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Unity PAR46 Halogen Spotlight

Version   2.0

Credits
- Unity spotlight modeled and textured by Cj24.

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: 2110
    - L1: 803
    - L2: 322
    - L3: 196

Files Included
- unity_halogen.yft
- charger18_unity_halogen.yft
- spotlight.dds
- spotlight_s.dds
- spotlight_n.dds
- spotlight_emis.dds
- Readme
- Pictures