

Hello!

Thank you for checking the Documentation for 'Barbarian Pixel Art Axes Pack' and thank you for the purchase (or the future purchase of the pack!)

Included in this pack are the following:

23x Axe Heads (Not just for cutting down trees)

11x Axe Head Back Part (Counterweights? Nah just another smashy part)

16x Handles (Can't swing if you can't hold it)

2x Handle Heads (To keep the axe on the handle.. duh)

7x Handle Head Caps (In case you don't like holes.. Cap it up)

5x Punch (When you need to get up close and personal)

Texture 'Overlay' (You can add this over the base texture to get various effects)

3 Levels for Blood

3 Levels for Damage

3 Levels for Rust

3 Levels for Dirt

3 Levels for Glowing Runes

1 Empty Texture (to easily remove an overlay)

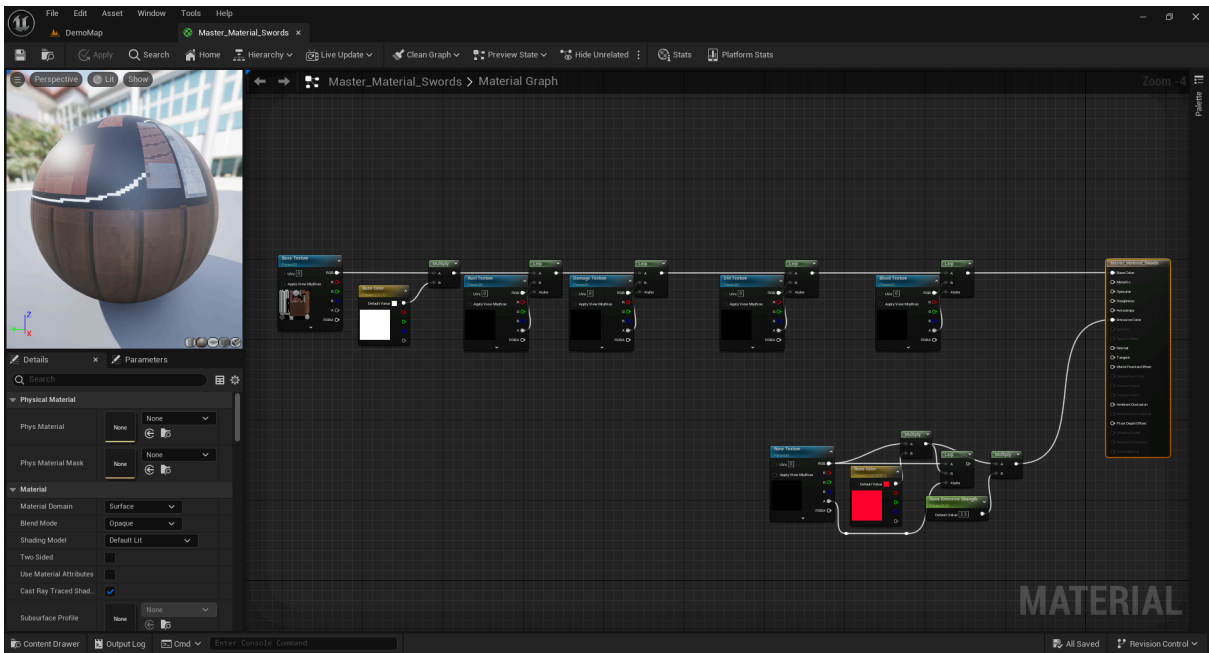
Base Textures:

2 Base textures (Mostly from wood to metal for some bits)

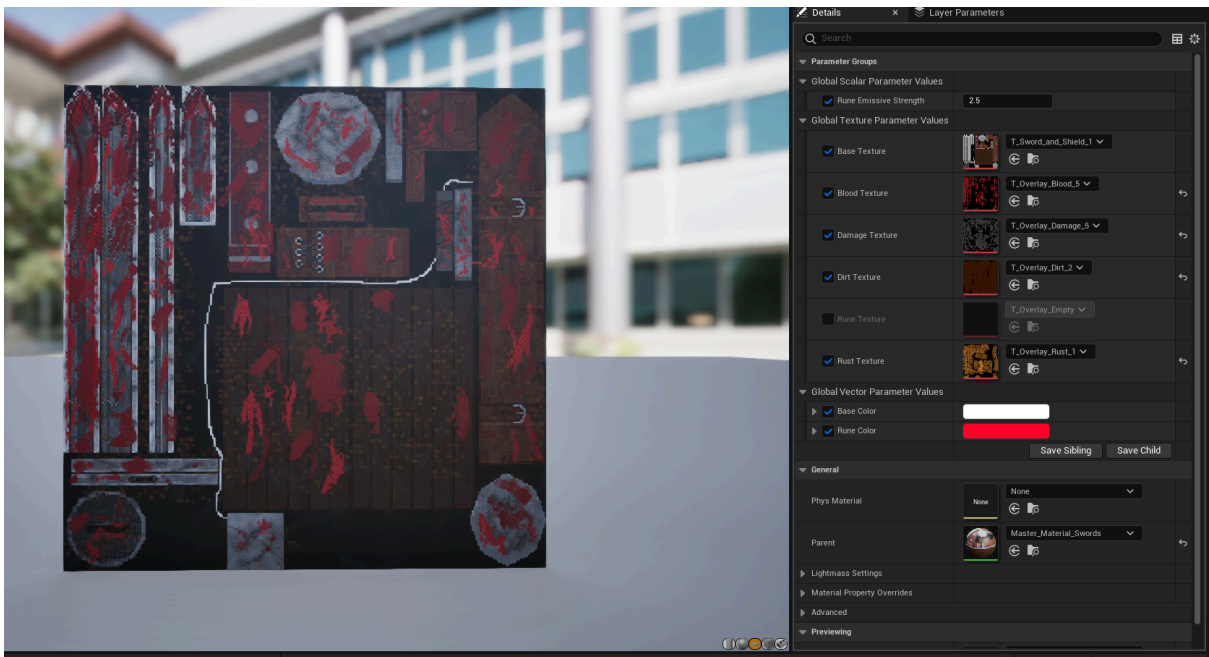
All the models basically use 1 base texture (and it's the same) the UVs are mapped to that one texture. So technically colloring or retexturing depending on needs should be fairly easy. Attempted to make the UV as easy and clean as possible.

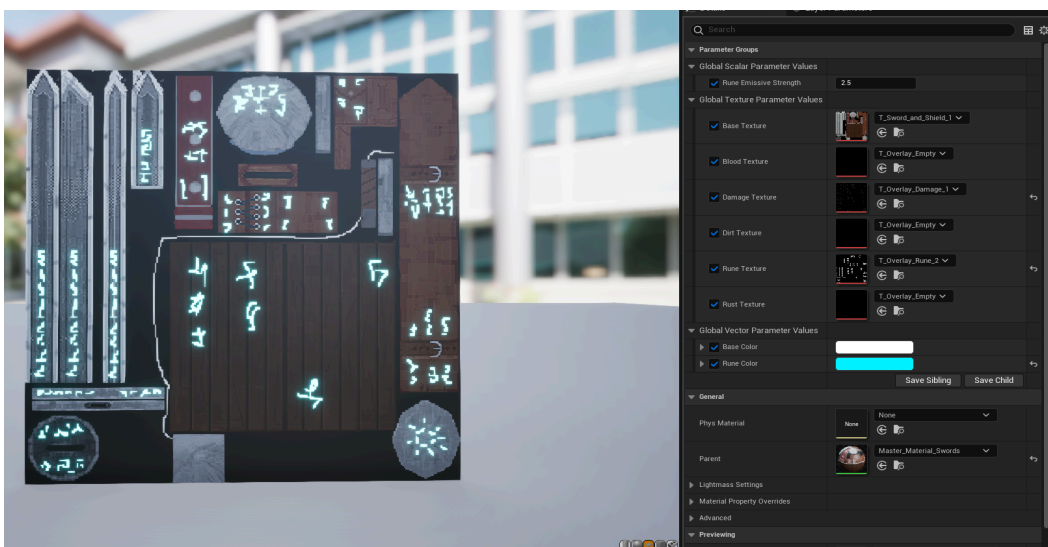
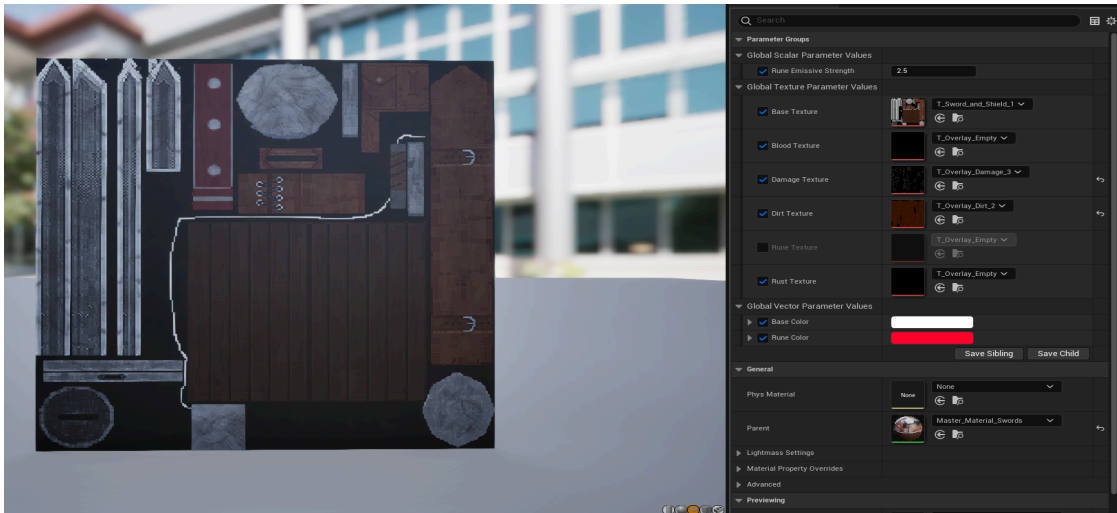
Now, for a bit of a 'tutorial'.

The material is also fairly simple but gets the job done.



Here is an example of a Material Instance (In which the couple example materials have been done)





An Empty texture is also added to easily 'remove' any overlay.

In general, if you want to use the included material, all you'd have to do in the instance is pick and choose the textures wanted (and if you don't want an overlay, pick the 'empty' texture)

Can easily change what you need by picking the texture and slotting it into the texture slot you want. Since the material is already set up. Creating a material instance, slot in the texture, done.

In case you'd want to put that into a blueprint, creating a dynamic material and changing various parameters via blueprint is also doable.

A simple example blueprint is also present which shows how all the bits are put together.

