

# Simple Space Starter Kit Documentation Guide

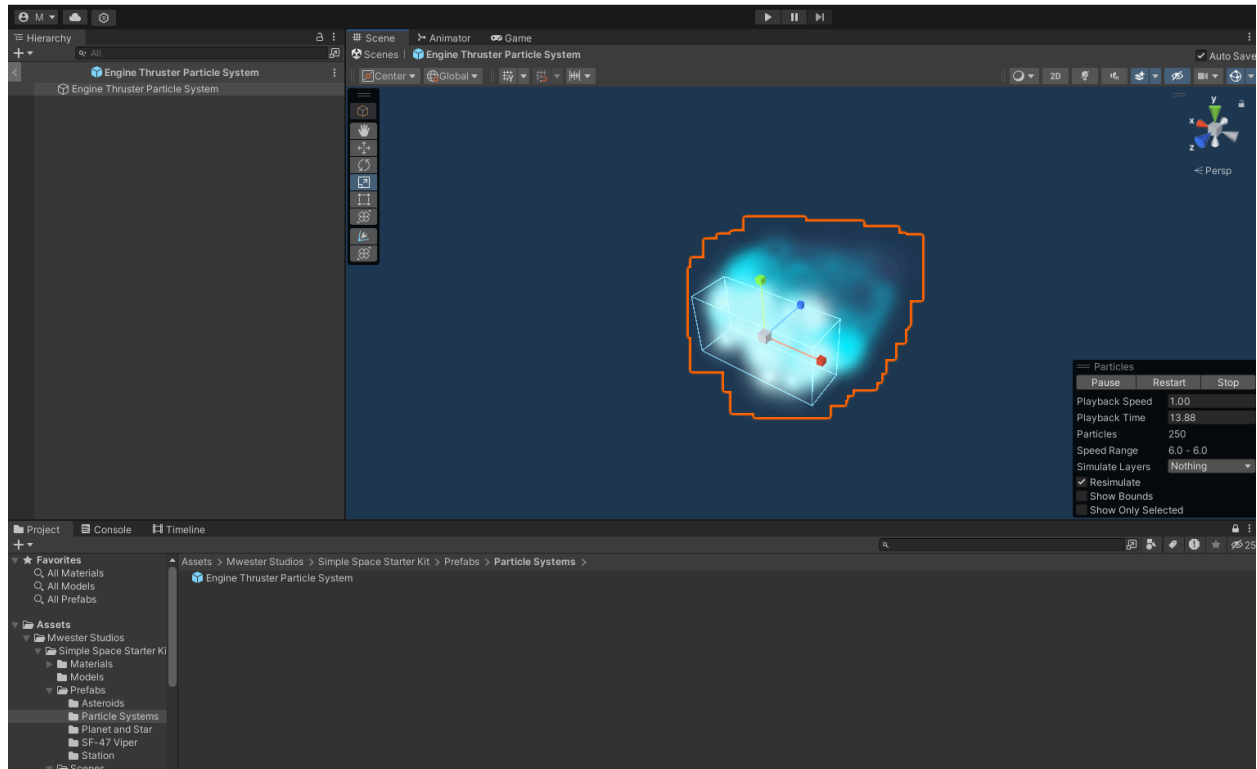
First of all, thank you for purchasing my asset! There really is not much in terms of setup for using anything included, but here is all of the relevant information for the Simple Space Starter Kit:



The Starfighter-47 comes in 9 prefabs that are all ready to go right away, located in the Mwester Studios > Simple Space Starter Kit > Prefabs > SF-47 Viper folder. Each of these prefabs have texture sets that are unique, and these texture sets (using materials found in the materials folder) are able to be mixed and matched to create very custom looking ship textures.

Be sure to read the name of the materials as each material is for a specific part of the ship, and it may take a few tries to find the right object.

As a child of the SF-47 prefab, there are multiple game objects called Details, these may be completely removed for more performance options (less poly count but less detail on the ship).



The ship thruster particle prefab is located under Mwester Studios > Simple Space Starter Kit > Prefabs > Particle Systems. All you need to do to add this to the ship is drag it onto the SF-47 prefab as a child, and it will be located correctly in the thruster exhaust.

The same process may be used for all of the other models/prefabs in the project: Asteroids, Star, Planet, and Station prefabs are all drag and drop into your scene for use.

The only VFX included is the VFX Graph for the star, which can be disabled if you wish. The star is located in the prefabs folder, and the VFX Graph may be located inside of the Shaders and VFX folder.

**If the star VFX does not work right away, make sure you have installed the VFX Graph Package!**

The space station also is equipped with the hull detail objects parented to the prefab that may be removed for performance/low poly aesthetic.

For performance options with the planet prefab, there is a high poly and a low poly set of planet rings, and the asteroid field may be completely removed if desired.

That is it! If there are any specific questions or concerns reach out directly at [matthew.l.wester@gmail.com](mailto:matthew.l.wester@gmail.com)

