

House Pack: Furniture v1.1

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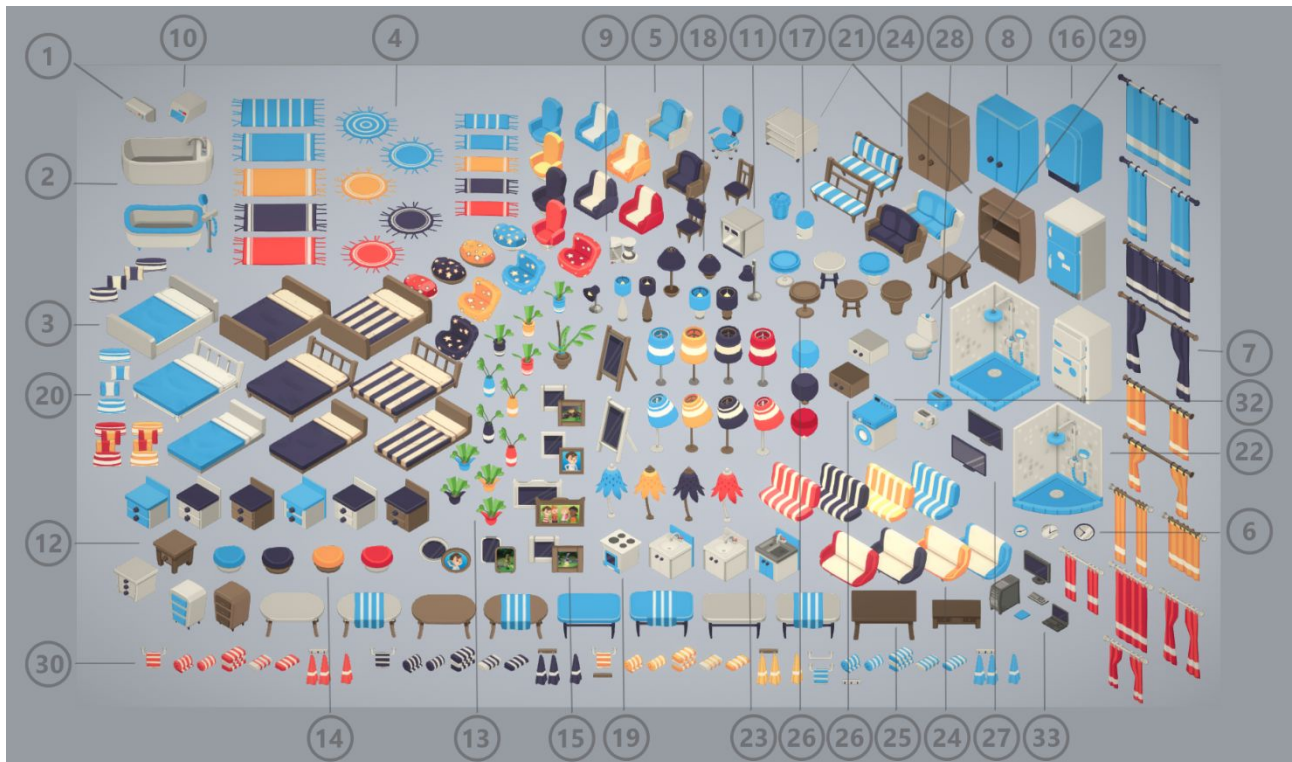
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Description

This furniture package have been carefully designed to help you fit up cute complete households with many furniture, household appliances and electronical devices from washing machines to wall clocks. Every asset that have hatches or doors can be opened and they have premade opening animations so you could easily start to use them in your projects. Overall this pack have 33 categories, over 100 different looking assets and 276 prefabs ready to use!

Details



- Complete asset listing with polycount:
 1. 1 air conditioner (452 tris, 232 verts)
 2. 2 bath tubs (1198-1768 tris, 622-962 verts)
 3. 3 beds (434-590 tris, 270-377 verts)
 4. 3 carpets (366-722 tris, 204-418 verts)
 5. 6 chairs (456-2368 tris, 230-1238 verts)
 6. 3 wall clocks (95-243 tris, 60-136 verts)
 7. 12 curtains (80-944 tris, 42-502 verts)



8. 1 closet (750 tris, 436 verts)
9. 1 coffee maker (855 tris, 450 verts)
10. 1 oven cooker hood (338 tris, 185 verts)
11. 1 dishwasher (1296 tris, 801 verts)
12. 5 drawers (168-544 tris, 94-312 verts)
13. 4 flower vases (566-1036 tris, 306-557 verts)
14. 1 footrest (720 tris, 362 verts)
15. 7 frames for walls and ground (82-758 tris, 48-428 verts)
16. 3 fridges (1224-1702 tris, 739-958 verts)
17. 2 garbage cans (804-896 tris, 412-455 verts)
18. 9 lamps for ground and on tables (520-1106 tris, 286-561 verts)
19. 1 oven (1414 tris, 834 verts)
20. 4 pillows (284-536 tris, 144-270 verts)
21. 2 shelves (464-528 tris, 262-316 verts)
22. 2 showers (1348-1356 tris, 723 verts)
23. 2 sinks (1020-1058 tris, 564-575 verts)
24. 4 sofas (1030-1870 tris, 529-954 verts)
25. 4 tables (562-910 tris, 312-505 verts)
26. 5 small tables (480-920 tris, 249-519 verts)
27. 1 television (300 tris, 161 verts)
28. 1 toaster (506 tris, 276 verts)
29. 1 toilet (1698 tris, 856 verts)
30. 10 towels, includes towel holder and towel bar (164-874 tris, 96-443 verts)
31. 1 upper cabinet for kitchens (256 tris, 144 verts)
32. 1 washing machine (940 tris, 496 verts)
33. 2 computers, includes a keyboard, a mouse, a screen and a laptop (80-529 tris, 42-276 verts)

- Most of the objects have multiple color variations.
- As a bonus this package also contains 10 pieces of walls that are used to build 4 pre-made rooms. Room floors, roof and walls have 4-6 texture variations.
- 2 showcase demo scenes. "Demoscene_AllProps" demo scene presents all the furniture and devices aligned on a grid. "Demoscene_DemoRooms" shows how you could use this package contains on your projects.
- Mobile friendly prefabs versions can be found with *Mobile_* prefix and materials with *_low* suffix.

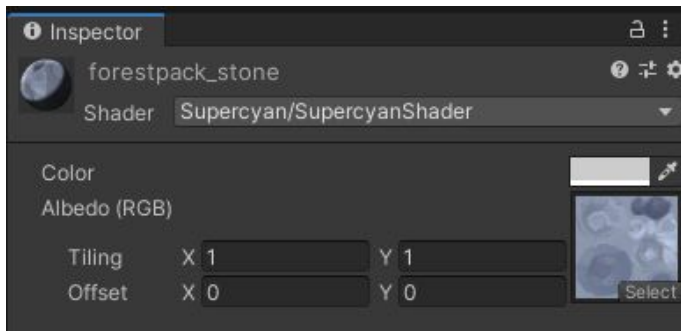
Technical details

- All props and prop variations have game ready prefabs.
- No prop has more than 2400 triangles or 1240 vertices. By average a prop range around 800 triangles and 450 vertices.
- All the prefabs have custom modeled mesh colliders for the best performance and collision accuracy.
- All furniture prefabs also have LOD Group Component
- Texture size is 1024 in all props. No transparent textures or backface-culling used in models. This makes assets low poly and mobile friendly. Each texture has a Photoshop .PSD file included for further editing purposes.
- Pack uses a custom made Supercyan Shader in all character materials. In the pack version 1.1.0 this shader replaces older "CelShader". HDRP and URP/LWRP are not supported.



- Older Supercyan “CelShader” shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- Models FBX versions are between 2011 and 2018. Older versions can be provided on request.

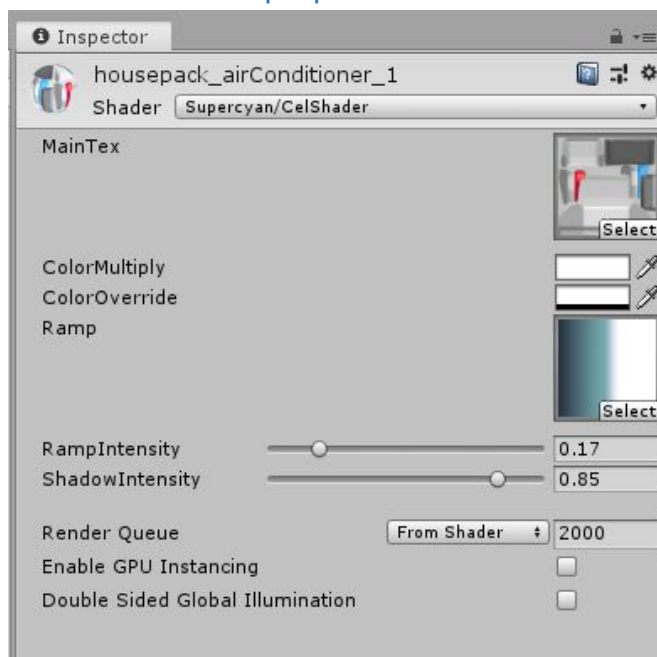
Supercyan Shader properties



Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture

Legacy CelShader shader properties



MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency



Support

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You can also find us at: <https://twitter.com/supercyanassets>

Our website: <https://www.supercyanassets.com>