GOODIES!
Guide and Playbook

HDRP and URP

If you are using URP or HDRP, if the materials do not automatically convert, click on the appropriate package in the main package folder to convert them.

Grid System

The Goodies! grid system is based on Unity's 1 unit blocks. Holding CTRL allows you to snap to the grid. Floors should snap in a grid. Some floors have extra edges that can slightly extend the straight wall for a stylistic effect.

Props such as furniture or books are not part of the snapping system and are meant to be positioned how you like.

Walls can include interior and/or exterior wall pieces. There are edge pieces in some cases to hide any seams.

Beams are included to hide the edges of floors. Windows and doors can be placed with cutouts on the wall.

The roof does not snap horizontally (since the angle isn't 1-to-1) so you can position them as they match up.

Lighting

The demo scenes include baked lighting. If you're not familiar with baked lighting in Unity and want to work with the scene, navigate to Window>Rendering>Lighting, select the drop down on Generate Lighting and hit clear baked data. To learn about baked lighting, check out Unity's documentation on it: https://docs.unity3d.com/Manual/LightMode-Baked.html. You can also use real time or mixed lighting which you can learn about here: https://docs.unity3d.com/Manual/LightingOverview.html

Textures
All textures are set to a maximum of 1024 x 1024 in order to achieve peak performance. If you would like to use higher fidelity textures, most textures (such as wood) are available in higher fidelity by changing the max resolution on the images to 2024. You can do this by selecting the image in your project folder, then under Default > Max Size, switch it to 2024.
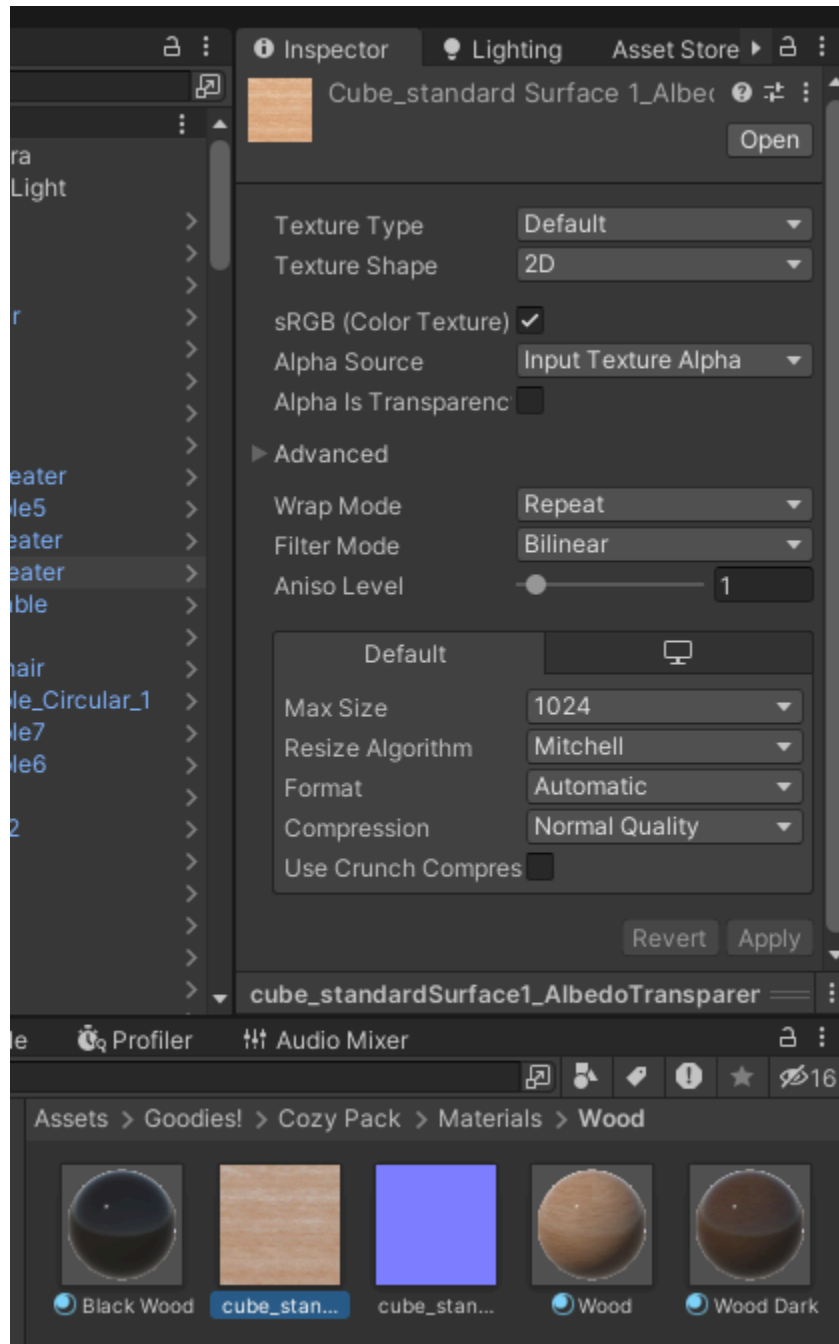
Flickering Lights

Some scenes may have flickering lights which use a script included in the asset. It can flicker emissive materials as well as lights. To use it, drag it onto the object (or an empty object is fine).

Cloth Physics

Some items include Unity's built in cloth physics. These are on automatically on certain assets. You can learn more about how to adjust these in Unity's Documentation for their cloth system: https://docs.unity3d.com/Manual/class-Cloth.html

Rotating Items

To rotate an item, drag the RotateThis script onto it and adjust the rotation speed. This could be used on an item such as a ceiling fan.

About Goodies!

Goodies are made by independent game developer and Twitch streamer, Lana Lux. She is the creator of Don't Notice Me and STRAIN and you can visit her streams here: https://www.twitch.tv/lana_lux

Lana has lots of plans for Goodies! Please enjoy your new asset and remember to check back on our upcoming packs in the same style.

Support

To get help or ask questions, please visit our Discord Server: This Is Game Dev https://discord.gg/this-is-gamedev and use the channel Goodies!