Grand Victorian Interiors
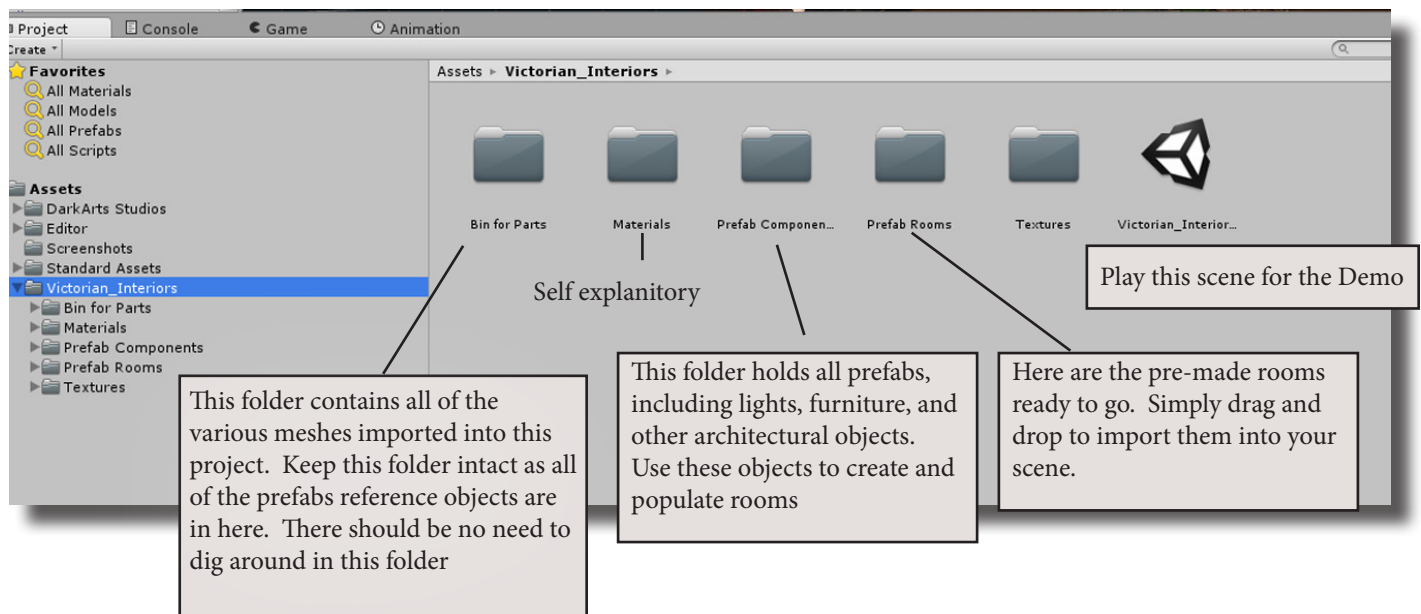
User's Manual

Folder Organization

Once inside the Victorian Interiors folder the following assets are visible:

Self explanitory

Play this scene for the Demo

This folder contains all of the various meshes imported into this project. Keep this folder intact as all of the prefabs reference objects are in here. There should be no need to dig around in this folder

This folder holds all prefabs, including lights, furniture, and other architectural objects. Use these objects to create and populate rooms

Here are the pre-made rooms ready to go. Simply drag and drop to import them into your scene.

Playing the Demo scene

Before playing the Demo scene it is important to import the Unity Standard Assets. This is because the Victorian Interiors Scene is scaled for use with the FPSController prefab. Once the scene is loaded make sure to select the FPS controller and give it the "player" tag in the object inspector display. This will allow the doors in the scene to operate

Demo Scene Notes:

Victorian Design is complex and visually dense. In order to have this design esthetic in-game I have created a lot of textures and materials as well as meshes. This means that each room in the demo makes a lot of work for the computer to render. In order to streamline rendering the User will need to clearly define the game levels and bake out lightmaps for each one. The Demo scene does not use lightmaps and the frame rates reflect that. In addition, level management will be needed to limit the number of assets on-screen as the player moves around the scene.

For this Demo scene I created two simple scripts that toggle the rooms on and off as the player moves around the environment. The zones that toggle the rooms (and the associated scripts) are located in the "Room Controllers" group in the scene hierarchy. The first script is called "Starting Room" and the second script is called "Room Toggle". The Starting room script is used for the room the player spawns in as it ensures the room is activated on start. The rest of the rooms use the "Room Toggle" Script.
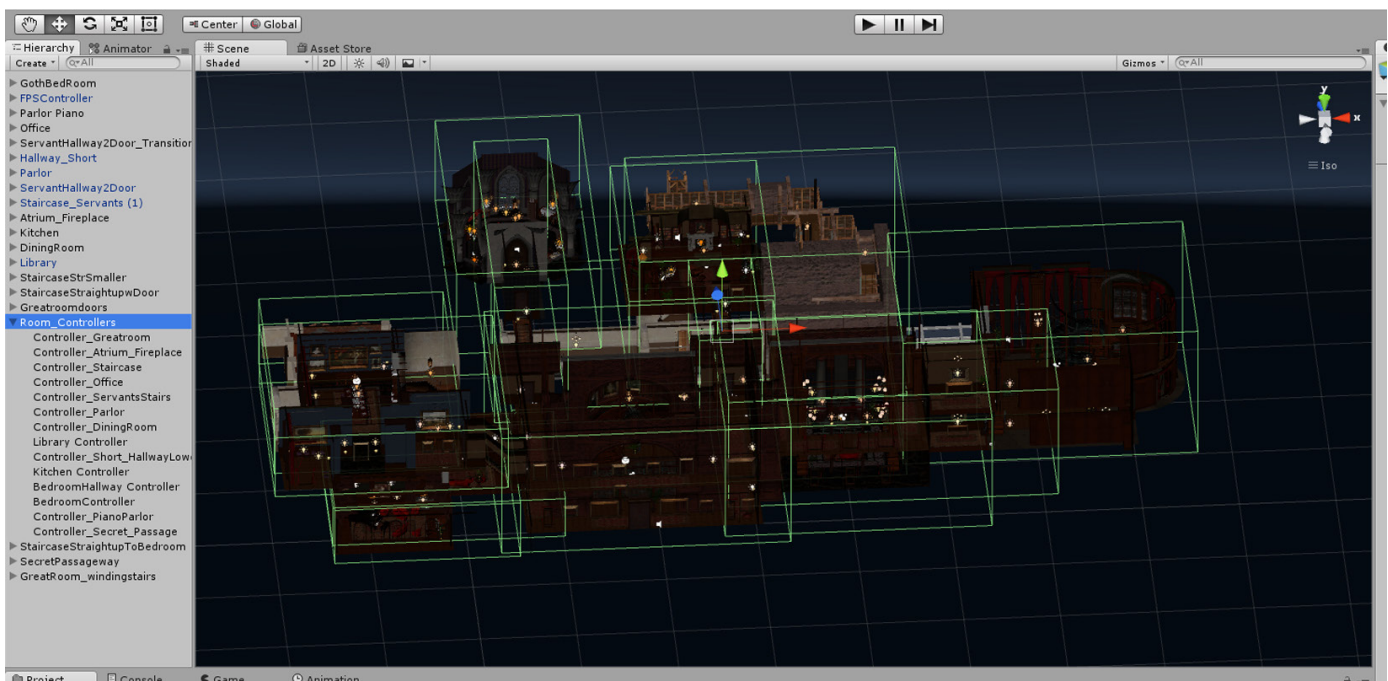
Creating Environments

The Victorian Interiors Kit should have enough assets to create the majority of a fully-fleshed out game level. The curtains and some furniture objects can be treated with several different material options. Furthermore, the walls come with 10 different wallpapers to help the builder create a unique game scene. It is recommended that the level builder start with some of the pre-made rooms and then adjust them until they fit the intended floor plan. Once the rooms are customized they should be saved as their own prefab. In this way the game builder can create a dozen or so custom rooms and link them together in ways not imagined of before.

Here is an example of applying different materials to the walls:

Drag and drop Materials to change Wallpaper and paintings
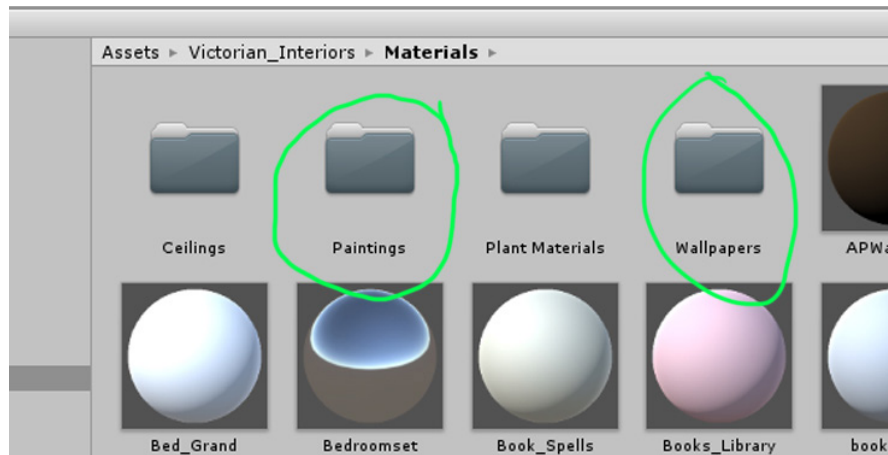
About the Paintings

Victorian mansions had many, many paintings. Paintings were a great way at displaying one's wealth and status and the average wealthy Victorian home had around 100. Some of the larger estates could have 500 or more. With this demand for paintings it has proven difficult for an individual game artist to paint a hundred pieces for a game kit. Thankfully, the Getty open content program allows images of their museum pieces to be used for free. I have created 8 materials that use the Getty paintings, with each material holding 9 paintings for a total of 72 different painting options. Furthermore I have also included many of my own works and some collage pieces for a total of 21 additional paintings. The Getty paintings all use a common UV layout and my own personal images use a different layout. If you are looking to use a particular painting check to see if it is one from the Getty collection or my own painting collection. These two collections use different picture frame meshes.

About the Doors

This kit includes 5 doors that are pre-wired to open/close when the player enters/exits the trigger zone. In order to build in some more game-play the game designer will want to update the script so that the doors operate when a key is pressed or some inventory item is used.

About the Secret Passageways

Secret Passageways have always been a staple of Victorian settings so I created enough pieces to put together a passageways between various rooms. The tunnels start and end with a wall breech piece. I created 2 different ones - one for shorter walls and one for the taller wall sections.

Moving bookcases, wall sections, or other furniture is a great way to reveal the secret pathways the players can use. This feature should be different for every game designer. I have found that creating the animation within Unity's animation window and then creating an animation controller to toggle the animation states is the most versatile way of creating a secret door. I use the same door script that all of the other doors use only the animation and the animator controller are different. Please see the Demo level for more information.
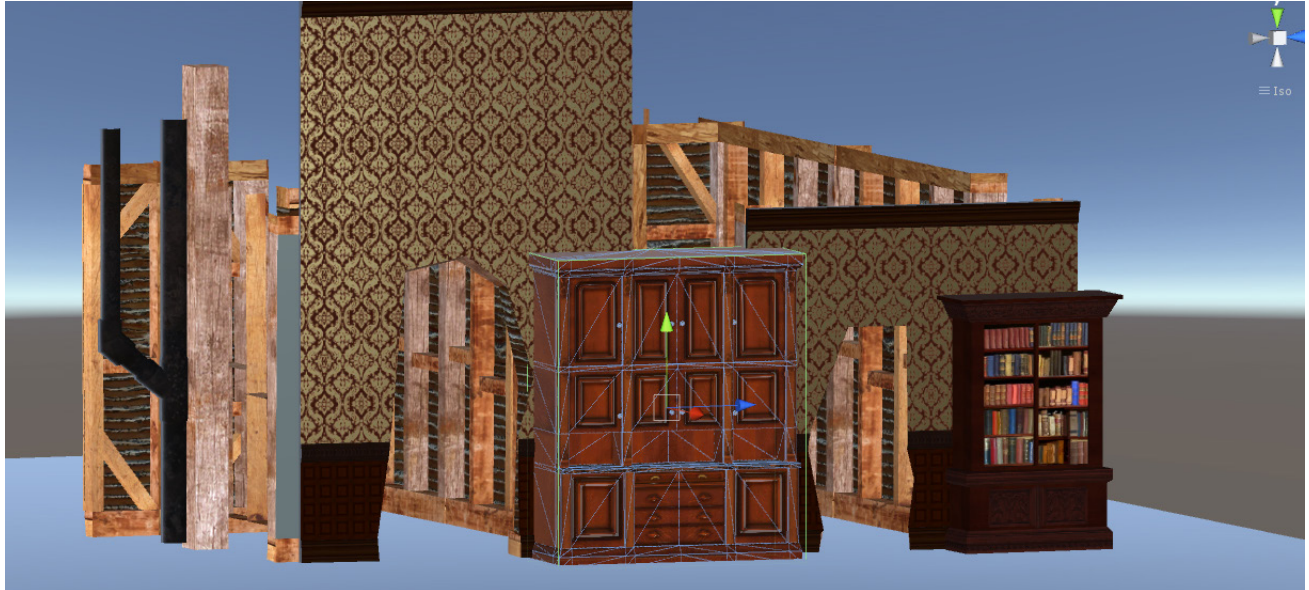
About the Suit of Armor

I created a suit of Armor with the sword and one without the sword in case the game designer wanted to use this prop as a way to give the player a weapon.
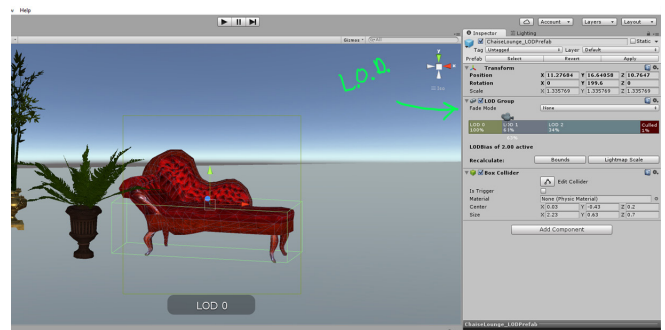
About LOD (Level Of Detail) groups

I In general I created a LOD group for any asset larger than a few hundred vertices. Most of the furniture, Lamps, dinner-ware, and other objects have an LOD group. The dead-giveaway of an object that has an LOD group is the LOD menu in the associated object's inspector.

Contact Info

If you have any questions or concerns about the assets I have created feel free to contact me at:

www.bassmanpray@gmail.com

I have tried to create enough assets for you to fill out your game level. If you really, really desire to have something that you thought was going to be included in this kit that is not please email me and I will try to make it happen with an update. I am also open to helping out game-builders if your project needs a bit more to complete it.

I am also very interested in seeing what games YOU create with these assets! Please email me with your project info/website.

Looking forward to hearing from you!

Acknowledgements

First, I would like to give credit to the J. Paul Getty Museum for establishing their open content program. I have created 10 textures using paintings from this open content repository.   For more information about the Getty Open Content program please see:

http://www.getty.edu/about/opencontent.html

Secondly, I would also like to thank CG textures for providing imagery for use as textures. Although I did not directly use a texture straight from the site, I did create some textures using pieces of imagery originating from the on-line repository. http://www.cgtextures.com

Lastly, the audio clip playing in the parlor was taken from the University of Santa Barbara wax recording archive. This is a treasure trove of public domain music recorded over 100 years ago.

http://cylinders.library.ucsb.edu/

www.andrewprayart.com
March 1, 2016