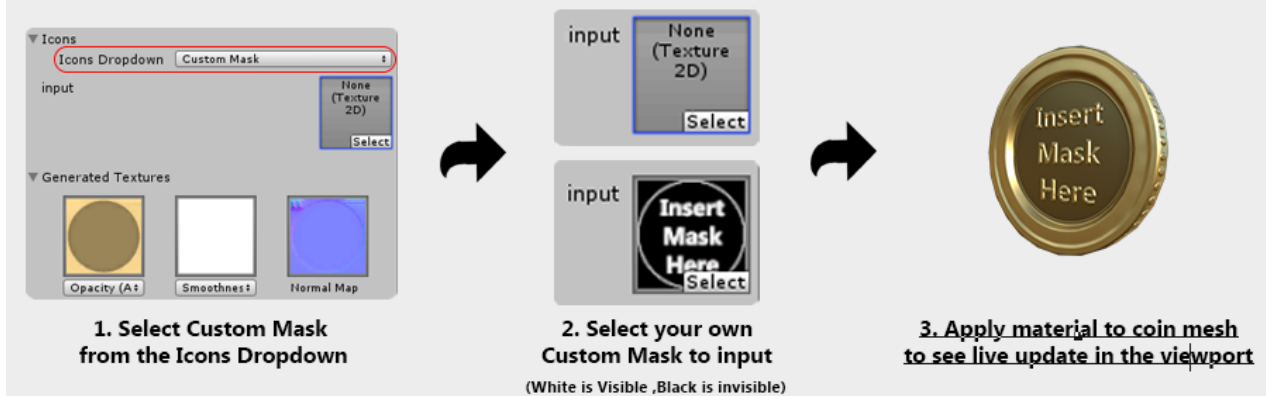   **Icons** – A dropdown menu for

    Number Icons 1,2,3,4,5,6,7,8,9,0

    Picture Icons Cup, Star, Heart, Bomb, skull, dollar, tick, cross, timer, euro, three stars, lightening, thumbs up, crown, MultiStar and Blank

    Custom Mask – Provides an input box to add a custom mask

Add your own design

Heres an example demonstrating how easy it is to add your own custom design
(A template has been provided for demonstration purposes)

1. Select Custom Mask from the Icons Dropdown

2. Select your own Custom Mask to input
(White is Visible ,Black is invisible)

3. Apply material to coin mesh to see live update in the viewport

Provided in the "Mask" folder is .PSD (photoshop) template and .PNG Example to help demonstrate how simple it is to create your own mask.

Simply add your design within the white circle, save it, and import into Unity.
Under the material properties:

1. Dropdown "Icons"
2. Select "Custom Mask"
3. Select the input box and find you imported design.

Also Masks can be created in any paint program or found freely on the internet. I've provided the Photoshop file (.PSD) I used to create masks.
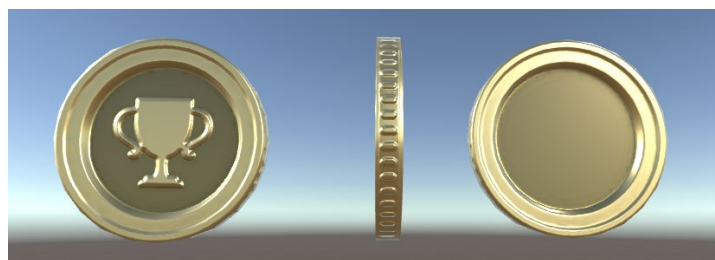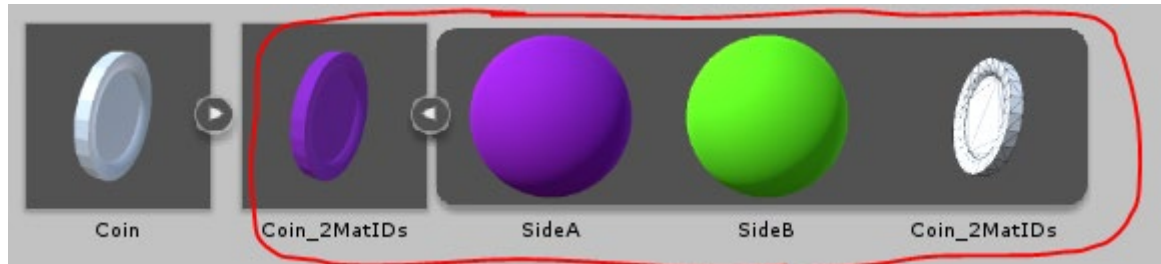
The Textures and material will then be automatically created for you, drag you material onto the mesh to apply it to the coin.
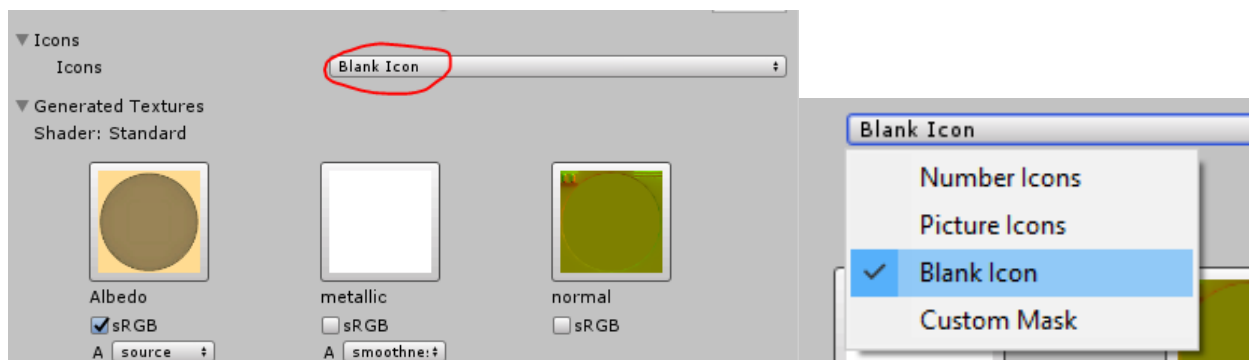
UPDATE for Unity 2018

A new mesh had been added "Coin_2MatIDs"

-This model contains two material IDs (Side A and Side B) so you can generate a different material per side

-If you wish to have one side blank, generate the following texture with "Blank Icon" Selected, with in the "Icons" dropdown.

-With the coin mesh selected and on the right hand panel you will see the material slots. Apply this new material to the mesh Id (Element 0 or 1). Here is where you apply a texture per side.
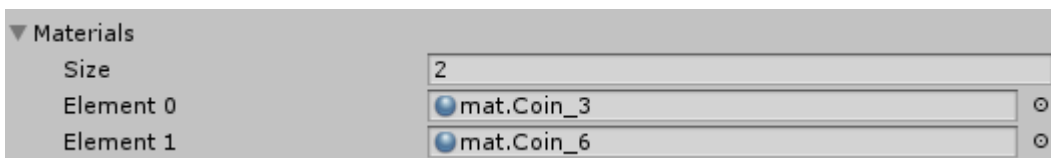
Any questions, please do not hesitate to mail me at kelly4d3d@gmail.com