

Cartoon Military Model Pack

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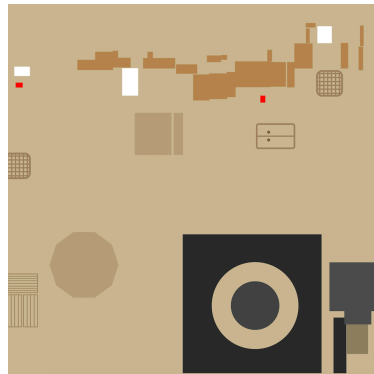
3. Trouble Shooting

1. Military Vehicles

1. All Military Vehicles (APC, Warship, Tank, Chopper, Jet, UAV, Bomber, etc) have own there texture atlas for optimize. Be careful confuse object's material, texture.



(Object)



(Atlas)

2. Some Military Vehicles (exp : APC, Tank) have there own parts like MainGun, Body, Wheels. All parts are separated so you can freely animating, scripting vehicle's part.



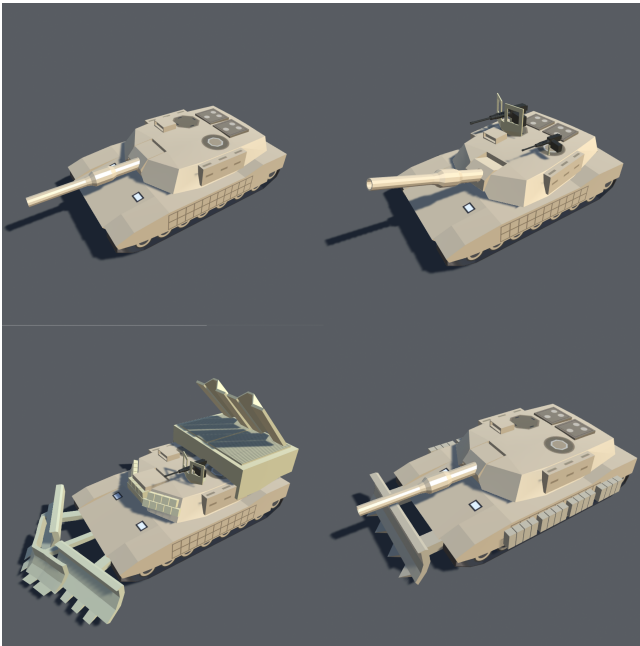
(Tank Parts)



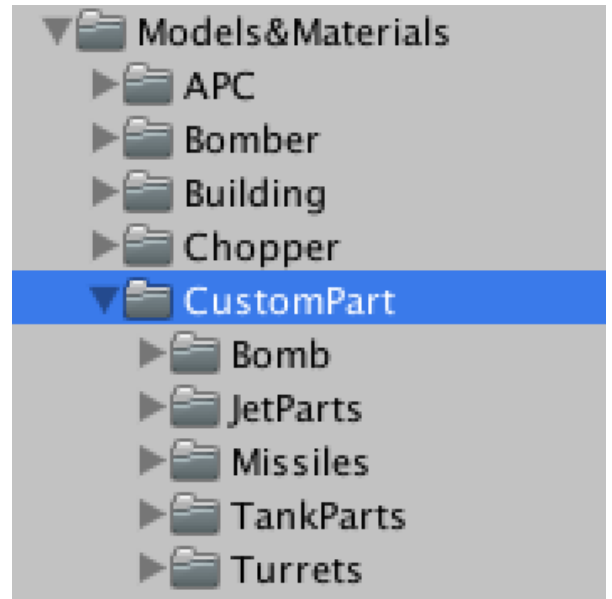
(Chopper Parts)

2. Custom Parts

Cartoon Military Model Pack Offers various parts for customize your own vehicles



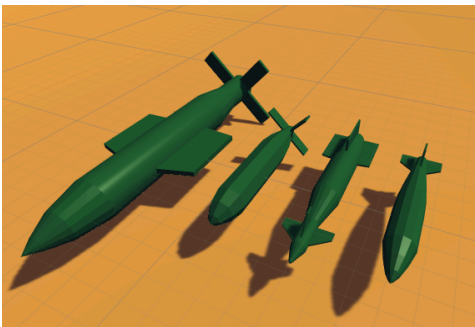
(Custom vehicles like this)



(Custom Parts Location)

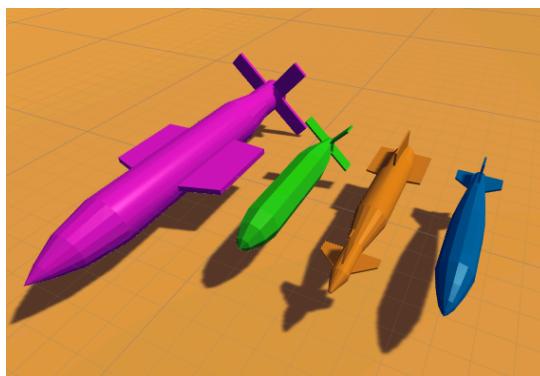
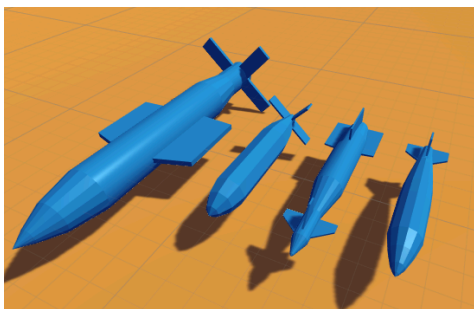
1. Bomb

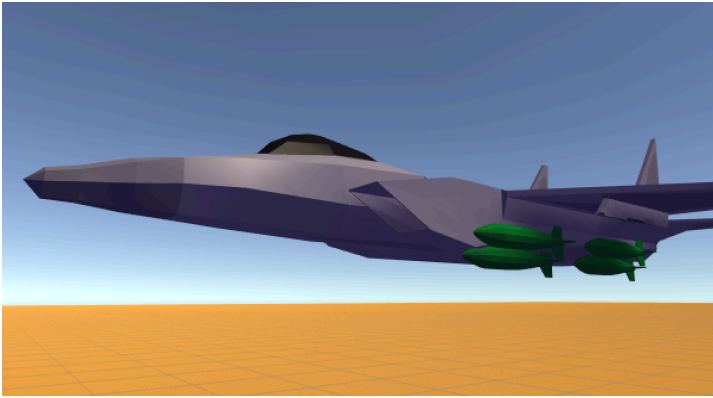
If you need to drop bomb from jet, bomber even chopper or decorate plane, you can use this parts.



Total 4 bomb included in this pack. bomb have no special texture and materials. if you want to change object's color, just change material's color.

They have no there own color. If you want to change, just change materials color or set new materials. If you do this, you can set suitable color to the vehicles what you want to customize.





(Jet
Bomb
install)



2. Jet Parts

Jet Parts include Front, Back LandingGear (For jet, bomber) and 2 Fuel Tanks. Some case Jet and bomber need to ready from hangar or basement. in that, you just install LandingGear. you can easily direct jet on ground. this parts for all jet, bomb. some case this is not reality, but that's ok this is virtual space.

They have no there own color. If you want to change, just change materials color or set new materials. If you do this, you can set suitable color to the vehicles what you want to customize.



(LandingGear installed)

in some case, jet need to fuel tanks for long-range-fly or decorate the plane. in that, you just install fuel tank. you can easily direct jet have a fuel tanks.



(Jet Fuel Tank Installed)

3. Missiles

Someone want to direct missile launch scene or Missile installed in jet and fire. not only jet, chopper, tank's 3rd parts, apc's 3rd parts, they want to direct missile scene. in that, use this parts.

2 Ballistic Missile, 1 ICBM, 1 Cruise, 4 Common Missile are included in this pack.

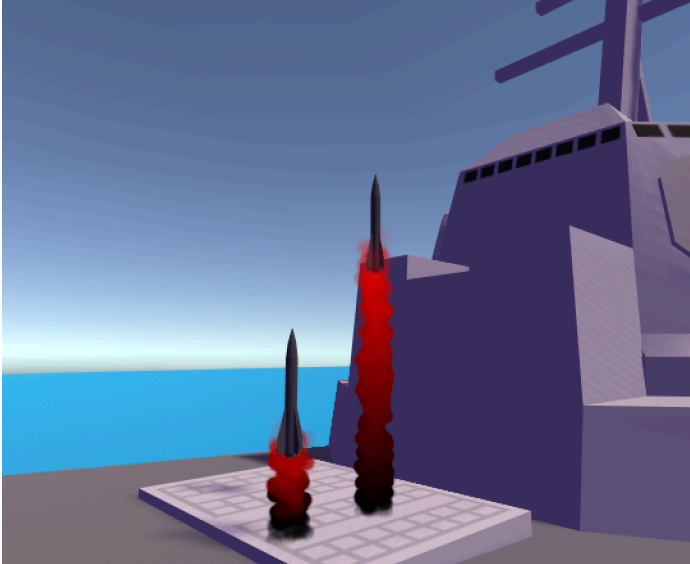
They have no there own color. If you want to change, just change materials color or set new materials. If you do this, you can set suitable color to the vehicles what you want to customize.



(Missiles)



(Jet Missile Install)



(Destroyer Fire Missile)



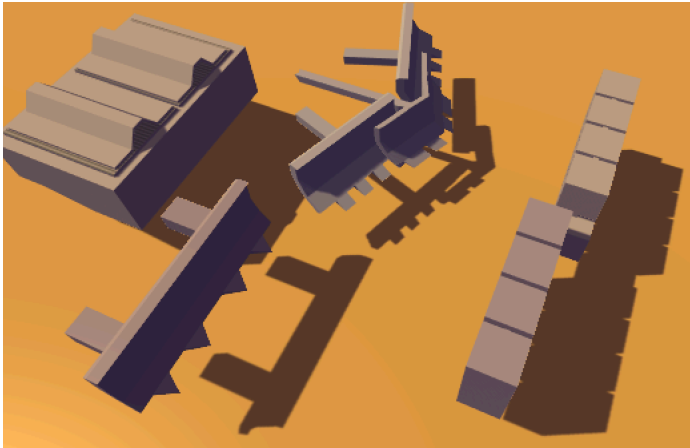
(ICBM Fire)

You can direct Missile Fire Scene or functions from script using this parts. Fire Missile and hit, Missile fire from WarShips, etc.

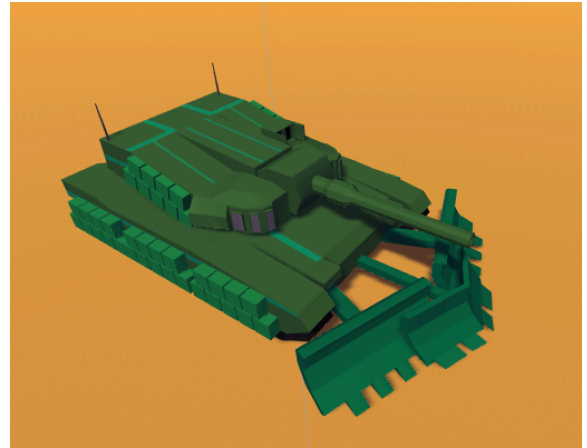
4.TankParts

You can customize your own tank using tank parts. install front mine shield, or install Explosive Relative Armour. Make your own tank using this parts and Turrets parts.

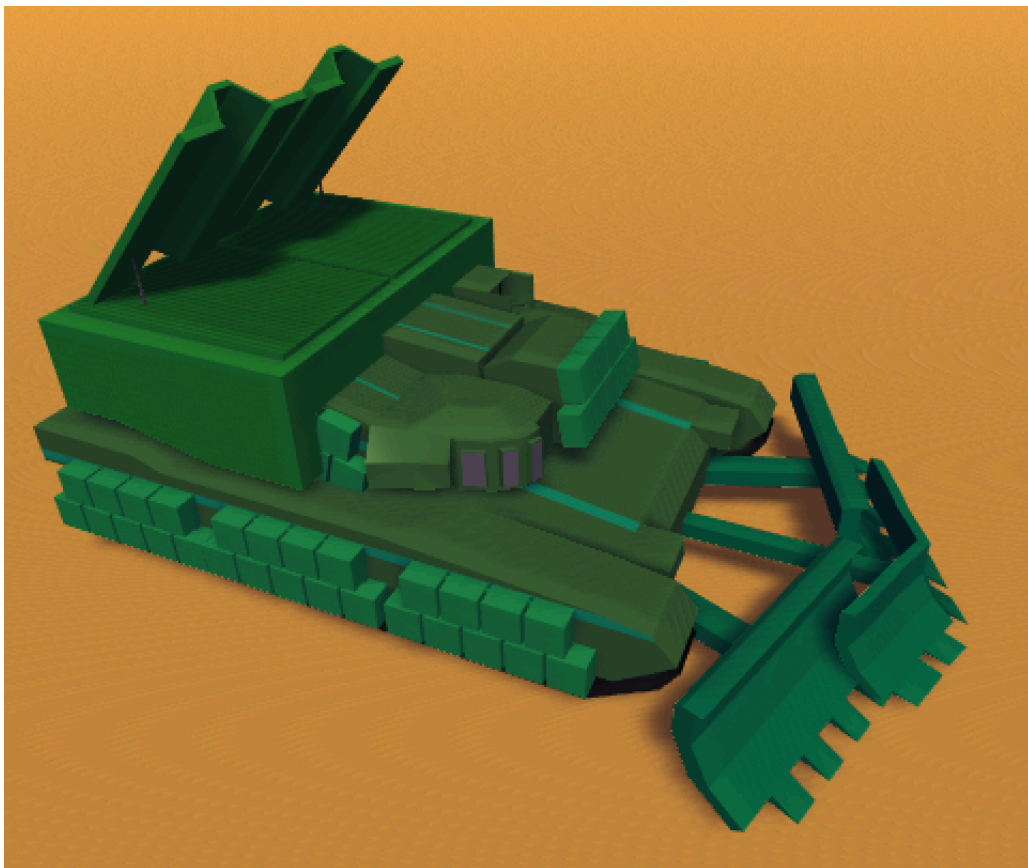
They have no there own color. If you want to change, just change materials color or set new materials. If you do this, you can set suitable color to the vehicles what you want to customize.



(Tank Parts)



(Tank Parts installed)

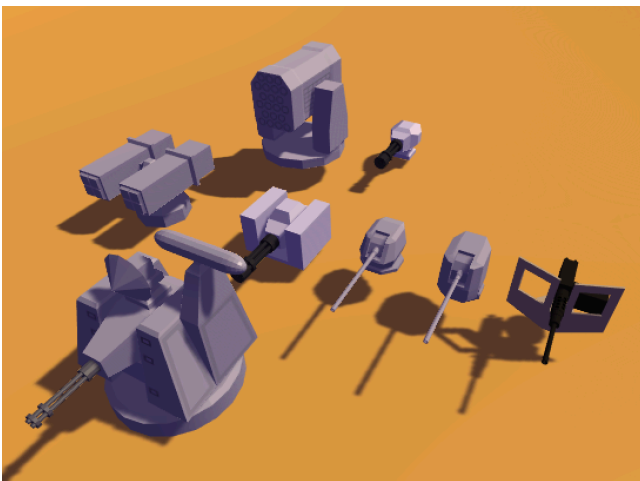


(Tank Parts installed)

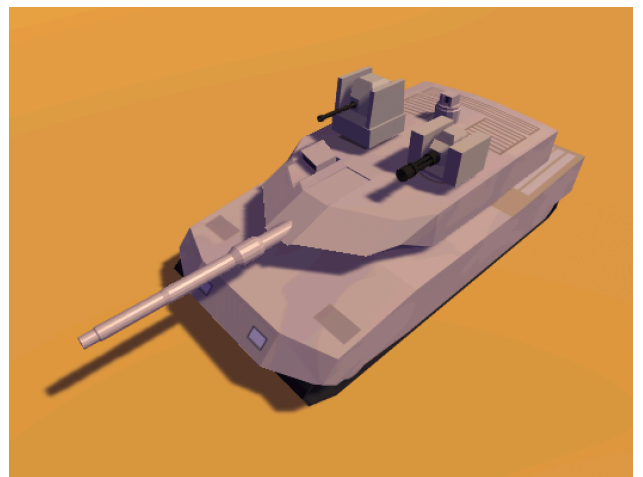
5.Turrets

Many people want to upgrade own vehicles through machine-gun turrets. Machingun on tank, Machingun on APC, etc. and this is look very cool. if you want to look strong your vehicle, using this Turrets. this turret offer strong look to your own vehicles.

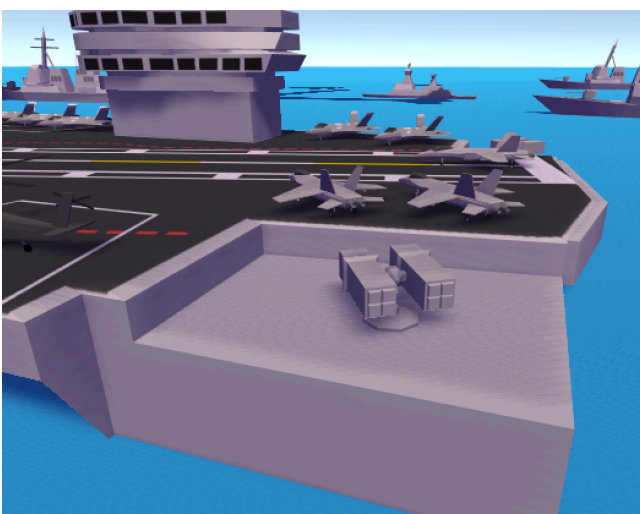
They have no there own color. If you want to change, just change materials color or set new materials. If you do this, you can set suitable color to the vehicles what you want to customize.



(Turrets)



(Turret installed)



(AircraftCarrier installed Turret)



(Destroyer installed Turret)



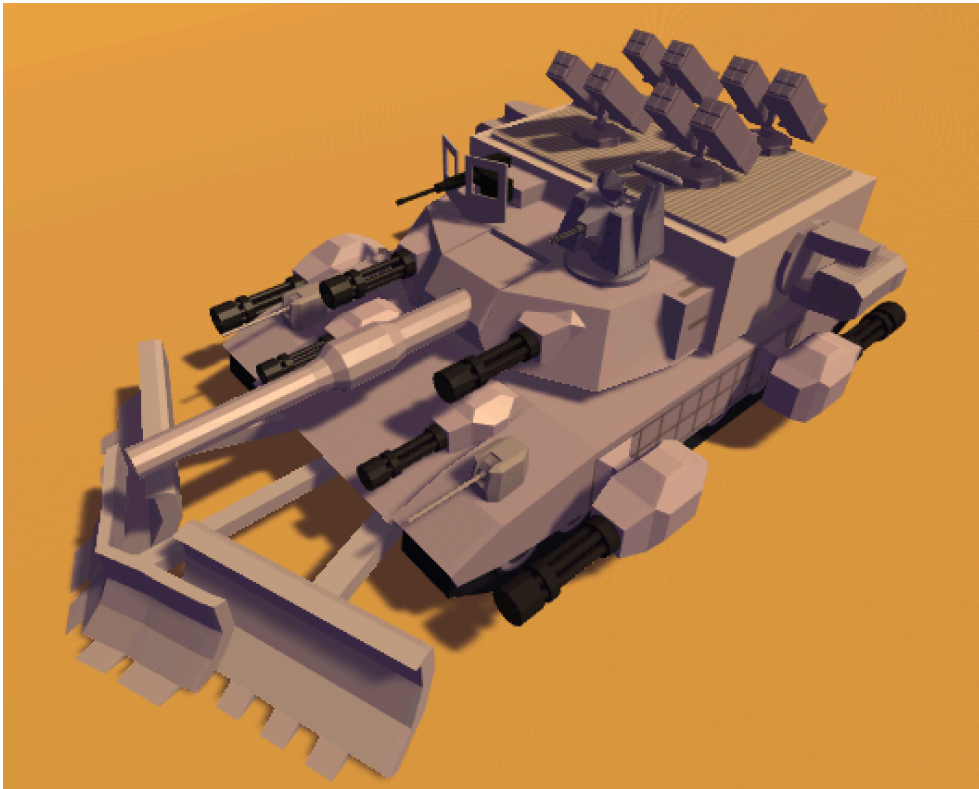
(Chopper Installed Turret)



(APC Installed Turret)



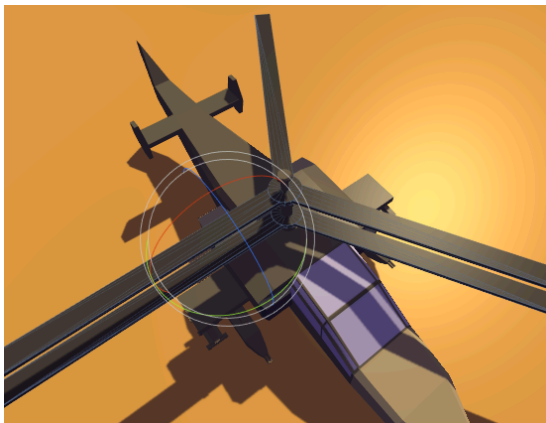
(install your own Parts!!)



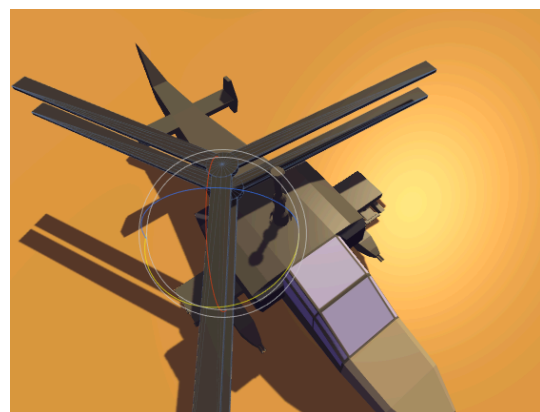
(You can make like this cool machines.)

3. Trouble Shooting

1. Chopper_02 's Moter's pivot point not center position.



(Wrong pivot point)



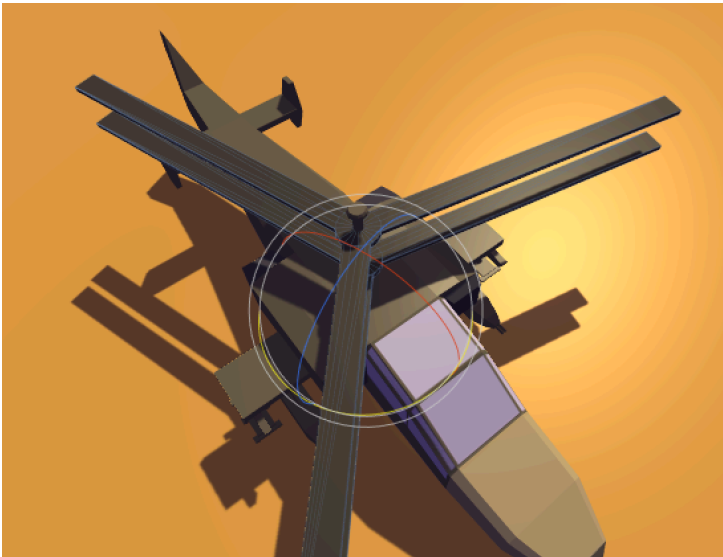
(Wrong rotate methods)

I have no idea why this happened but 3 wing's propeller can't get correct pivot point so need to change object's own pivot point. If you want to rotate

motor, please change center to pivot



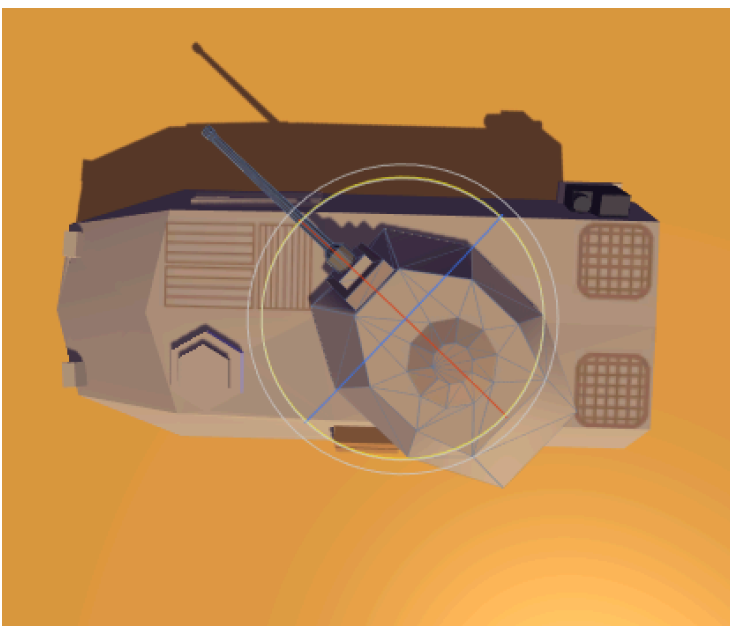
(Change Center to Pivot)



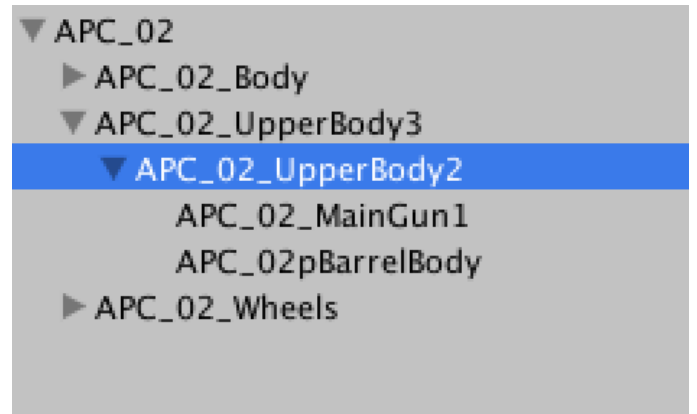
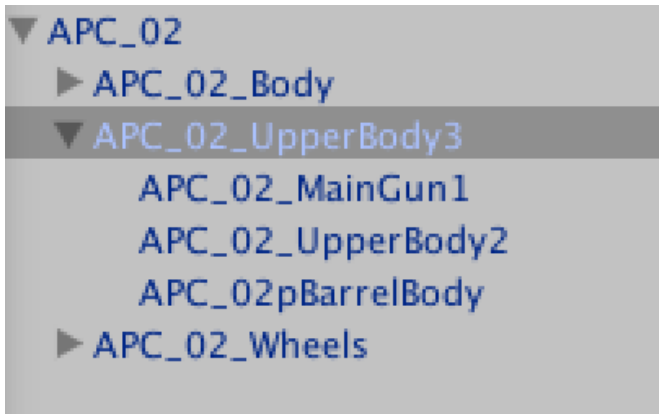
(Correctly rotate)

2. APC, Tank's UpperBody isn't well rotate.

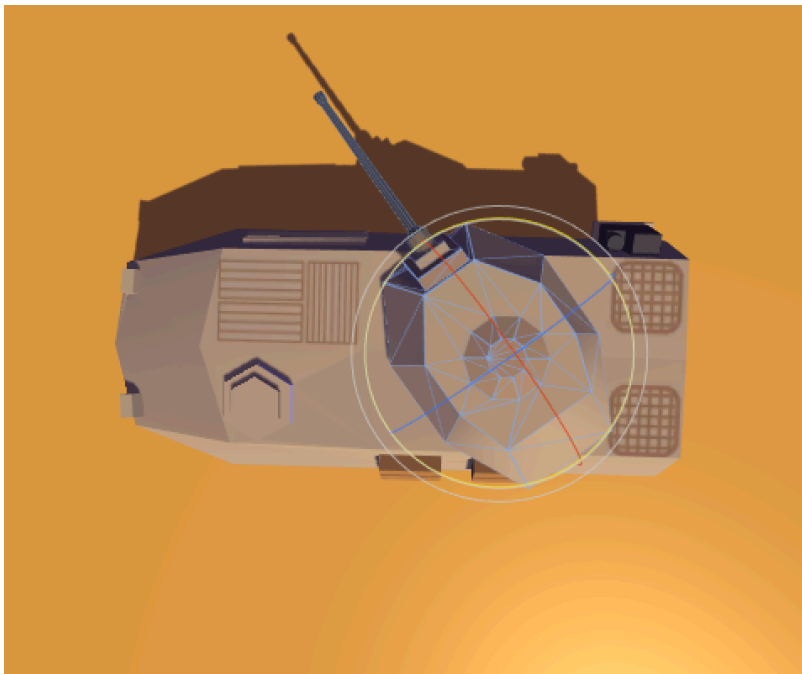
Because of parent's position isn't set to upper bodies position. Change parent to upper body or make your own parent object.



(Wrong rotate point)



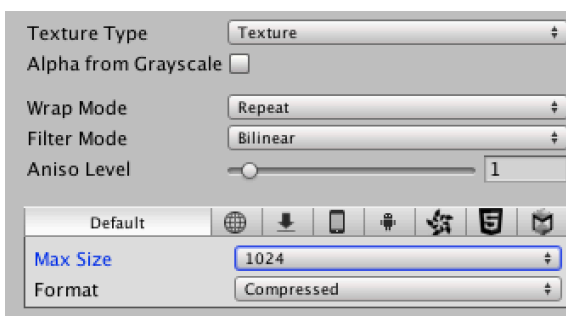
(Change like this (Change relation of inclusion) and rotate APC_02_UpperBody2 object)



(Then, Corretly rotate your object)

3. I want to change texture's resolution.

Click the texture what you want to change and change texture's resolution. all texture's max size is 4096x4096. so, you can adjust to 4096x4096 resolution.



Change MaxSize what you want.