

Medieval Levers and Gears

This exclusive low-poly Medieval Levers and Gears asset is perfect for enhancing your game environment. With 2K resolution and PBR textures, you can optimize your project effortlessly using the multiple options available in the package.

The textures are designed with a realistic PBR and HDRP workflow and include four texture maps:

- **PBR & URP Package:** Albedo map, Metallic map, Normal map, and Occlusion map.
- **HDRP Package:** Base map, Mask map, Subsurface Scattering Map, and Normal map.

How to add Scripts to Model:

1. Simply drag and drop the data script to an empty gameobject.
2. Simply drag and drop the movement script to an player gameobject with character controller and rigidbody.
3. Set an interaction range value in data gameobject.
4. Select an interaction based on the mesh which you want to interact.
5. Drag and drop the prefab into the data gameobject
6. In Lever interaction, select an direction to rotate and set the values in maximum and minimum to rotate the gameobject.
7. In Scroll interaction, select an direction to rotate and set the values in maximum and minimum to rotate the gameobject.

How to Use:

- Simply drag and drop the prefabs from the Prefab folder into your scene.
- For URP projects, select the Universal Render Pipeline (URP) Package and import.
- For HDRP projects, choose the High Definition Render Pipeline (HDRP) Package and import.

Note: Please remove the PBR file before importing URP or HDRP into the project to avoid conflicts.

If you encounter any issues with the asset, feel free to contact us at admin@devdensolutions.com