



Thanks for purchasing my Junk Yard: Equines asset pack!

Usage Tips

The asset pack comes with two versions of the model:

- The low poly version is suitable for virtual reality avatars, games and game mods. It uses a 1024x1024 pixel normal map.
- The high poly version is suitable for rendered images and animations. It uses a 4090x4096 pixel normal map.

If you purchased the complete edition, the original sculpts are also included. These can be modified (for personal use only and limited commercial releases—see the licensing agreement) and used to re-bake normal maps onto retopologized geometry.

The shaft and the sheath/balls sections of the models are separate. This allows the models to be mixed and matched. A small amount sculpting may be required to fit the shaft to the new sheath but they are interchangeable.

Flesh Mottling Shader

All versions of the asset packs also include the procedural flesh mottling shader. Because it is procedural, it is only modifiable in Blender, but it can be baked to export into other software.

Here's a brief rundown of the shader.

Color 1: This is the "base" color, or the color that will extend up from the base of the shaft

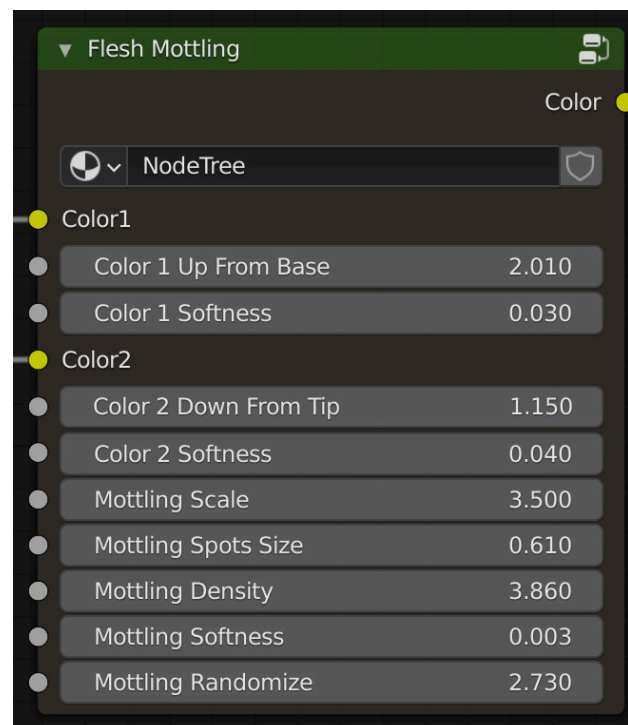
Color 1 Up From Base: how far along the shaft from the base that color 1 will extend. 0 is none, 10 is all the way to the tip (making the shaft all color 1).

Color 2: This is the "tip" color, or the color that will extend down from the tip of the shaft

Color 2 Down From Tip: how far along the shaft from the tip that color 2 will extend. 0 is none, and 10 is all the way to the base (making the shaft all color 2).

Note that color 2 is drawn on top of color one. So if you have both of these turned up all the way, only color 2 will be shown.

Color 1 & 2 softness: Sets how sharp or fuzzy that color's edge is.



These first few settings can be used to fill in the gaps left by the mottling, either near the base or on the tip. For instance, color 2 can be used to “erase” extra small spots near the tip. Likewise, color 1 can be used to fill in extra gaps near the base.

Mottling Scale: The scale of the overall mottling along the length of the shaft. Turning this value up “squeezes” the texture along that axis. Turning it down stretches it. This allows fine-tuning the shape of the noise

Mottling Spots Size: How large or small the individual spots of mottling are

Mottling Density: How much the spots blend together or break apart. Note if the shader seems to be blank (all one color), try adjusting this value to bring the density into a range where there is more mottling.

Mottling Softness: similar to the softness settings above, it sets how sharp or fuzzy the edge is between the colors.

Mottling Randomize: Gives a different random look to the mottling pattern. If the randomize function removes the mottling entirely (making it all one color), adjust the mottling density setting to bring the density into a range where there is more mottling. [Technical note: Blender’s Voronoi texture doesn’t have a seed. This randomize function is achieved by using a 4 dimensional vector, and shifting the noise along its extra W axis. This gives the appearance of randomization as the noise moves through different ‘slices’. As it is shifted, more or less noise becomes visible depending on the local density of the texture at that slice, which is why the density setting sometimes needs to be adjusted to bring the mottling effect into visible range.]

Thanks for purchasing the pack and have fun!
-Pulsar