Texture Pack 8K – Metal Surfaces
Version: 1.0.0
Pipeline Compatibility: Built-in (Standard), URP, HDRP

Overview

Welcome to **Texture Pack 8K – Metal Surfaces**, featuring 17 detailed metal textures at 8K resolution. Perfect for industrial, sci-fi, or architectural projects, these assets support the Built-in pipeline and can be adapted to URP or HDRP. This pack includes a variety of metal finishes—rusted, polished, corrugated, sci-fi panels, and more—to bring high-fidelity realism or stylized flair to your scenes.

Contents

Each material contains up to Base, Normal, Occlusion, Height, Specular/Metallic, and/or Emission maps, depending on its surface characteristics. The included materials are:

1. **Armor Plate**

2. **Corrugated Sheet Metal**

3. **Diamond Plate**

4. **Distressed Metal**

5. **Forged Iron**

6. **Grated Floor**

7. **Metal Floor**

8. **Metal Seawall**

9. **Metal grate**

10. **Oxidized Steel**

11. **Riveted Steel**

12. **Rusted Iron**

13. **Rusty Metal**

14. **Sci-fi Hull Plating**

15. **Sci-fi Panel**

16. **Steel**

17. **Weathered Brass**

Demo Scene

A single "Showcase" demo scene (configured for the Built-in pipeline) is provided for quick previewing of each texture on simple geometric objects. Unlike the previous outdoor-focused packs, **this pack does not include a terrain or free camera**—just a straightforward display of each material so you can quickly evaluate their appearance.

Installation & Usage

1. **Importing the Package**

   ○ Download from the Unity Asset Store.

   ○ In Unity, open **Package Manager** and import the package.

2. **Pipeline Setup**

   ○ **Built-in (Standard)**

      ■ Textures are set up for the Standard Metallic or Specular workflows by default.

      ■ The included showcase demo uses the Built-in pipeline.

   ○ **URP / HDRP**

- Convert each material to URP/HDRP (Lit) shaders if required.

- Use Unity's Render Pipeline conversion wizard (**Window > Rendering**) or manually assign each texture map in the corresponding material slots.

3. **Showcase Demo Scene**

   - **Location:** Look for the "Demo" folder in the package.

   - **Preview Setup:** Each texture is showcased on basic 3D objects (like cubes or spheres) with lighting to highlight surface details.

   - Adjust your Lighting and Post-Processing (if applicable) to match your project's look.

4. **Using the Textures in Your Project**

   - **Drag and Drop:** Drag any of the provided materials from the project window onto your 3D objects.

   - **Customize:** Tweak tiling, normal intensity, metallic/specular values, and emission settings (where applicable) to suit your scene's needs.

Support & Future Updates

For questions or feedback, reach out via the Unity Asset Store. If there is sufficient demand, we may introduce further expansions or pipeline-specific demos in future updates.

Thank you for choosing **Texture Pack 8K – Metal Surfaces**!
 We hope these high-resolution metal textures add depth and realism to your projects. Enjoy creating stunning metallic environments!