

Battle Damage Decal Pack

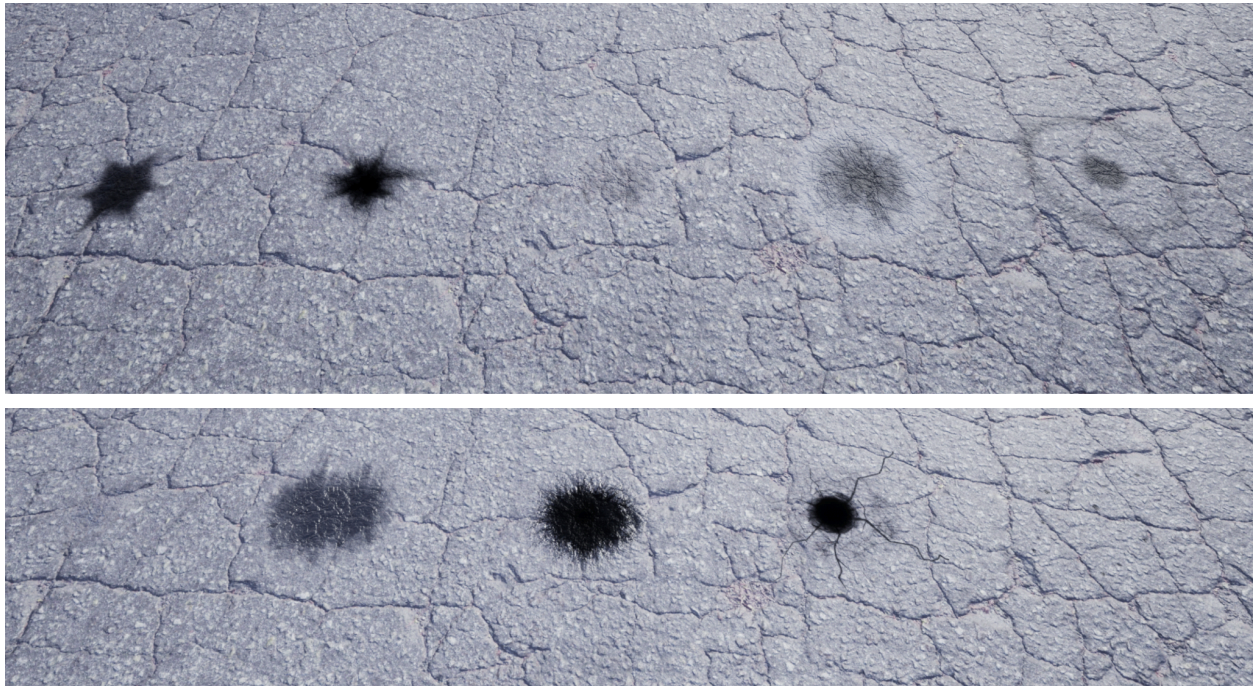
This package contains 80 decals for various types of battle damage on various surfaces. These include, dirt, metal, wood, body armor, snow, sand, asphalt, and concrete.

Decals

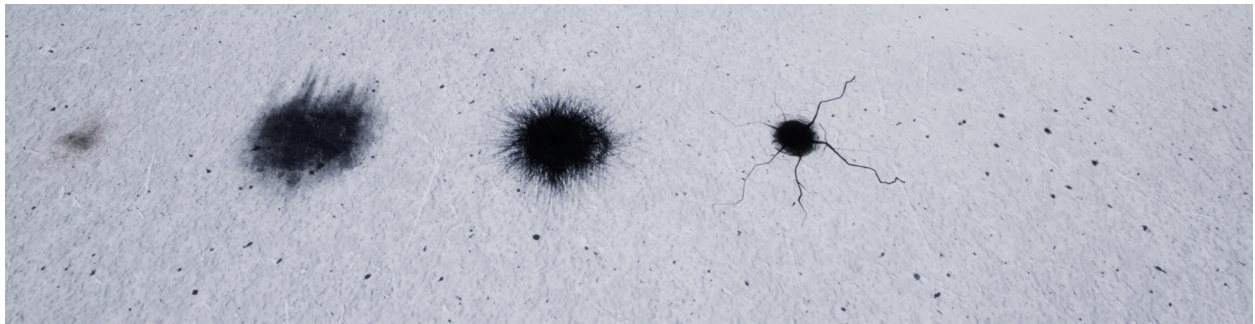
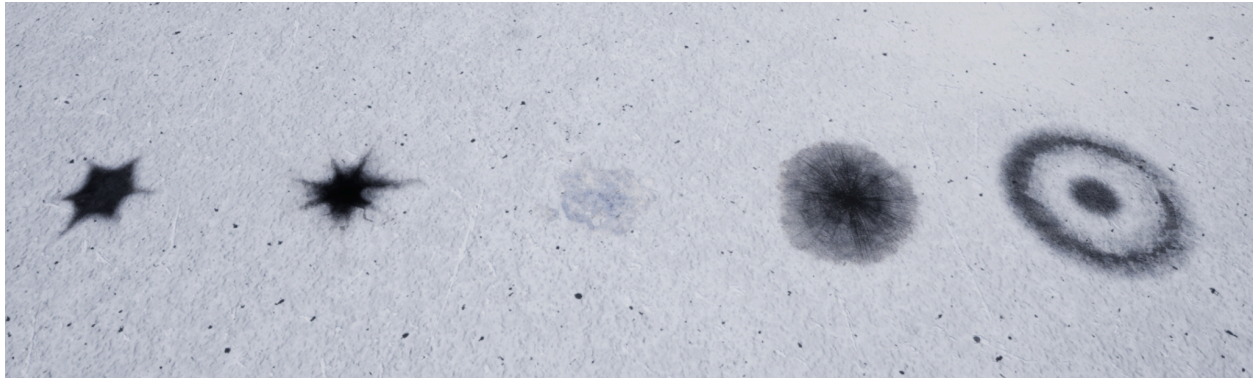
Here are the decals contained in this pack.



Asphalt



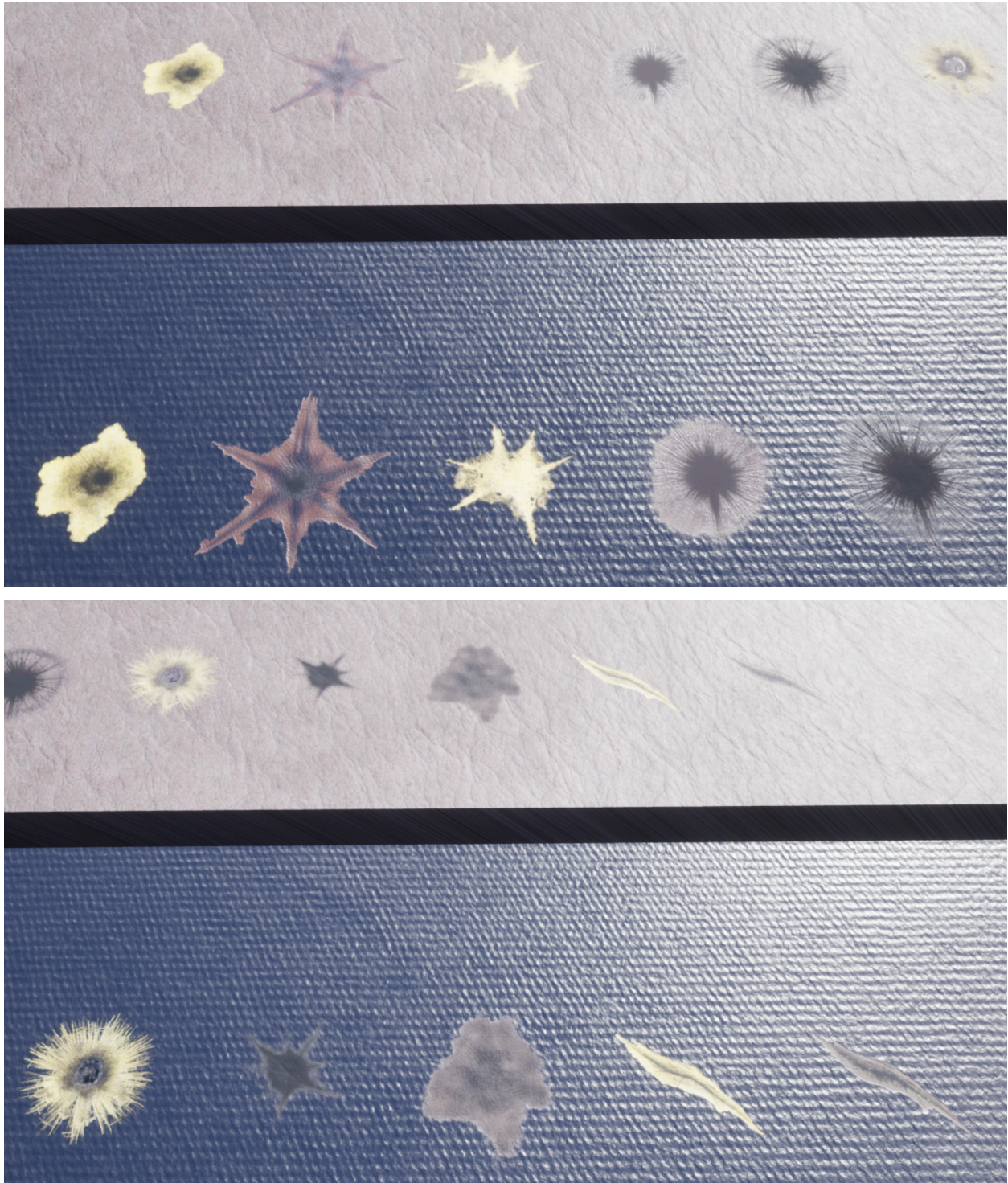
Concrete



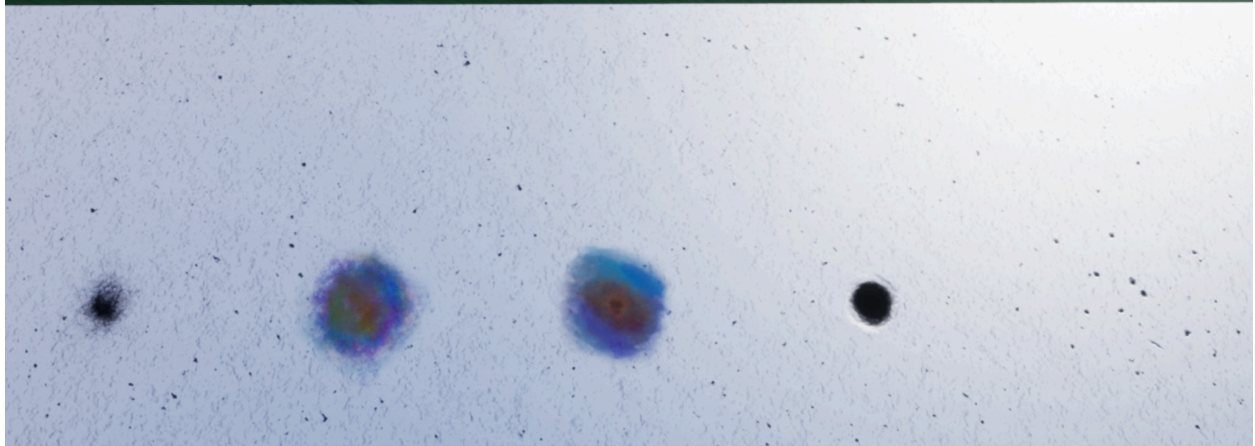
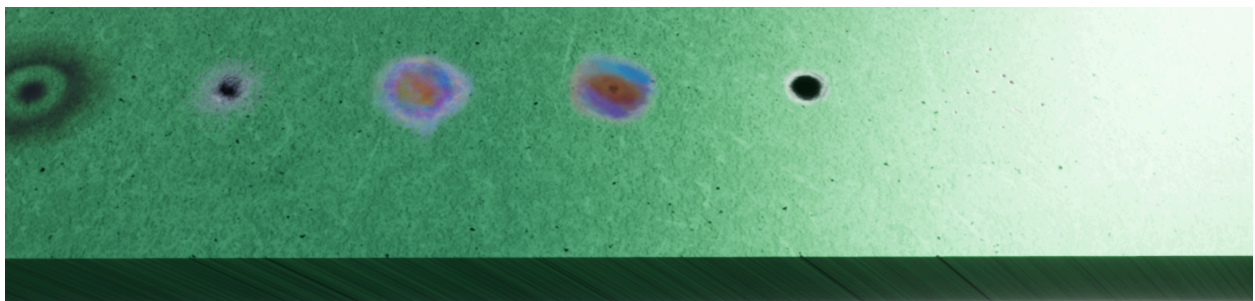
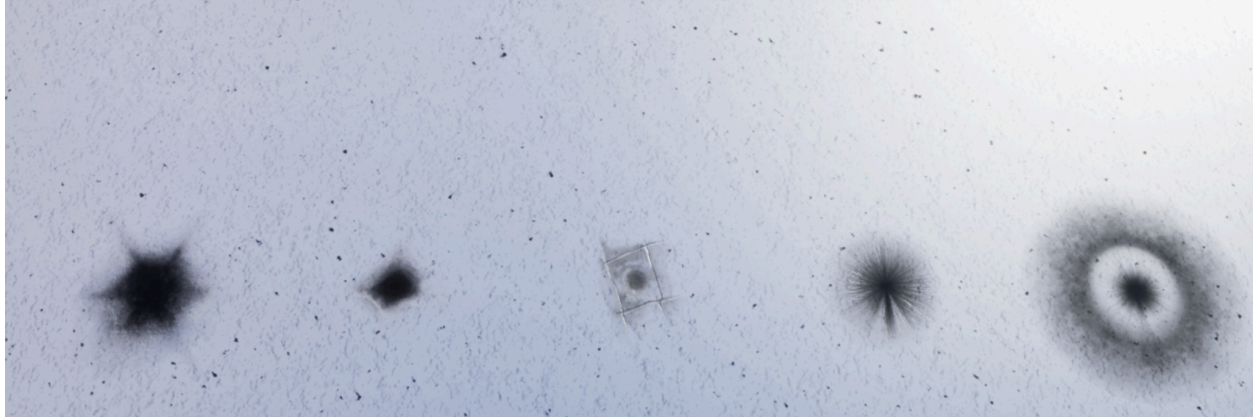
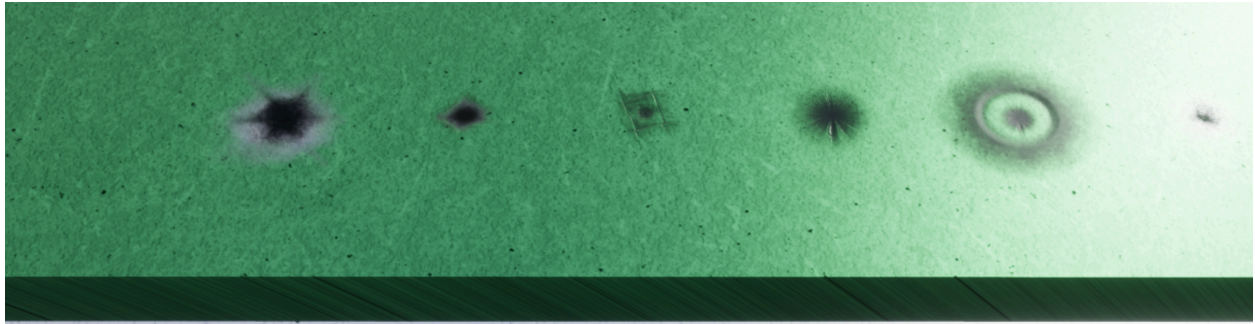
Dirt



Fabric/Leather body armor.



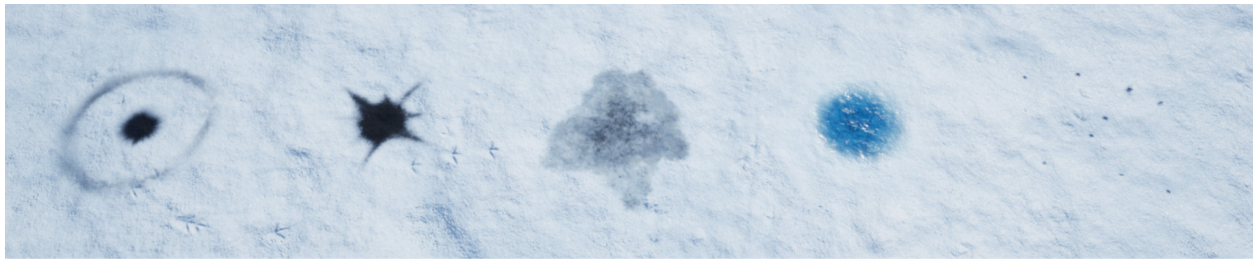
Metal



Sand



Snow

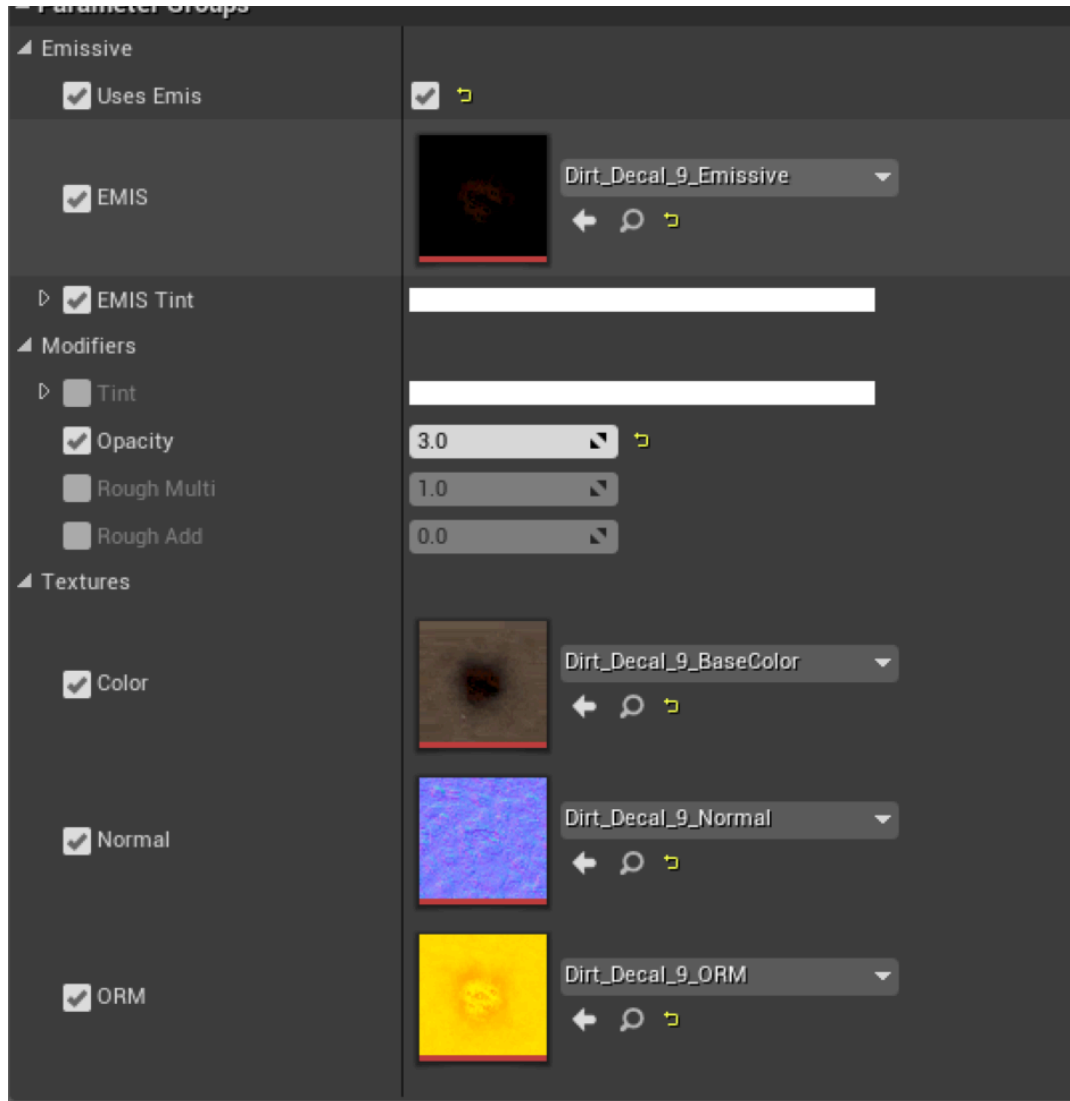


Wood



Materials

There are 93 materials. Three master decal materials (Dbuffer, translucency, and normal only) are used for all decals. Ten demo surface materials (like concrete, metal, wood, etc... for materials to be shown on). And then the last 80 material instances for each decal material. Decal materials have options for overall tinting, various texture maps, and opacity and roughness modifier options.



Here is a summary of all materials for overview

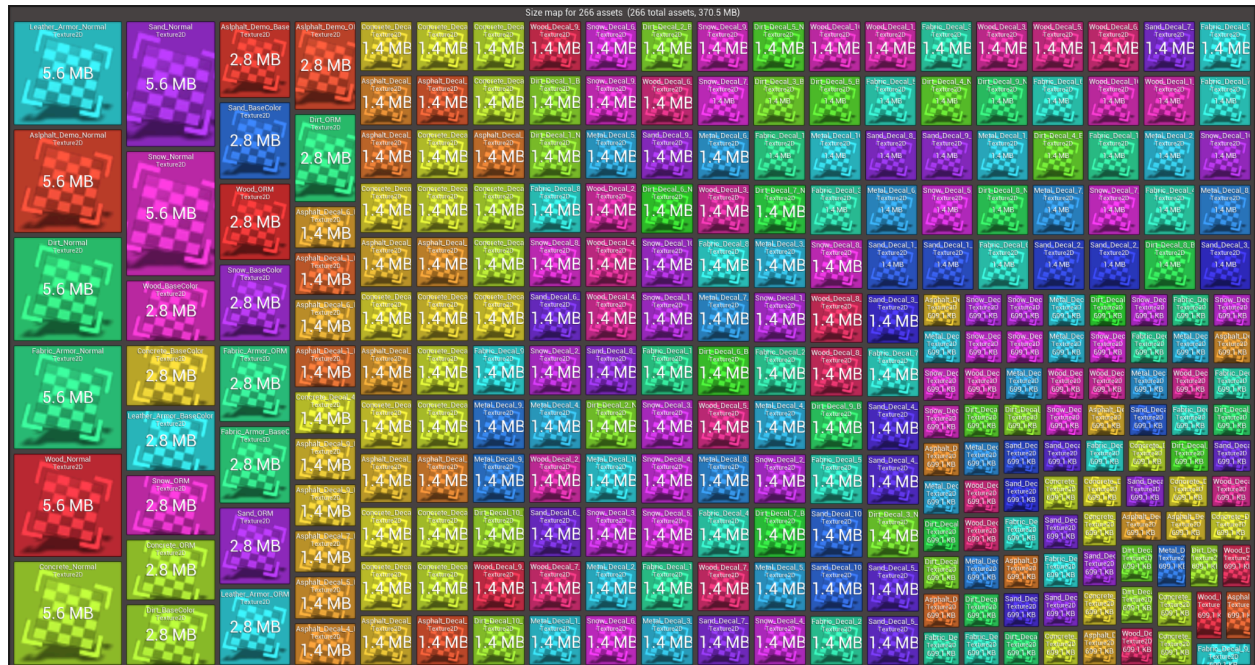


93 items

[View Options](#)

Textures

There are 266 textures. 24 are for the demo surfaces, the remaining 242 are for the decals. Decals are all 1024*1024 while the demo surfaces are 2k by 2k.



Contact Info

Contact me at Pineconedemon@gmail.com or go to my discord channel here where you can chat with others or ask questions. <https://discord.gg/d7paEng>.