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Unity PAR46 335 Series LED Spotlight

Version 3.1

Credits

- Unity LED spotlight modeled and textured by Cj24.

Terms of use

- You may modify this modification and redistribute your edited work provided that correct credits are given. Unlocked versions of this modification may only be redistributed if you include a link to the original download.
- You may not convert or port this modification to other games or platforms.

Notes

- Disable the base to pivot and rotate axes options to rotate the parts of the generic version based on their pre-set axes.
- Charger version of the spotlight is optimized for Peralta's 2018 Charger.
- LOD polygon count:
 - L0: 1995
 - L1: 813
 - L2: 350
 - L3: 216

Changelog

- 3.1:
- Higher texture resolution.
 - Fixed emissive texture scale.
 - Added sides to emissive model.
 - Changed emissive texture to 1% opacity, adjusted vertex paint and material order accordingly.
- 3.0:
- Improved housing shape and glass.
 - Improved mount scale.
 - Improved textures.
 - Added emissive.

Files Included

- unity_335_led.yft
- charger18_unity_335_led.yft
- spotlight.dds
- spotlight_s.dds
- spotlight_n.dds
- spotlight_emis.dds
- Readme
- Pictures