

The western props documentation

- All models have 1 by 1 UV maps for texture and lightmap. So no overlapping UV's
- Most models will have a texture for Albedo, Metallic, Roughness, Normal and Ambient Occlusion
- Some models are made out of multiple parts like Drawers, Lids and Doors.
Use vertex snap to attach them to each other.
- You can manipulate the materials through the instances but you could manipulate all the instances through the Materials in the Material Folder
- All models are based on the height of the UE4 Manikin (the white robot guy).
- All models have auto generated Collisions
- All models do not use LOD's but you can generate them if necessary through LOD generator in UE4