Maps

PBR - Specular - Mobile
_NRM_DirectX
_NRM_OpenGL

Depends on your engine you can use either DirectX Normal or OpenGL Normal. The difference is only the green channel is invert.

PBR

PNG RGB
_Albedo
_Metallic
_Roughness

TGA RGBA (Alpha Channel)
_Metallic_Roughness
_Metallic_Gloss

Use Metallic and Roughness Texture or Metallic Texture with Roughness or Gloss in Alpha Channel.

Specular

PNG RGB
_Diffuse
_Gloss
_Specular

TGA RGBA (Alpha Channel)
_Specular_Gloss

Use Specular and Gloss Texture or Specular Texture with Gloss in Alpha Channel.

Mobile

PNG RGB
_Mobile

The mobile texure is a diffuse only texture with baked light, normal and reflection information inside. It works with additional normal map applied or without if you want to save memory.

Highly recommend for mobile usage.

With all the maps for PBR and Specular you can create your own diffuse only mobile texture, if you not happy with the brebaked lights for example in Substance Painter.

Prefab

Materials for PBR, Specular or Mobile is setup.

Drag and Drop the prefabs into your scene

_PBR
_Specular
_Mobile

Delete materials and prefabs you do not use.

LOD

Level of Detail is setup in the folder prefab/LOD with LOD group.

Texture Size
Origin texture size are saved in 4096x4096.

Recommend texture size is 2048x2048 or 1024x1024.

For mobile 512x512 pixels are possible.

Texture Compression
To save texture memory use these compressions

DX1 for RGB texture

DX5 for RGBA texture.

DX1 Normal Map if texture is size down to 1024x1024 or 512x512 pixels.

A8R8G8B8 for 4096x4096 or 2048x2048 pixel texture.

Unity Texture

In Unity the texture can size down by overide at the texture import inspector.

Also the compression can be change. It is possible to use crunched compression, which save even more memory than regular compression.

Recommend to use crunched DX1 for RGB and crunched DX5 for RGBA texture with 100 percent quality. It is possible to go even down to 50 percent.

More Information read the Unity Texture Documentation.