



Unity Asset - Mech Constructor: Spiders and Tanks v2.5

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Introducing a comprehensive pack featuring over 70 prefabricated units, each comprising various modules to craft a diverse array of animated mechs and vehicles primed for combat. Assembling these mechs is a breeze – simply place the parts into their designated slots, and they seamlessly snap into position.

The units boast polygon counts ranging from 1.4k to 3.3k tris, ensuring a balance between detail and performance. Textures range from finely crafted hand-painted 4k diffuse atlases, suitable even for unlit environments, to a collection of physically based rendering (PBR) maps for added realism.

Included in the pack are:

- 3 sets of transforming Spider Legs/Chassis
- 3 sets of non-transforming Spider Legs
- 4 Chassis equipped with Tracks
- 5 Tank Chassis variants
- 3 Buggy Chassis designs
- 6 Cockpits (with 2 Gun mounts)
- 3 types of Shoulders
- Animated Shoulder Extender
- 11 varieties of Back Parts
- Animated Back Weapon Mount
- Top-mounted 2-Weapon Turret
- Top part raiser
- 3 Side Shields
- 2 Antennas
- 3 Buggy Spoilers

A wide array of weapons is also included:

- Sci-Fi Rifle (available in 5 levels)
- Sci-Fi Shocker (available in 5 levels)
- Sniper Rifle (available in 5 levels)
- 2-Barrel Gun (available in 5 levels)
- Grenade Launcher (available in 3 levels)
- Additionally, Bullet and 2 Grenades are provided

Animations bring these units to life with a range of movements:

- Idle
- Walking and Walking back
- Turning while walking
- Strafing
- Turning in place
- Death
- Transformations to Roller and Spider forms
- Roller Idle, Roll (with script to animate tracks), and Turn animations
- Roller Death



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标签

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- Idle, Roll, and Death animations tailored for Chassis on Tracks
- Recoil animations for Sniper and 2-Barrel gun shooting
- Pack, Unpack, and Shoot animations for Grenade Launcher
- Pack and Unpack animations for Back Weapon Mount
- Root Motion animations for Tanks and Buggies

Finally, the texture package includes:

- Hand-painted Albedo with 9 color variations (ideal for unlit shaders)
- Realistic Albedo with 13 color variations
- Normal Map
- Metallic/Smoothness Map
- Emission Map
- Mask Map optimized for HDRP
- Color ID map alongside grayscale Albedo for enhanced customization.



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