PBR Space Station

Brief intro

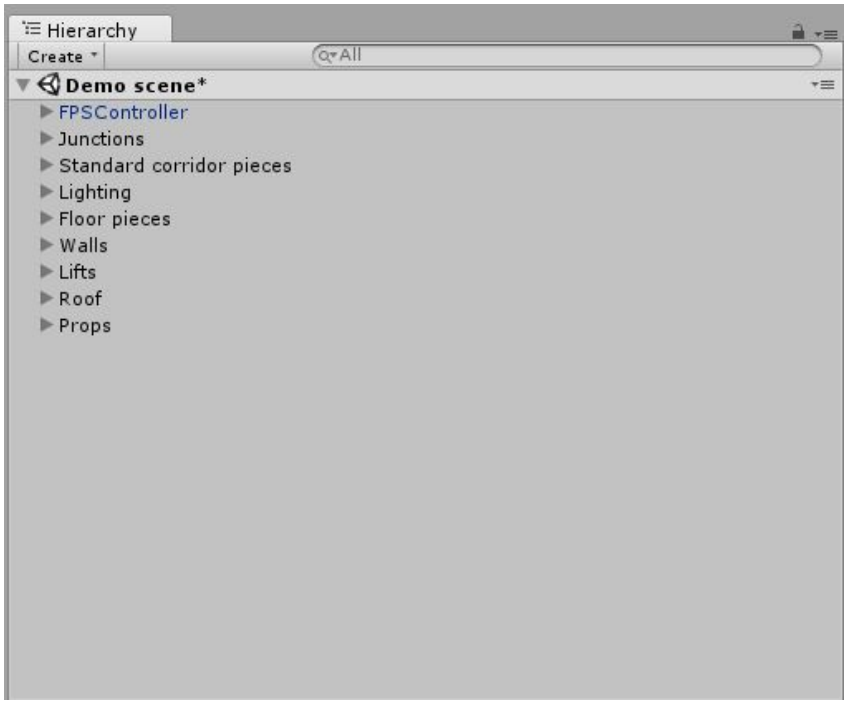
This pack is built modularly to make it easy to construct your own Space Station out of the prefabs provided. Below we have included links to the appropriate pages on setting up lighting for anyone unsure. Further down the document we have included details on how to properly build your levels using this pack.

So what's in the pack?

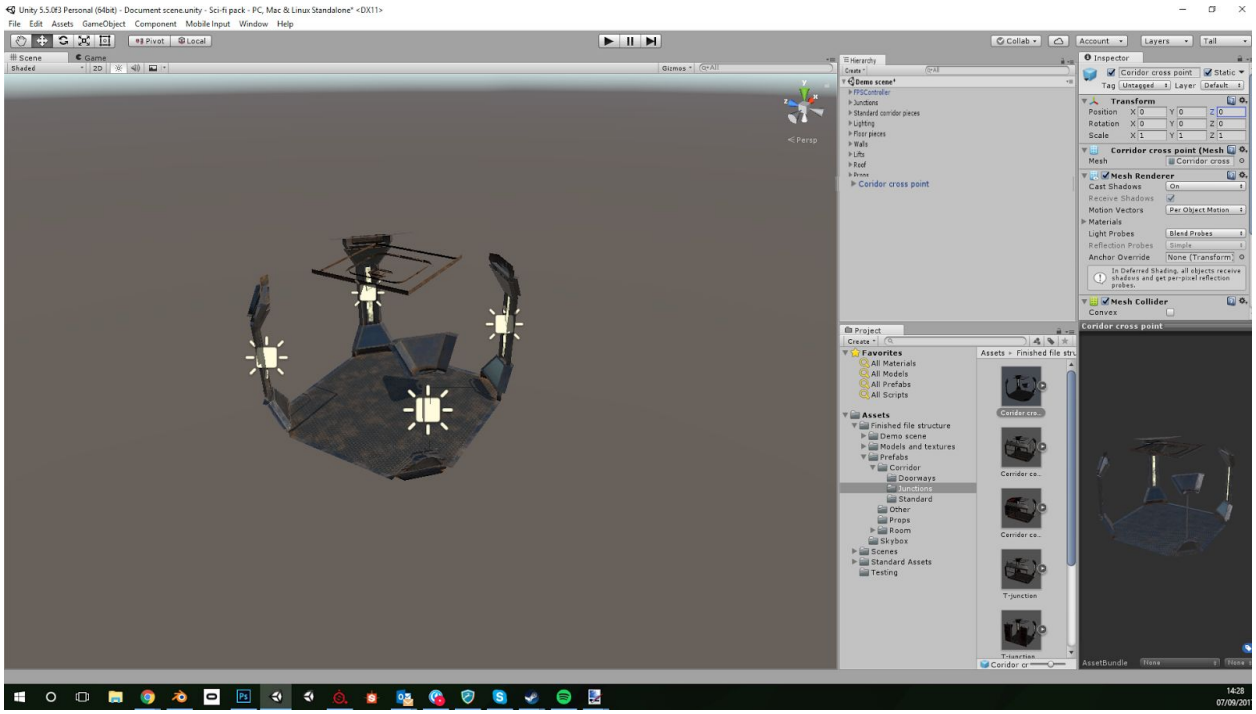
- 17 props
- 38 structural components (Composed of a variety of sub-models)
- 1 Space skybox

How to build a Space station

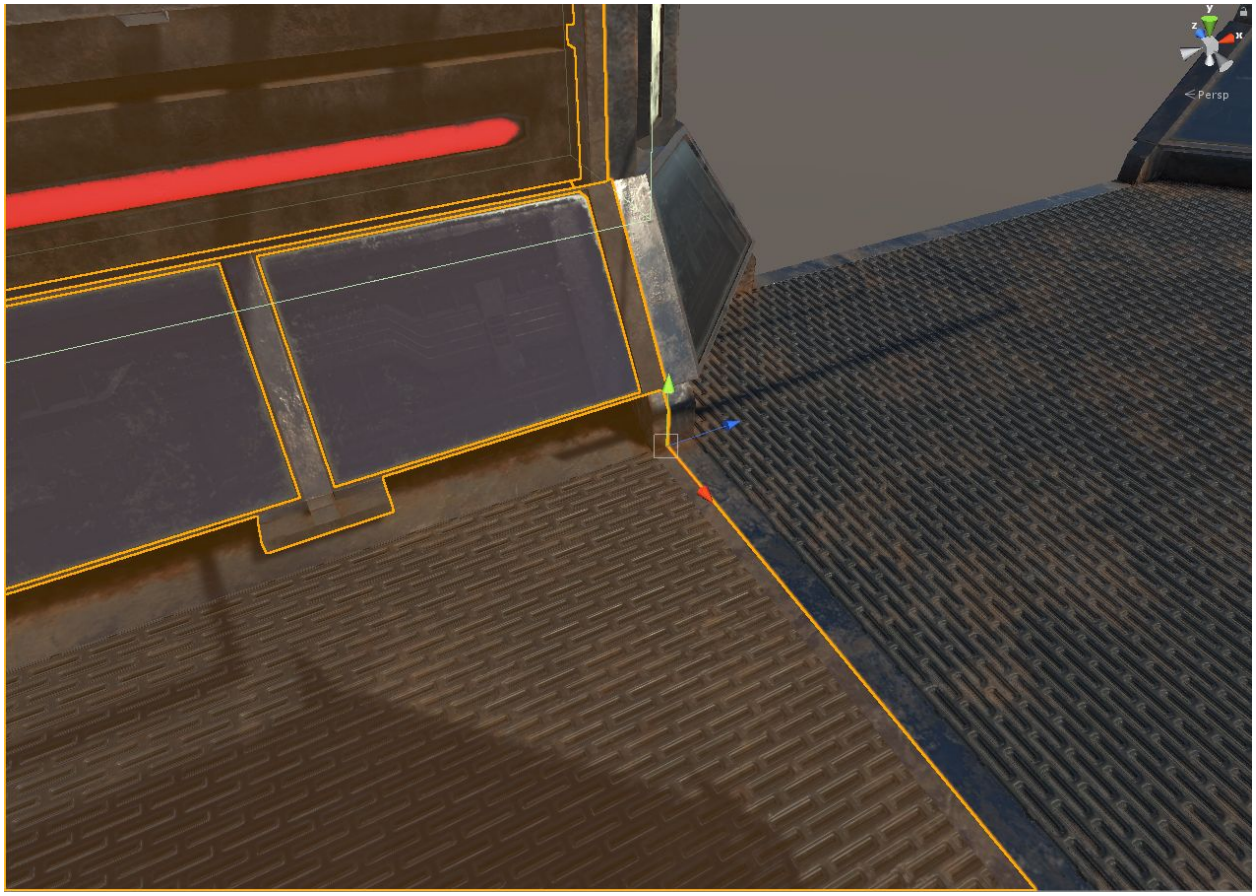
1. The first step is setting up your scene correctly. This is achieved by organizing all of the assets you're going to use into categories. To order your scene in this way create game objects and name them appropriately then you can place all of your relevant objects in your set categories. This step is more of a best practice to avoid a cluttered Hierarchy.



2. The next step is dropping in a corridor cross piece prefab at position 0,0,0. This prefab is junction piece and the most sensible option for the centre of your station. The prefab can be found under Prefabs, Corridor, Junctions.



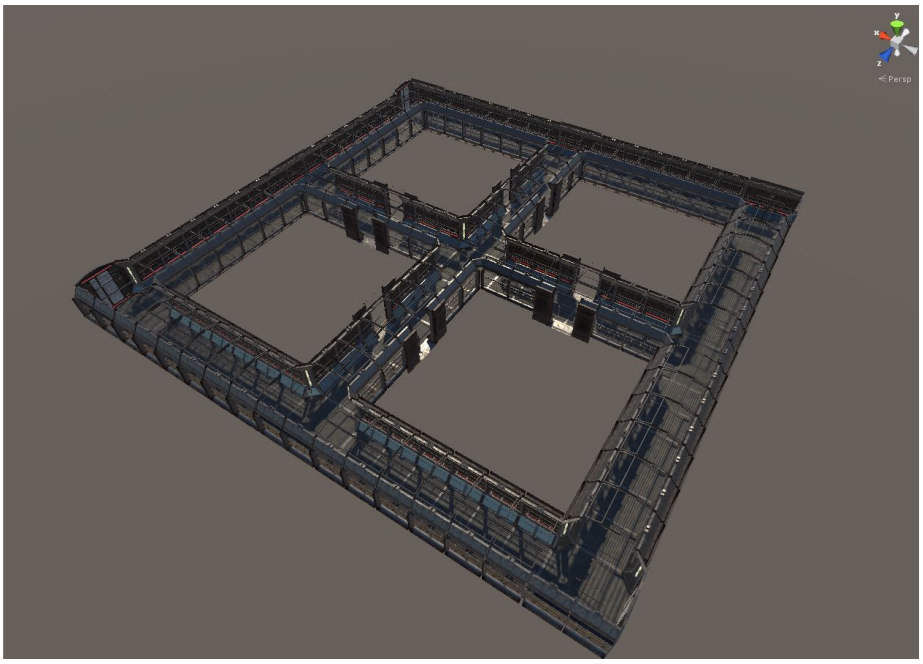
3. After setting up your anchor location you can begin building out your scene first with the corridors. The corridor pieces can be found in the doorways and standard folders under Prefabs, Corridor. As shown below this paragraph in the first image. The second image shows the vertices that you need to snap together to get a perfect connection between corridor pieces. (Hold “V” to snap). Another important thing to note is that you must use standard pieces in multiples of 2 so as you can see from the first image there is six standard corridor pieces attached in every direction.

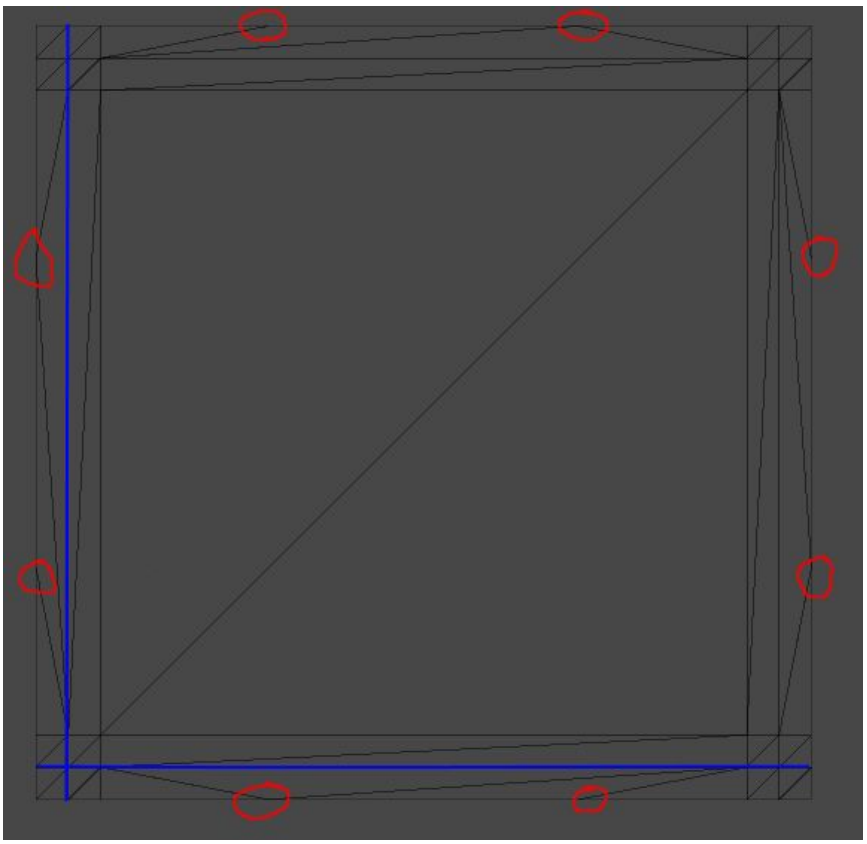


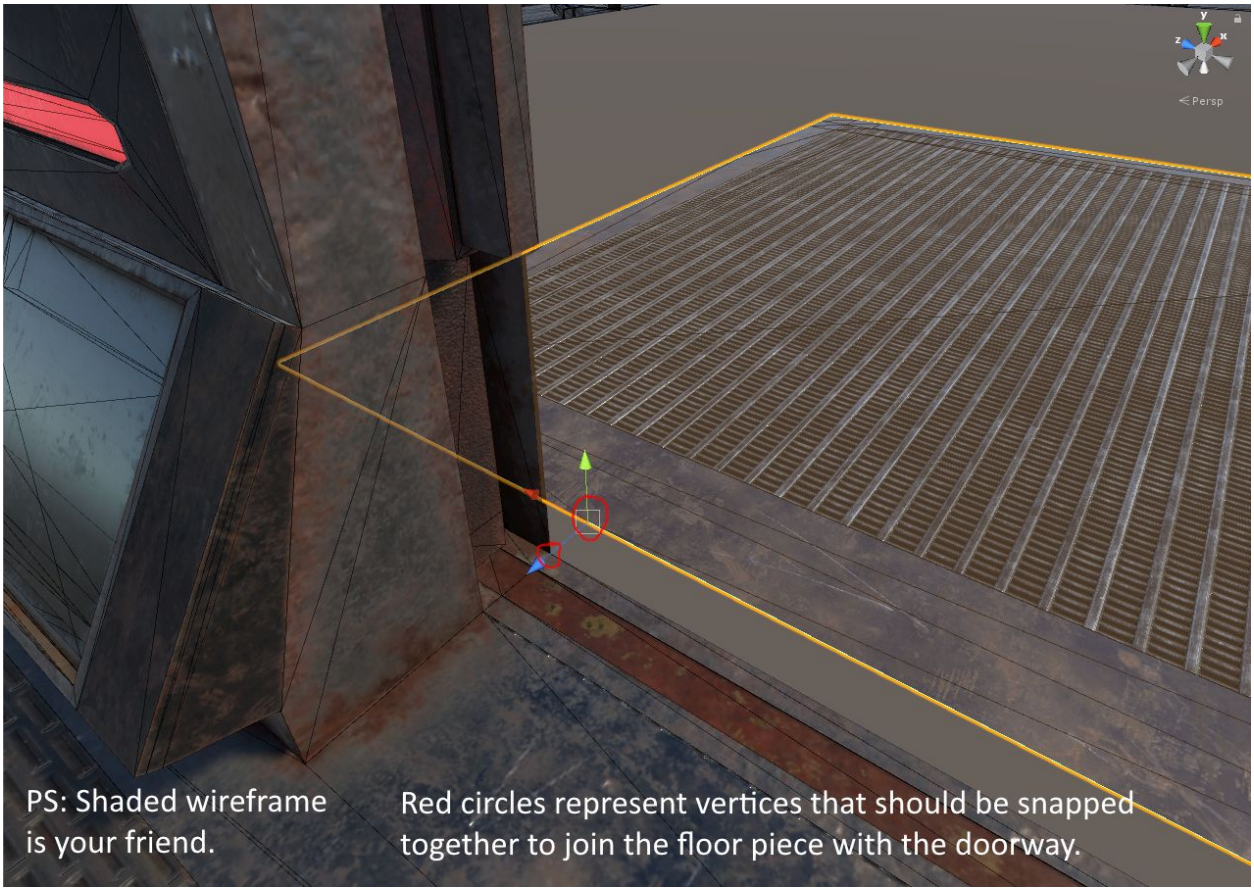
4.Once you have setup the corridors you want to use you can begin adding rooms. To do this navigate to prefabs, Room and you'll find three folders Floor pieces, Roof pieces and Wall pieces. The correct order for building a room using this pack is build the floor then the walls then the roof. The first picture below is just an example of what what you could have built before you start room pieces.

One of the first things you will notice when you open the floor pieces folder is that they all look very similar. They are in fact a series of the same design to allow you to place walls into the room in whatever way you want. The second image below outlines the design of the floor pieces. The red circles show the vertices that you would use to snap the pieces to a doorway. The blue lines in that image show the edges you would snap a wall too if it was a corner piece. The third image down shows what a vertices you need to join with doorway to connect them properly. When snapping together modular pieces using shaded wireframe mode will make your life considerably easier. The floor has been designed so the grate in the middle should never be

in contact with the wall pieces. For more details on how to go about this correctly have a look at the demo scene you will see the floor pieces have been laid out in a way which allows there to always be a border around the outside. Wall pieces will always run along that middle square on the floor and the roof pieces follow a similar rule. Again refer to the demo scene as an example of how walls and roof pieces should be attached.







For further information please refer to the video: https://youtu.be/KBcmIFXCMSU

Lighting

If you are unsure or unfamiliar with the unity lighting system we recommend you read through the pages on the links below.

- https://unity3d.com/learn/tutorials/topics/graphics/introduction-lighting-and-rendering
- https://docs.unity3d.com/Manual/LightingInUnity.html

Navigation basics

If you are unsure or unfamiliar with the unity navigation system we recommend you read through the pages on the link below.

- https://unity3d.com/learn/tutorials/topics/navigation/navigation-overview

Any problems please don't hesitate to email us at sunsuitestudio@gmail.com

Thanks for buying the pack!