

SCI-FI

OFFICE PACK

user guide

Last updated: 17 May 2021

Foreword

If you encounter any problems in the package, or have anything you would like to clarify, please contact us at terresquall.com/contact.

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1. Version Changelogs

Version 1.0.1 (17 May 2021)

- Updated the `DemoDoor.cs` and `DemoFirstPersonController.cs` scripts to use a package namespace, to prevent the occurrence of namespace conflict with other scripts in a project.
- Updated `DemoFirstPersonController.cs` with more customisable properties.
- Removed the log message for `DemoDoor.cs` when the door opens to reduce message clutter.
- Turned on shadows for light asset prefabs and increased range for them to make the Demo scene look better.

Version 1.0.0 (16 March 2021)

- Initial release.

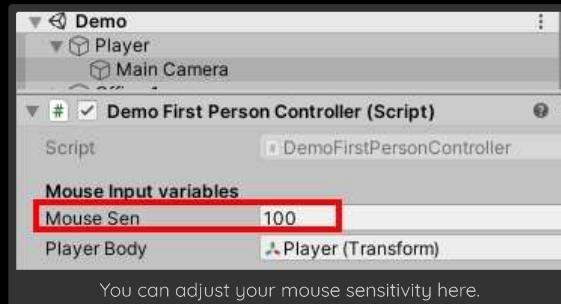
1. Demo Scene

The Demo Scene can be loaded from the Scenes folder.

a. First-Person Controls

When you play the scene, you can move around the scene with **W A S D**. You can look around the scene with your mouse. To crouch, hold **Ctrl**.

You can adjust the mouse sensitivity by going to the Main Camera object in the scene, and changing the `mouseSen` variable in the DemoFirstPersonController component in it.



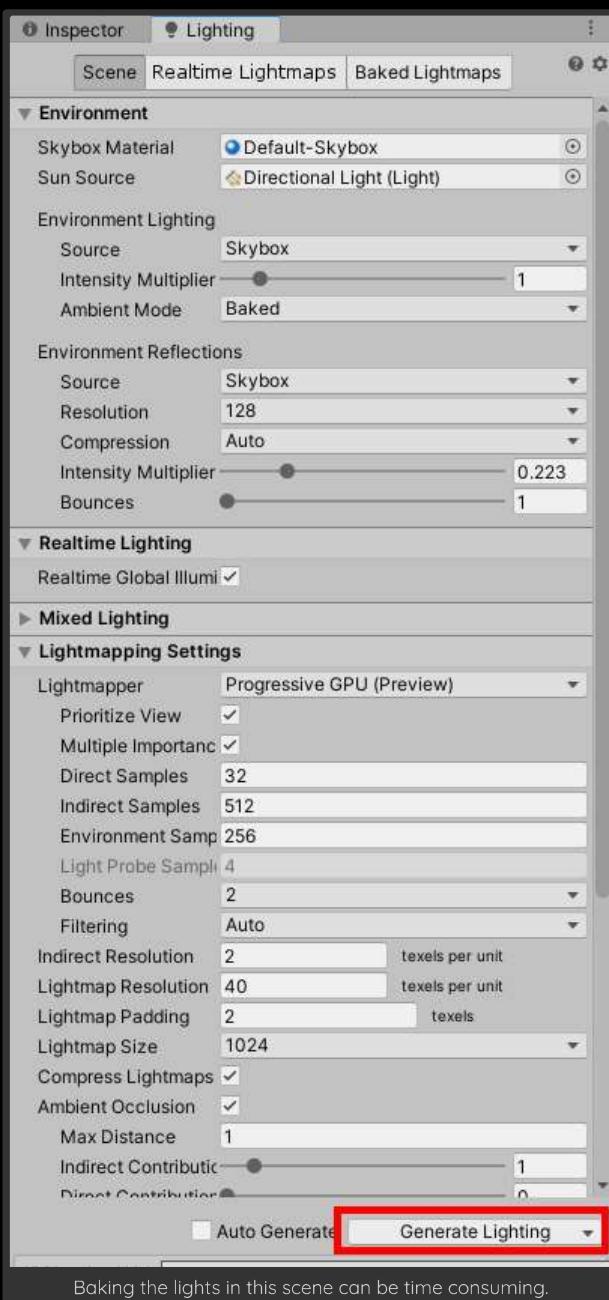
b. Going through doors

In play mode, doors will automatically open when you walk into them.



c. Baked Lighting

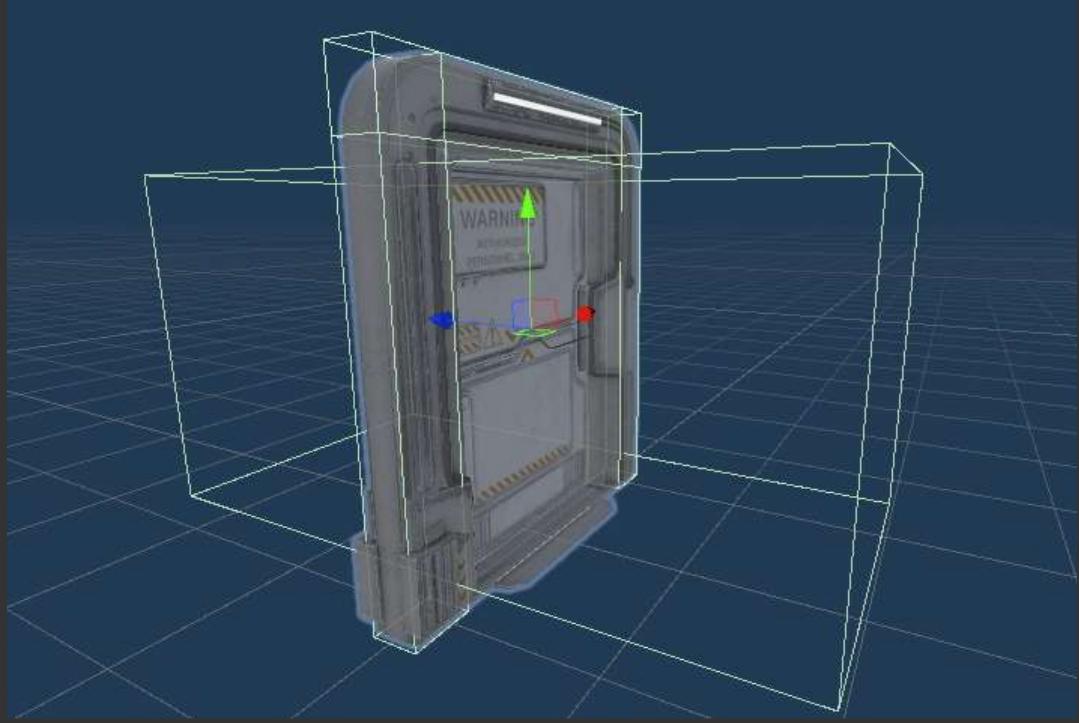
This scene contains baked lights. If you make any alterations to the scene and wish to update the lighting information, open the lighting window with **Window > Lighting**, and click “Generate Lighting”.



2. Customising assets

a. AI Door

There are a total of 4 box colliders on the parent prefab asset, with the 4th being a trigger for `DemoDoor.cs`.



The 4th collider is the largest collider in the prefab.

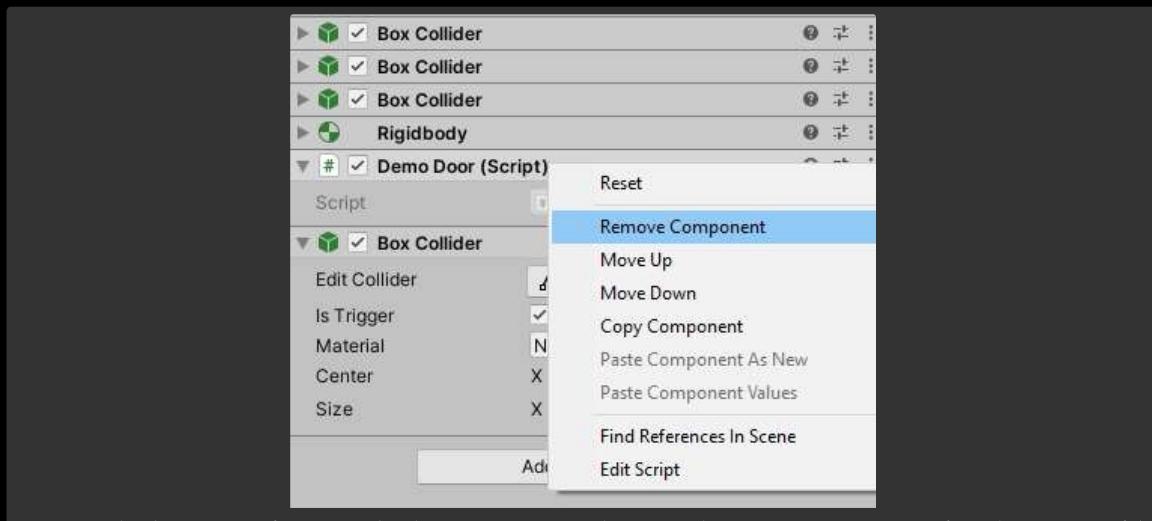
`DemoDoor.cs` triggers the Open Door animation when a collider with a “Player” tag. The animations can be found in **Animations > Doors**.

There is 1 original prefab, AI Door Master, and 5 other prefab variants. Since the prefab variants derive most of their components from AI Door Master, any change you make on it would effect the other variants as well.



The Broken Door prefab variant does not depend on AI Door Master.

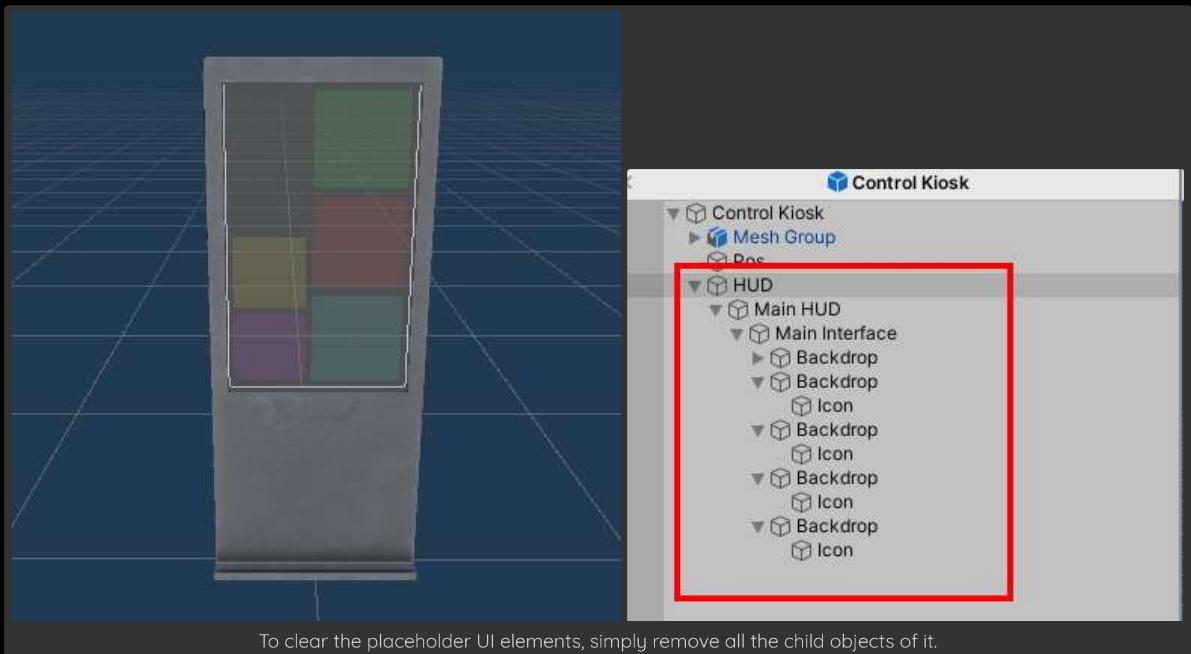
`DemoDoor.cs` is the script that handles the opening and closing of doors.



To remove the door opening feature used in the Demo scene, simply remove the Demo Door component from the Master Prefab.

b. Control Kiosk

The UI elements in the Control Kiosk game object are under the HUD game object (as a Canvas).



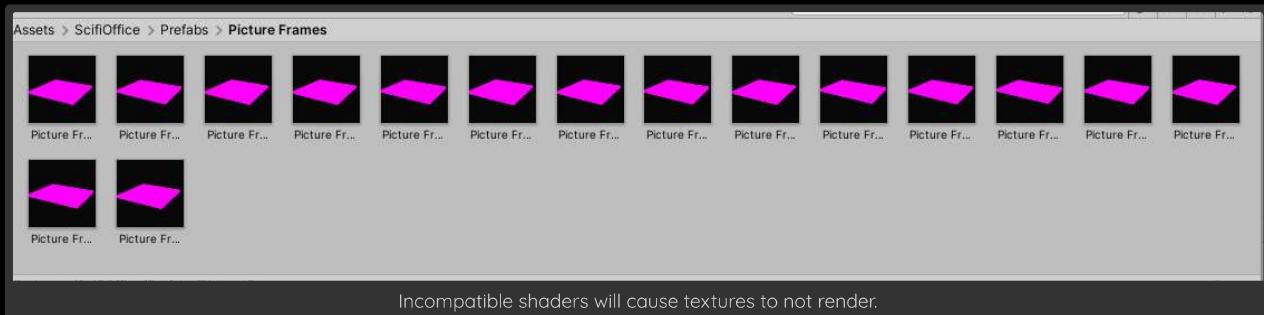
c. Scripts

Can be found in the Scripts folder.

- `DemoDoor.cs` - Triggers the open animation when an object with the “Player” tag enters a trigger collider in a Door.
- `DemoFirstPersonController` - Simple First Person Controller for the demo scene.

3 Upgrading to HDRP or URP

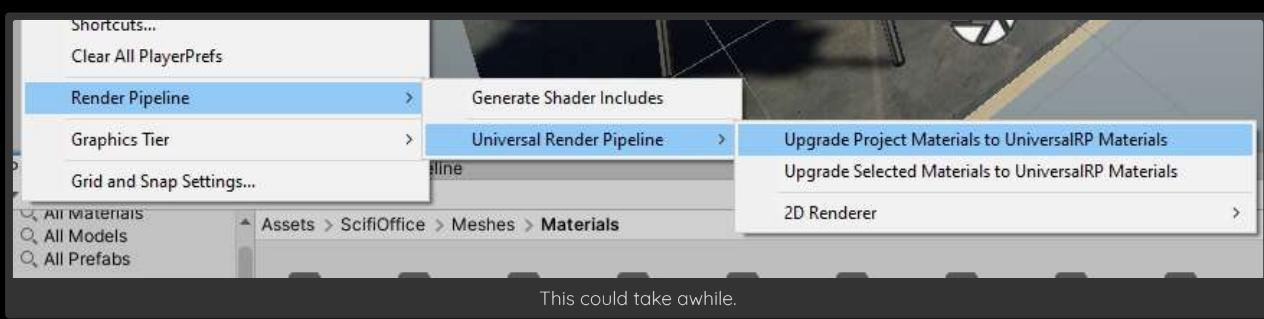
If you import this package into a project using the High Definition Render Pipeline (HDRP) or Universal Render Pipeline (URP), you see that the shaders are incompatible. To fix this, you will need to convert all materials to HDRP or URP materials.



a. URP

In your Unity Project, go to **Edit > Render Pipeline > Universal Render Pipeline**.

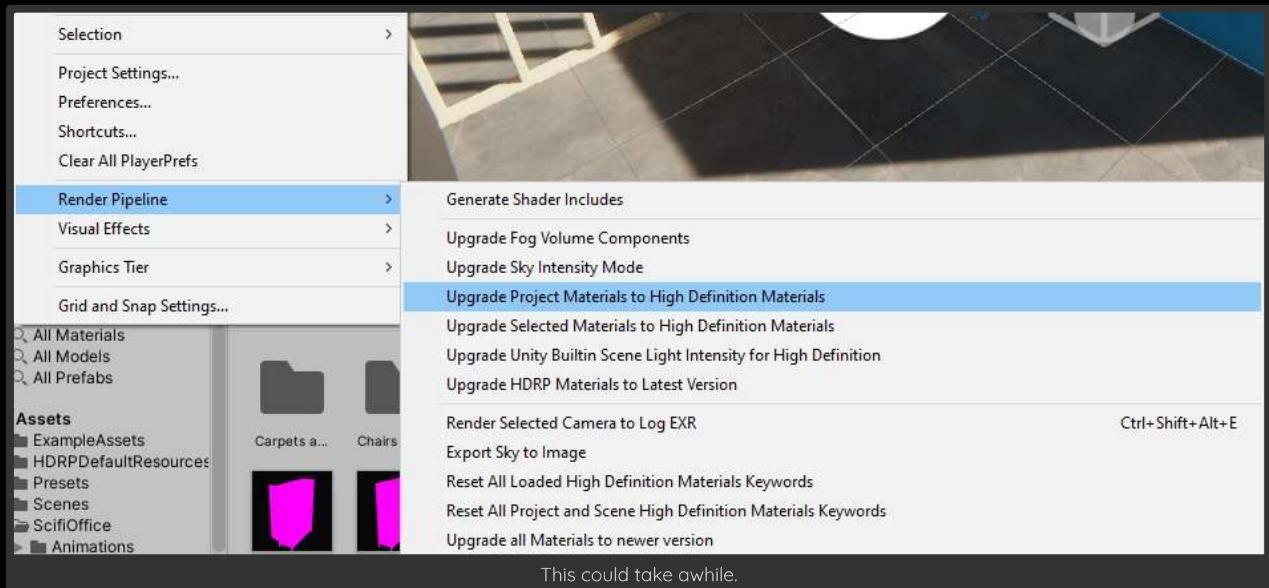
Select **Upgrade Project Materials to UniversalRP Materials**.



b. HDRP

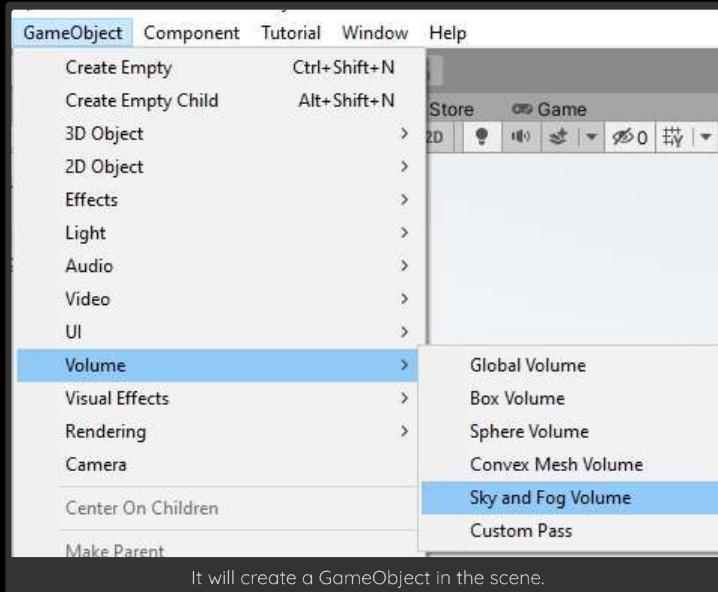
In your Unity Project, go to **Edit > Render Pipeline**.

Select **Upgrade Project Materials to High Definition Materials.**

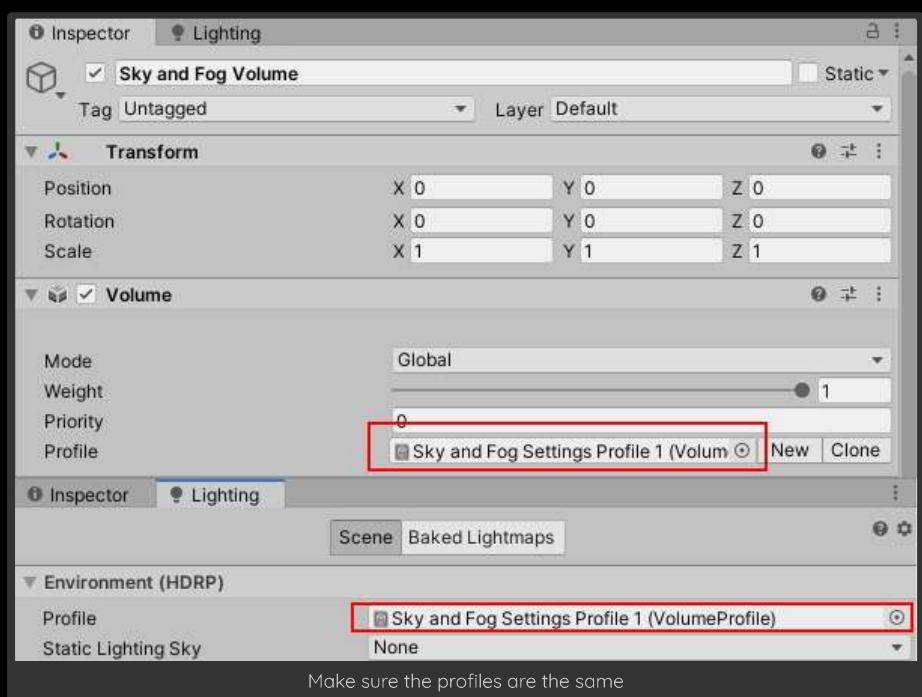


Fixing the Lighting

In the demo scene, add the default sky Volume to the demo scene from **GameObject > Volume > Sky and Fog Volume**.



In the Lighting window (**Window > Lighting**), make sure the profile is the same as the profile being used by your newly created sky and fog volume

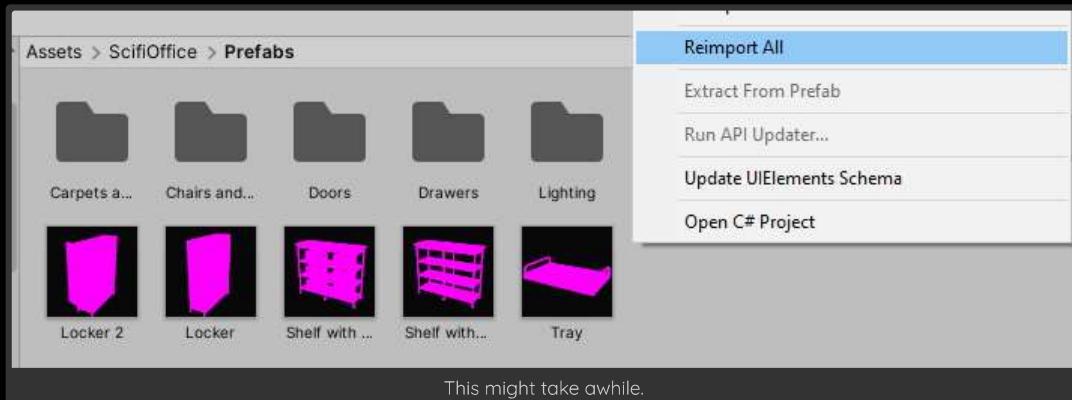


When everything is set up, bake the lights.

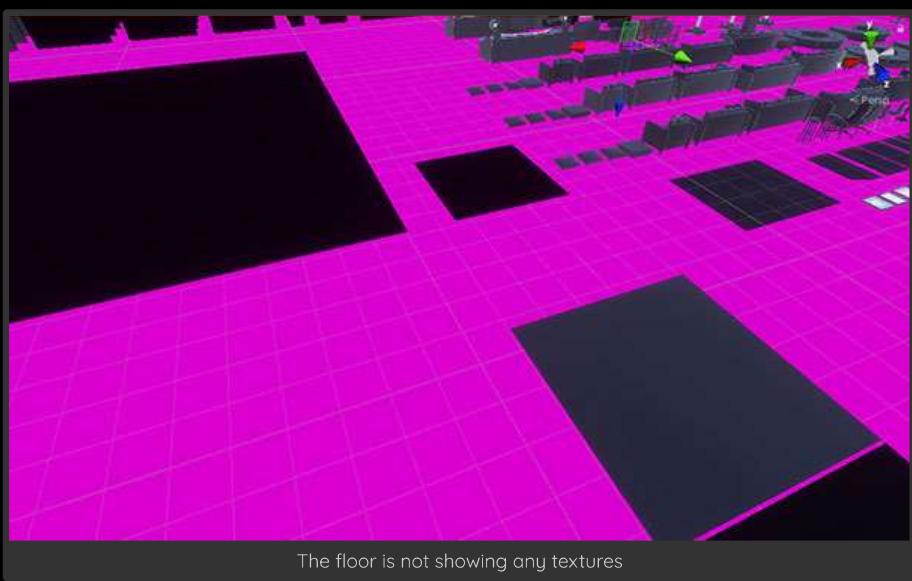


c. Potential Problems

After upgrading to HDRP or URP, the preview thumbnails might still not reflect the changes. To fix this, right-click anywhere in the project view and click **Reimport All**.

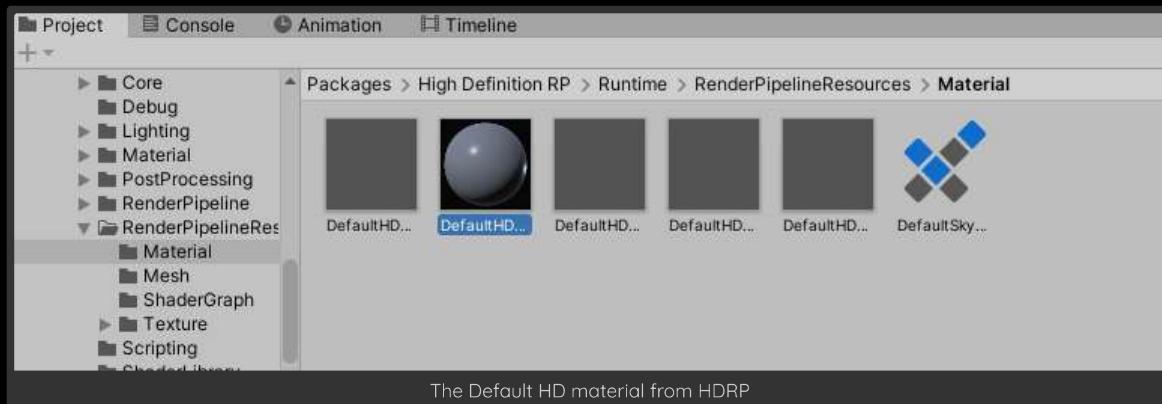


In the Assets lineup scene, the floor might not render a texture as it is set to the built-in render pipeline's **Default-Material**.



The floor is not showing any textures

Replace the floor with DefaultHDMaterial from Library\PackageCache\com.unity.render-pipelines.high-definition@7.3.1\Runtime\RenderPipelineResources



The Default HD material from HDRP

4. Asset List

Below is a list of all the assets in the package, as well as their respective polygon count and texture sizes.

Note: Assets with their names highlighted green are available in our free package.

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps
1	Carpets (22 assets)	Carpet 1.prefab	100	1024x1024	Albedo, Normal, Occlusion
		Carpet 2.prefab			
		Carpet 3.prefab			
		Carpet 4.prefab			
		Carpet 5.prefab			
		Carpet 6.prefab			
		Carpet 7.prefab			
		Carpet 8.prefab			
		Carpet 9.prefab			
		Carpet 10.prefab			
		Carpet 11.prefab			
		Carpet 12.prefab			
		Carpet 13.prefab			
		Carpet 14.prefab			
		20m Carpet Ground.prefab	100	1024x1024	Albedo, Normal, Occlusion

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps		
2	Chairs (8 assets)	20m Concrete Ground.prefab		1024x1024	Albedo, Normal, Metallic, Occlusion		
		20m Marble Ground.prefab		512x512			
		20m Epoxy Ground.prefab		1024x1024			
		5m Carpet Ground.prefab		1024x1024			
		5m Concrete Ground.prefab		1024x1024			
		5m Marble Ground.prefab		512x512			
		5m Epoxy Ground.prefab		1024x1024			
		Bar Stool.prefab		2048x2048			
3	Automated Doors (6 assets)	Bar Stool Variant.prefab	1832	Albedo, Normal, Metallic, Occlusion			
		Chair.prefab	2580				
		Chair Variant.prefab					
		Office Chair.prefab	9126				
		Office Chair Variant.prefab					
		Stool.prefab	1168				
4	Drawers (4 assets)	Stool Variant.prefab					
		AI Door Blue.prefab		2048x2048	Albedo, Normal, Metallic, Occlusion, Detail Mask, Emission		
		AI Door Green.prefab					
		AI Door Red.prefab					
		AI Door Yellow.prefab					
5	Picture Frames (16 assets)	AI Door Master.prefab		1524	Albedo, Normal, Emission		
		Broken Door.prefab					
		Drawer 2.prefab		752	2048x2048		
		Drawer 2 Oak Variant.prefab					
		Drawer 2 Metal Variant.prefab					
		Drawer 2 Blue Plastic Variant.prefab					
		Picture Frame 1.prefab		124	4096x4096		
		Picture Frame 2.prefab					
		Picture Frame 3.prefab					
		Picture Frame 4.prefab					
		Picture Frame 5.prefab					
		Picture Frame 6.prefab					
		Picture Frame 7.prefab					
		Picture Frame 8.prefab					
		Picture Frame 9.prefab					
		Picture Frame 10.prefab					
		Picture Frame 11.prefab					
		Picture Frame 12.prefab					
		Picture Frame 13.prefab					
		Picture Frame 14.prefab					
		Picture Frame 15.prefab					
		Picture Frame 16.prefab					
6	Planks (15 assets)	Glass Plane 1m.prefab		2048x2048	Albedo, Metallic, Normal, Height, Occlusion		
		Glass Plane 2m.prefab					
		Glass Plane 3m.prefab					
		Glass Plane Sub 1m.prefab	300	20			
		Glass Plane Sub 1.5m.prefab					
		Glass Plane Sub 2m.prefab					
		Table Wood Plank White Wood 1m.prefab	12				

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps
7	Sofas and Cushions (36 assets)	Table Wood Plank White Wood 2m.prefab			Albedo, Metallic, Normal, Height, Occlusion
		Table Wood Plank White Wood 3m.prefab			
		Table Wood Plank Dark Oak 1m.prefab			
		Table Wood Plank Dark Oak 2m.prefab			
		Table Wood Plank Dark Oak 3m.prefab			
		Table Wood Plank Grey Wood 1m.prefab			
		Table Wood Plank Grey Wood 2m.prefab			
		Table Wood Plank Grey Wood 3m.prefab			
		Cushion 1.prefab	208	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Cushion 2.prefab			
		Cushion 3.prefab			
		Cushion 4.prefab			
		Sofa 1.prefab	968	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Sofa 2.prefab	2420		
		Sofa 3.prefab	3596		
		Sofa 4.prefab	4980		
		Sofa 5.prefab	6368		
		Sofa 6.prefab	5460		
		Sofa 7.prefab	1520		
		Sofa 8.prefab	11104		
		Cushion 1 Blue Variant.prefab	7536	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Cushion 2 Blue Variant.prefab			
		Cushion 3 Blue Variant.prefab			
		Cushion 4 Blue Variant.prefab			
		Sofa 1 Blue Variant.prefab	2420	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Sofa 2 Blue Variant.prefab	3596		
		Sofa 3 Blue Variant.prefab	4980		
		Sofa 4 Blue Variant.prefab	6368		
		Sofa 5 Blue Variant.prefab	5460		
		Sofa 6 Blue Variant.prefab	1520		
		Sofa 7 Blue Variant.prefab	11104		
		Sofa 8 Blue Variant.prefab	7536		
		Cushion 1 Grey Brown Variant.prefab	208	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Cushion 2 Grey Brown Variant.prefab			
		Cushion 3 Grey Brown Variant.prefab			
		Cushion 4 Grey Brown Variant.prefab			
		Sofa 1 Grey Brown Variant.prefab	968	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Sofa 2 Grey Brown Variant.prefab	2420		
		Sofa 3 Grey Brown Variant.prefab	3596		
		Sofa 4 Grey Brown Variant.prefab	4980		
		Sofa 5 Grey Brown Variant.prefab	6368		
		Sofa 6 Grey Brown Variant.prefab	5460		
		Sofa 7 Grey Brown Variant.prefab	1520		
		Sofa 8 Grey Brown Variant.prefab	11104		
		Table Set 1 Oak Variant.prefab	7536	2048x2048	Albedo, Metallic, Normal, Height, Occlusion
		Table Set 1 White Wood Variant.prefab			
		Table Set 1 Blue Plastic Variant.prefab			
		Table Set 1 Metal Variant.prefab			

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps		
9	Side Tables (6 assets)	Table Set 1 Grey Wood Variant.prefab		2048x2048	Albedo, Metallic, Normal, Height, Occlusion		
		Table Set 1 Dark Oak.prefab					
		Side Table Wood Top.prefab	488				
		Side Table Glass Top Variant.prefab	506				
		Rounded Side Table Wood Top.prefab					
		Rounded Side Table Glass Top Variant.prefab					
		Side Table Glass.prefab					
10	Tables (36 assets)	Rounded Side Table Glass Top with Props.prefab	3602				
		Table Dark Oak.prefab	552	2048x2048	Albedo, Metallic, Normal, Height, Occlusion		
		Table Blue Plastic Variant.prefab					
		Table Grey Wood Variant.prefab					
		Table Metal Variant.prefab					
		Table White Wood Variant.prefab					
		Table Oak Variant.prefab					
		Drawer Table Short Dark Oak.prefab	1046				
		Glassless Drawer Table Blue Plastic Variant.prefab					
		Drawer Table Short Grey Wood Variant.prefab					
		Drawer Table Metal Variant.prefab					
		Drawer Table Short White Wood Variant.prefab					
		Drawer Table Oak Variant.prefab					
		Glassless Desk Table Dark Oak.prefab	628				
		Desk Table No Glass Blue Plastic Variant.prefab					
		Glassless Desk Table Grey Wood Variant.prefab					
		Desk Table No Glass Metal Variant.prefab					
		Glassless Desk Table White Wood Variant.prefab					
		Desk Table No Glass Oak Variant.prefab					
		Glassless Drawer Table Dark Oak.prefab	1026				
		Drawer Table Blue Plastic Variant.prefab					
		Glassless Drawer Table Grey Wood Variant.prefab					
		Glassless Drawer Table Metal Variant.prefab					
		Glassless Drawer Table White Wood Variant.prefab					
		Glassless Drawer Table Oak Variant.prefab					
		Desk Table Dark Oak.prefab	648				
		Desk Table Blue Plastic Variant.prefab					
		Desk Table Grey Wood Variant.prefab					
		Desk Table Metal Variant.prefab					
		Desk Table White Wood Variant.prefab					
		Desk Table Oak Variant.prefab					
		Drawer Table Long Dark Oak.prefab	2448				
		Drawer Table Long Blue Plastic Variant.prefab					

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps		
11	TVs (14 assets)	Drawer Table Long Grey Wood Variant.prefab					
		Drawer Table Long Metal Variant.prefab					
		Drawer Table Long White Wood Variant.prefab					
		Drawer Table Long Oak Variant.prefab					
		Computer Screen.prefab	1558	512x512	Albedo		
		Tv 60 Inch.prefab	1710				
		Tv 60 Inch Variant.prefab					
		Tv 60 Inch 2.prefab	2014		Albedo, Metallic, Normal, Height, Occlusion		
		Tv 60 Inch 2 Variant.prefab					
		Tv 24 Inch.prefab	558	2048x2048			
		Tv 32 Inch.prefab	856				
		Tv 65 Inch.prefab	460				
		Tv 85 Inch.prefab					
		Tv 24 Inch Emissive Variant.prefab	558		Albedo, Metallic, Normal, Height, Occlusion, Emissive		
		Tv 32 Inch Emissive Variant.prefab	856				
		Tv 60 Inch Emissive Variant.prefab	2014				
		Tv 65 Inch Emissive Variant.prefab	460				
		Tv 85 Inch Emissive Variant.prefab					
12	Mechanical Arms (3 assets)	Mechanical arm 1.prefab	10230	2048x2048	Albedo, Metallic, Normal, Height, Occlusion, Detail Mask		
		Mechanical arm 1 Variant.prefab					
		Mechanical arm 2.prefab					
13	PC (2 assets)	PC 1.prefab	80	2048x2048	Albedo, Metallic, Normal, Height, Occlusion		
		PC 2.prefab					
14	Tech Items (24 assets)	Radio.prefab	1882	2048x2048	Albedo, Metallic, Normal, Height, Occlusion		
		Server Rack.prefab	4214				
		Server Panel.prefab	107427				
		Server Panel Variant.prefab					
		Tablet 1.prefab	176				
		Tablet 2.prefab	76				
		Tablet 3.prefab	176				
		Tablet 4.prefab					
		Tablet Pen 1.prefab	240				
		Tablet Pen 2.prefab	276				
		Keyboard 1.prefab	44				
		Keyboard 2.prefab	34				
		Keyboard 3.prefab	16702				
		Keyboard Set 1.prefab	3996				
		Keyboard Set 2.prefab					
		Mouse Pad.prefab	265				
		Mouse.prefab	172				
		Panel 1.prefab	44				
		Panel 2.prefab	20				
		Panel 3.prefab	2				
		Pen holder.prefab	180				
		Control Kiosk.prefab	288				
		Security Display 2 Variant.prefab	986				

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps
15	Walls (34 assets)	Elevator.prefab	8364	1024x1024	Albedo
		Wall 1.prefab	50	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 1 Variant.prefab			
		Wall 1 White Variant.prefab			
		Wall 1 Worn Variant.prefab			
		Wall 1 Worn 2 Variant.prefab	82	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 2.prefab			
		Wall 2 Variant.prefab			
		Wall 2 White Variant.prefab			
		Wall 2 Worn Variant.prefab			
		Wall 2 Worn 2 Variant.prefab	60	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 2 Half.prefab			
		Wall 2 Half Variant.prefab			
		Wall 2 Half White Variant.prefab			
		Wall 2 Half Worn Variant.prefab			
		Wall 2 Half Worn 2 Variant.prefab	62	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 2 Quarter.prefab			
		Wall 2 Quarter Variant.prefab			
		Wall 2 Quarter White Variant.prefab			
		Wall 2 Quarter Worn Variant.prefab			
		Wall 2 Quarter Worn 2 Variant.prefab	120	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 3.prefab			
		Wall 3 White Variant.prefab			
		Wall 3 Worn Variant.prefab			
		Wall 3 Worn 2 Variant.prefab			
		Wall 5.prefab	372	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 5 White Variant.prefab			
		Wall 5 Worn Variant.prefab			
		Wall 5 Worn 2 Variant.prefab			
		Wall 6.prefab			
		Wall 6 White Variant.prefab	12	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall 6 Worn Variant.prefab			
		Wall 6 Worn 2 Variant.prefab			
		Wall 7.prefab			
		Wall 8.prefab			
16	Door Walls (8 assets)	Door Wall Opaque.prefab	888	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Door Wall Opaque White Variant.prefab			
		Door Wall Opaque Worn Variant.prefab			
		Door Wall Opaque Worn 2 Variant.prefab			
		Door Wall Windowed.prefab	372	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Door Wall Windowed White Variant.prefab			
		Door Wall Windowed Worn Variant.prefab			
		Door Wall Windowed Worn 2 Variant.prefab			
17	Wall Windows (37 assets)	Wall Window Set 1.prefab	476	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 1 White Variant.prefab			
		Wall Window Set 1 Worn Variant.prefab			
		Wall Window Set 2.prefab	392	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 2 White Variant.prefab			

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps
18	Wall Corners (8 assets)	Wall Window Set 2 Worn Variant.prefab	204	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 3.prefab			
		Wall Window Set 3 White Variant.prefab			
		Wall Window Set 3 Worn Variant.prefab			
		Wall Window Set 400cm.prefab			
		Wall Window Set 400cm White Variant.prefab			
		Wall Window Set 400cm Worn Variant.prefab			
		Wall Window Set 5.prefab			
		Wall Window Set 5 White Variant.prefab			
		Wall Window Set 5 Worn Variant.prefab			
		Wall Window Set 6.prefab			
		Wall Window Set 6 White Variant.prefab			
		Wall Window Set 6 Worn Variant.prefab			
		Wall Window Set 8.prefab			
		Wall Window Set 8 White Variant.prefab			
		Wall Window Set 8 Worn Variant.prefab			
		Wall Window Set 9.prefab			
		Wall Window Set 9 White Variant.prefab			
		Wall Window Set 9 Worn Variant.prefab			
		Wall Window Set 10.prefab	256	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 10 White Variant.prefab			
		Wall Window Set 10 Worn Variant.prefab			
19	Wall Pillars (20 assets)	Wall Window Set 11.prefab	876	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 11 White Variant.prefab			
		Wall Window Set 11 Worn Variant.prefab			
		Wall Window Set 12.prefab	680	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 12 White Variant.prefab			
		Wall Window Set 12 Worn Variant.prefab			
		Wall Window Set 13.prefab	600	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Window Set 13 White Variant.prefab			
		Wall Window Set 13 Worn Variant.prefab			
		Wall Window Set TGT.prefab			
18	Wall Corners (8 assets)	Wall Corner Fill 150cm.prefab	12	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Corner Fill 150cm White Variant.prefab			
		Wall Corner Fill 150cm Worn Variant.prefab			
		Wall Corner Fill 150cm Worn 2 Variant.prefab			
		Wall Corner Fill 250cm.prefab			
		Wall Corner Fill 250cm White Variant.prefab			
		Wall Corner Fill 250cm Worn Variant.prefab			
19	Wall Pillars (20 assets)	Wall Corner 400cm.prefab	24	4096x4096	Albedo, Metallic, Normal, Height, Occlusion
		Wall Pillar.prefab			
		Wall Pillar White Variant.prefab			
		Wall Pillar Worn Variant.prefab			
		Wall Pillar Worn 2 Variant.prefab			
		Wall Pillar 2.prefab		36	Albedo, Metallic, Normal, Height, Occlusion
		Wall Pillar 2 White Variant.prefab			

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps		
20	Wall Top Pieces (10 assets)	Wall Pillar 2 Worn Variant.prefab	227	4096x4096	Albedo, Metallic, Normal, Height, Occlusion		
		Wall Pillar 2 Worn 2 Variant.prefab					
		Wall Pillar 3.prefab					
		Wall Pillar 3 White Variant.prefab					
		Wall Pillar 3 Worn Variant.prefab					
		Wall Pillar 3 Worn 2 Variant.prefab	218				
		Wall Pillar 4.prefab					
		Wall Pillar 4 White Variant.prefab					
		Wall Pillar 4 Worn Variant.prefab					
		Wall Pillar 4 Worn 2 Variant.prefab	12				
		Wall Pillar 5.prefab					
		Wall Pillar 5 White Variant.prefab					
		Wall Pillar 5 Worn Variant.prefab					
		Wall Pillar 5 Worn 2 Variant.prefab					
21	Wall Corner Flush (1 asset)	Wall Top Piece.prefab	54	4096x4096	Albedo, Metallic, Normal, Height, Occlusion		
		Wall Top Piece White Variant.prefab					
		Wall Top Piece Worn Variant.prefab					
		Wall Top Piece Worn 2 Variant.prefab					
		Wall Top Piece 2.prefab	171				
		Wall Top Piece 2 White Variant.prefab					
		Wall Top Piece 2 Worn Variant.prefab					
		Wall Top Piece 2 Worn 2 Variant.prefab					
		Wall Top Piece Half.prefab					
		Wall Top Piece Quarter.prefab					
22	Glass Wall (6 assets)	Glass wall 250cm.prefab	268	4096x4096	Albedo, Metallic, Normal, Height, Occlusion		
		Glass wall 250cm White Variant.prefab					
		Glass wall 250cm Worn Variant.prefab					
		Glass wall 400cm.prefab	136				
		Glass wall 400cm White Variant.prefab					
		Glass wall 400cm Worn Variant.prefab					
23	Fences (3 assets)	Fence 1.prefab	8592	1024x1024	Albedo		
		Fence 2.prefab	4344				
		Fence 3.prefab	3374				
24	Railings (2 assets)	Railings Extended.prefab	1480	1024x1024	Albedo		
		Railings Curved Connector.prefab	676				
25	Ceiling Lights (12 assets)	Ceiling Light Bright.prefab	10	2048x2048	Albedo, Metallic, Normal, Emission		
		Ceiling Light Dim Variant.prefab					
		Ceiling Light Warm Dim Variant.prefab					
		Ceiling Light Warm Variant.prefab					
		Ceiling Light.prefab					
		Flickering Ceiling Light Variant.prefab					
		Dim Point Light.prefab	Not Applicable				
		Main Point Light.prefab					
		Scifi Light 1.prefab					
		Scifi Light Rod 1.prefab	3474	512x512	Albedo, Emission		
			248				

S/N	Category	Asset Name	Polygon Count	Texture Size	Texture Maps
26	Misc. (8 assets)	Scifi Light Rod 2.prefab	602	1024x1024	Albedo, Metallic, Normal, Occlusion, Emission
		Scifi Light Rod 3.prefab	196		
		Aircon.prefab	144	1024x1024	Albedo, Normal
		Bookshelf.prefab	7704		
		Locker.prefab	7120		Albedo
		Locker 2.prefab	7144		
		Shelf with Crates.prefab	19308	512x512	Albedo, Metallic, Normal, Occlusion
		Shelf without Crates.prefab	5260		
		Tray.prefab	500	2048x2048	
		Vase.prefab	768		