Satellite

Satellite is a 2 solar panel satellite which has only 523 faces. The high-Tec satellite is great for any of your space or Sci-Fi needs. Satellite comes with a substance texture allowing you to change its color and appearances. The substance has glow effects to help the satellite stand out in even the darkest areas. This satellite comes with TGA textures for those which do not want to use substance textures. The satellite has an extremely high detail normal map. There is a free star skybox texture provided.

Editing the Substance on the satellite:

- First open the Assets folder in the Project panel.
- Then open the Model folder.
- Next open up the textures folder.
- Then open the Substance folder.
- Click on the Substance named Satellite

- Under Procedural Properties you will see Procedural Property Sliders. Changing these sliders will result in different modifications to the texture. You can use different sliders to change colors, add damage and change the glow plus much more.

Setting up the TGA texture:

- To use the TGA texture simply change the shader over to Self-Illumination – Bumped Specular and drop the textures into the correct slot.
- To make the colors look better change the color of the Shine and main color to a darker gray.

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