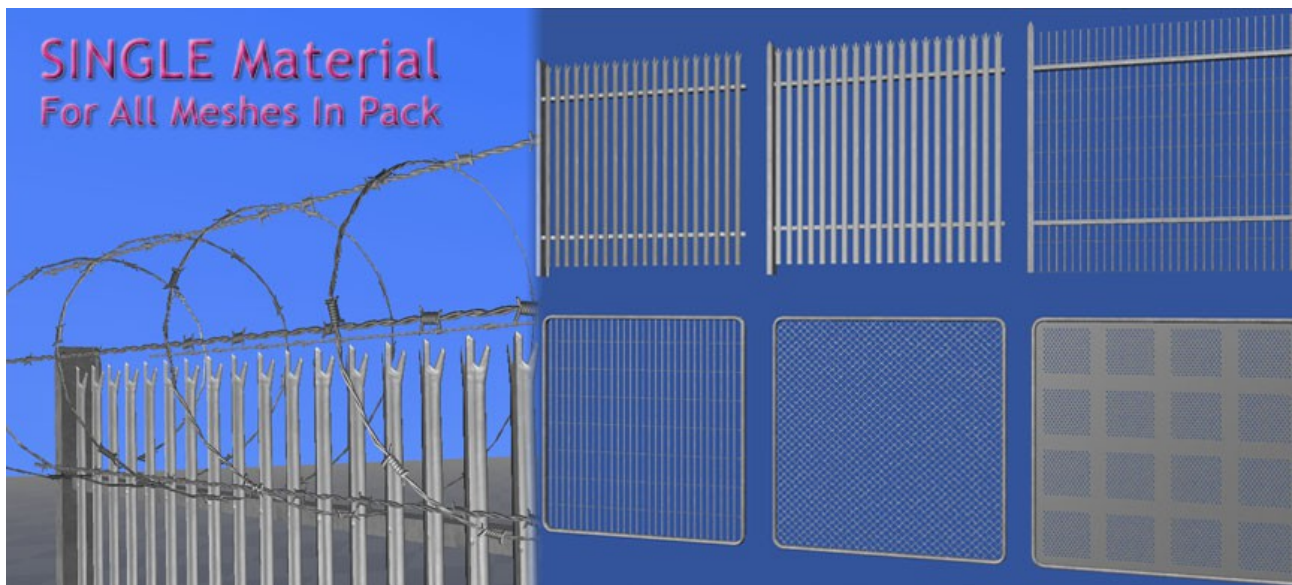


Fence/Barrier Builder Pack - Single Material

v1.0 Readme



Technical Overview

The rationale of this pack is to provide an efficient set of meshes which share a single material. This is in order to keep the required draw call count to a minimum. There are two textures: a diffuse map and a normal map. These are 4096x4096 PNG files which are set to import in the pack at 2048.

Some element meshes are designed as low-polygon alternatives to the standard mid-polygon versions (I don't use the term 'high poly' for these as they still have quite modest counts). These are generally interchangeable so it should be possible to swap out some LowPoly for MidPoly meshes down the line if you need to reduce.

Fences/barriers prefabs are composed of combined configurations frame meshes and plane type meshes. Meshes are supplied individually in FBX format. The prefabs have been arranged into some exemplar configurations to get you going but you can also experiment and develop your own.

There are generally two sizes of objects: The SMALL objects are labelled as such and are 128cm (1.28 Unity Units). The remaining are mostly 256cm (2.56 Unity Units). Many Maya game artists work in these powers of 2 as a matter of habit. If you prefer to work in straight 1.0 snapping units then you would want to scale the prefab down to 0.78125. I'll consider updating and providing a set of pre-fabs in straight 1.0 units if there's a general preference for this.

Triangle Counts

BarbedWireSpiral.fbx	400
BorderedPunchedSheetMetal.fbx	64
ChainLinkedFence	72
EdgedGridWire.fbx	128
HiSecFencingCrossBrace	32
LowPoly_HiSecCornerPost.fbx	18
LowPolyFencePost.fbx	22
LowPolyHiSecFencing	20
MetalFloorPanel.fbx	12
MidPoly_HiSecCornerPost.fbx	38
MidPoly_HiSecFencePost.fbx	74
MidPolyHighSecFencing.fbx	160

NoEdgeGridWire.fbx	128
RazorWireSpiral.fbx	400
RoundedTubeFenceFrame.fbx	320
SMALL_FlatTubeFrameSquare.fbx	128
SMALL_BorderlessPunchedSheetMetal.fbx	36
SMALL_ChainLinkedFence.fbx	32
SMALL_RoundedTubeFrame.fbx	256
SMALL_SquaredTubeFrameSquare.fbx	32

Scene Building Method

For the best placement approach set your snapping 1.28 when arranging the prefabs. Most of the prefabs are designed to 'tile' neatly and follow on from one-another. This means that there is only a single fence-post on some in order to avoid overlap. Corner posts prefabs are included as options for row-ends as one way to account for the single fence post prefabs. The wire spirals are designed to precisely tile repeatedly in straight lines.

Support/Future Development

I really hope you find this pack useful for your project. I've put a great amount of time into getting the balance of triangles/texture efficiency but no balance is perfect. I am happy to receive feedback and suggestions for improvements or additions.

There is a small, deliberate amount of unused texture space reserved for adding more configurations and elements in future updates. Your user feedback and any requests requests will be considered for decisions on future additions and improvements.

You can get in touch by via the support forum post for this asset here:

<http://forum.unity3d.com/threads/pending-fence-barrier-builder-pack-single-material.285426/>

You are also welcome to get in contact via email - see the asset store item page for the address.

TL Multimedia - Dec 12 2014