



HEAVY STATION KIT 2

The image shows a massive, sprawling space station complex. The architecture is a mix of angular metal frames, translucent panels, and glowing blue energy fields. A prominent feature is a large cylindrical tower on the right side. The station is set against a dark, star-filled sky with streaks of light, suggesting a dynamic environment.

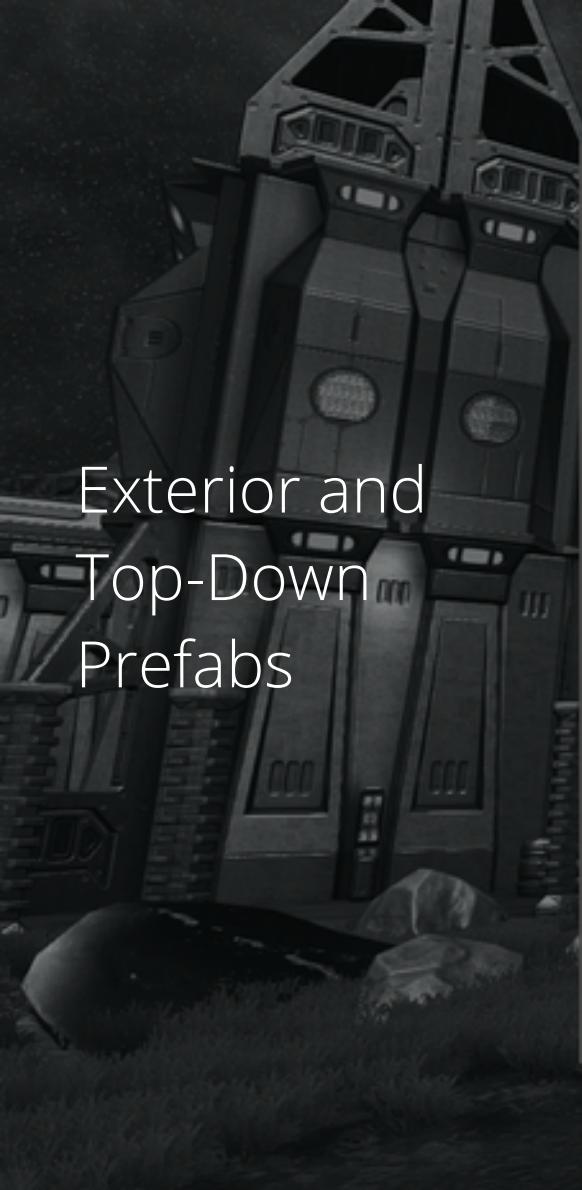
ATTENTION!

Before downloading and installing Heavy Station Kit it is necessary that You download and install Standard Assets (Characters and Effects) first.

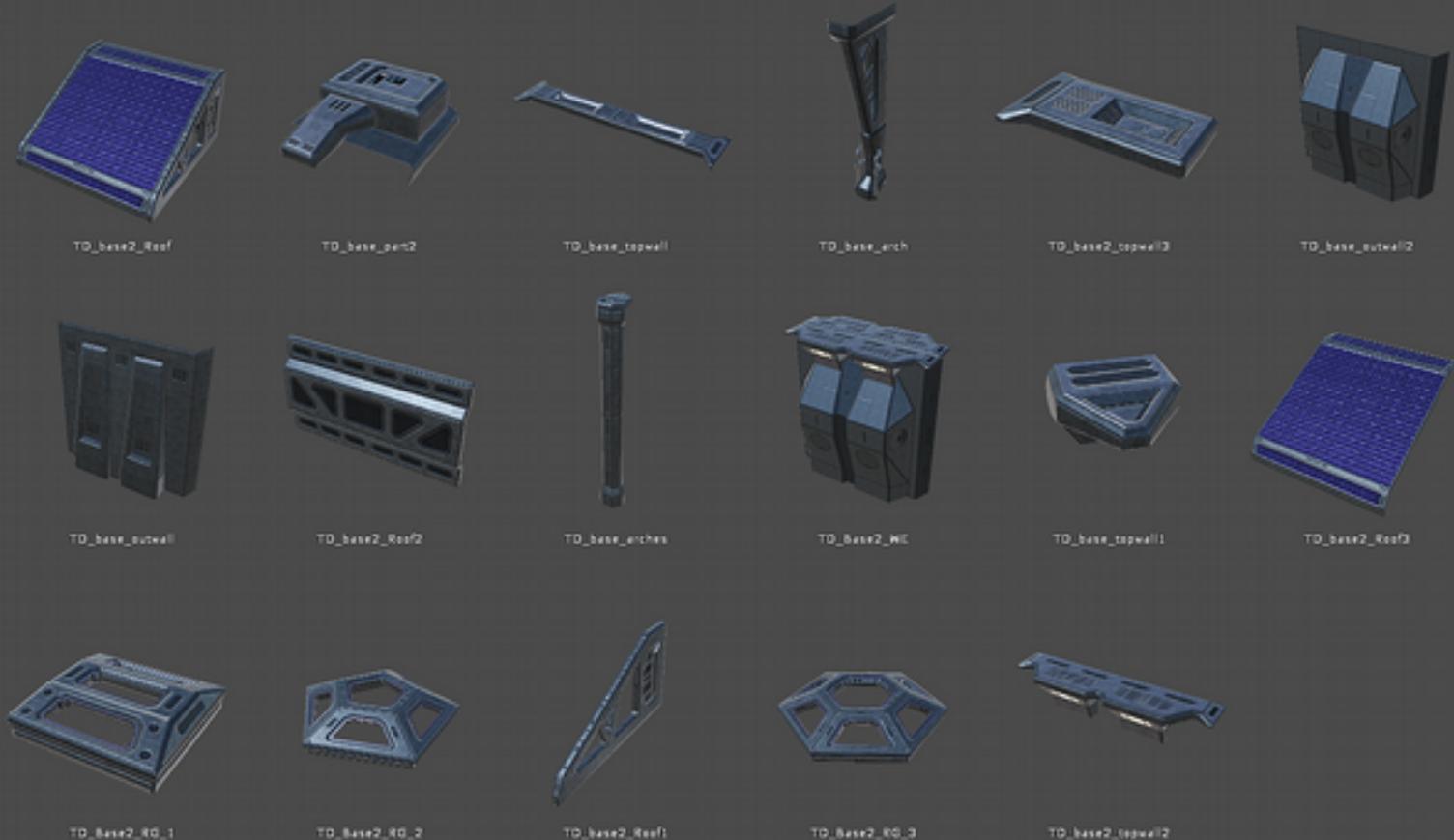
A detailed 3D rendering of a futuristic city at night. The architecture is characterized by large, angular buildings with metallic textures and numerous glowing blue and yellow rectangular windows. In the background, a tall, multi-tiered tower structure is illuminated from within, casting a warm glow against the dark sky. The foreground shows some rocky terrain and the base of the buildings.

WHAT'S NEW

Exterior Prefabs



Exterior and Top-Down Prefabs



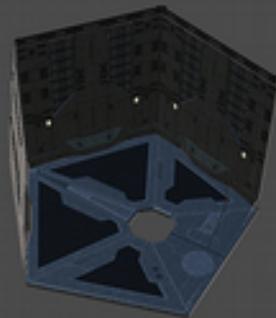
A detailed 3D rendering of a futuristic space station or industrial complex. The central feature is a large, illuminated hexagonal room with a dark, textured floor. To its left is a tall, multi-tiered tower with a complex lattice-like structure and glowing red lights at the top. In the background, there are more metallic buildings with various windows and structural elements. The ground is rocky and uneven, with some greenery and debris scattered around.

WHAT'S NEW

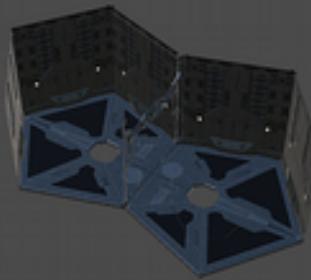
Pentagonal and Hexagonal Rooms



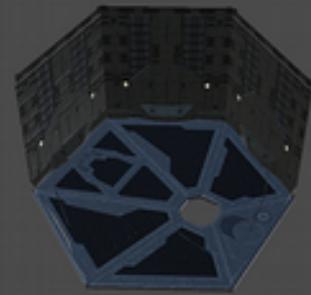
Simple examples of construction for pentagonal and hexagonal rooms



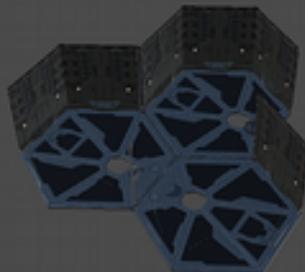
PENTA_ROOM1



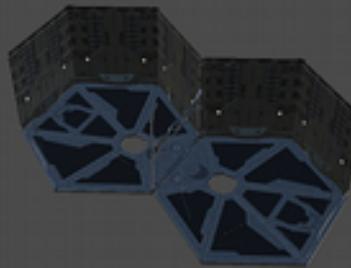
PENTA_ROOM2



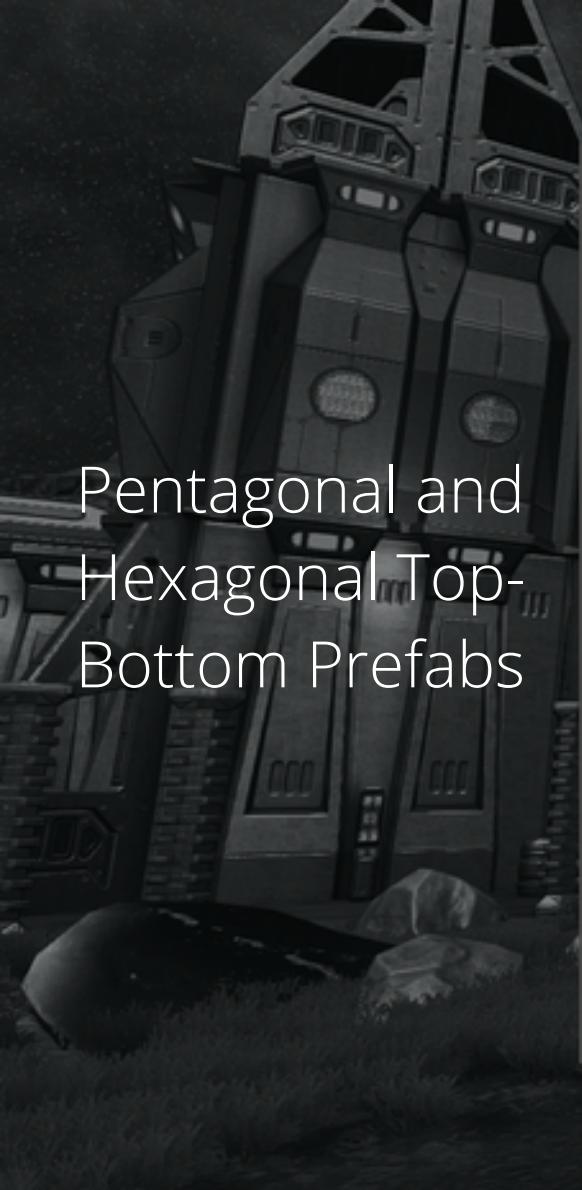
HEXA_ROOM1



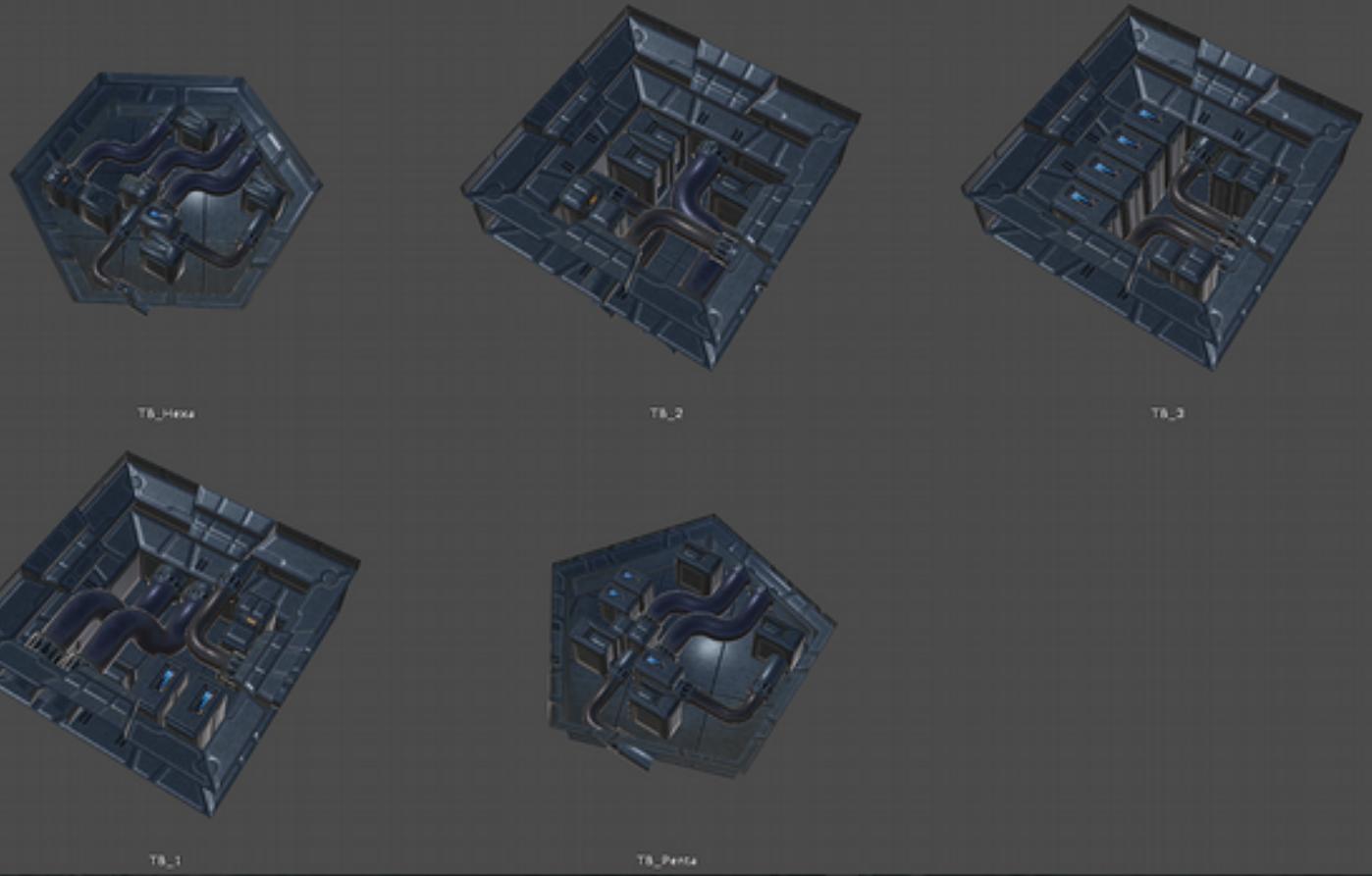
HEXA_ROOM3



HEXA_ROOM2



Pentagonal and
Hexagonal Top-
Bottom Prefabs



A nighttime aerial view of a futuristic city. The architecture is highly advanced, featuring large, metallic structures with intricate patterns and glowing purple light panels. Some of these panels are transparent, revealing a glowing interior with orange and blue lights. In the background, there are smaller buildings and green trees. The overall atmosphere is dark and mysterious, with the glowing elements providing the primary light source.

WHAT'S NEW

Transparent Roofs

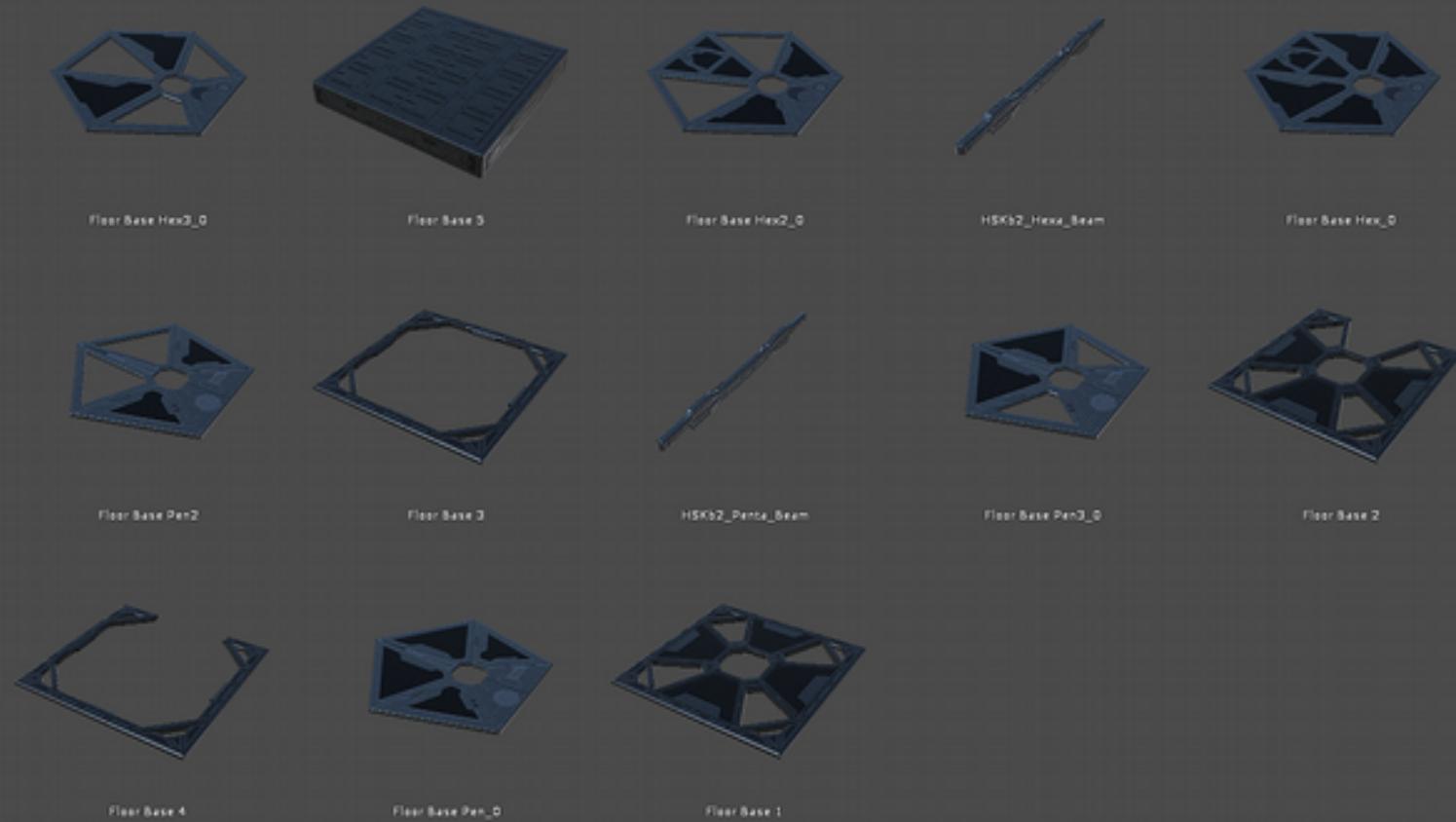


WHAT'S NEW

One-sided Floors and Ceilings



Floor and
Ceiling now also
had one-sided
design too



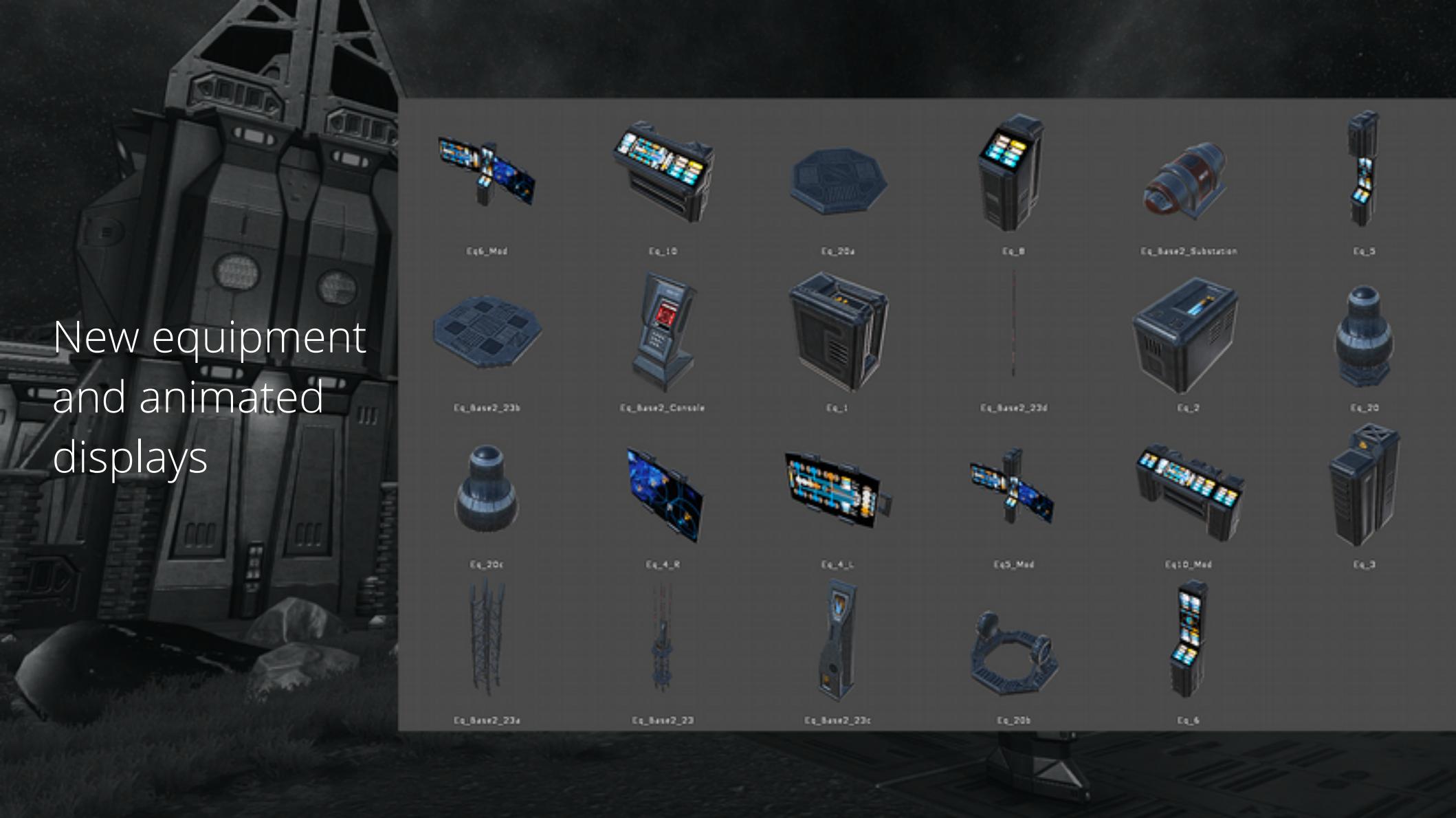


WHAT'S NEW

Equipment

WHAT'S NEW

Animated Materials for Displays



New equipment
and animated
displays



The background image shows a detailed view of a futuristic interior, likely a corridor or a room in a space station. The walls are made of a dark, metallic material with a complex, geometric pattern of raised panels and recessed lighting. A large, ornate door is the central focus, featuring intricate carvings that appear to form a stylized 'ICE' logo. The door is partially open, revealing a bright green glow from the other side, suggesting a different environment or a power source. To the right, there's a control panel with several rectangular buttons and a small digital display showing some data. The floor is a dark, textured surface.

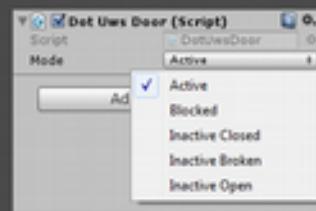
WHAT'S NEW

Universal Doors Control

NEW
5 in 1
Door
Base2_Door
with Script



Base2_Door



New Doors and Universal Control Script

Script *DotUwsDoor* allows switching the operating modes of the door prefab at Edit and Game modes. Script is attached to *Base2_Door* container in prefab.

In order to the doors automatically trigger when approaching a character, object *FirstPersonController* or other Person Controller should be marked with the tag "Player".

Script *DotUwsDoor* support following modes:

Active

door is opening and closing automatically, at approaching of a Player. Sound is being played, and opening and closing sounds of panel sliding differ;

Blocked

door is closed. Sound of "closed door" is being played, at approaching of a Player;

Inactive Closed

door is disabled, being fully closed;

Inactive Broken

door is disabled, being partially closed;

Inactive Open

door is disabled, being fully open.

Selecting of the door operating mode is instant - happening the next Update cycle.

For changing door mode via Script, as in the basic example, using C#, there are following guidelines:

1. Getting reference on container *GameObject* of *Base2_Door* instance.

```
GameObject Door2_001 = GameObject.Find("Door2_001");
```

2. Getting reference on *DotUwsDoor* component.

```
DotUwsDoor Door2_001_script = Door2_001.GetComponent<DotUwsDoor>();
```

3. Assigning identifier of an appropriate door Mode to public property *Door2_001_script.Mode*:

```
Door2_001_script.mode = uws_doorMode.{mode},
```

where *{mode}* - is one of the following values: *active*, *blocked*, *inactiveClosed*, *inactiveBroken*, *inactiveOpen* (see above).



NEW Door Console
Eq_B2Door_DEMO
with Animated
4 in 1
Screen Modes
and Script



Eq_B2Door_DEMO



Banner

Texture of the appearing hint

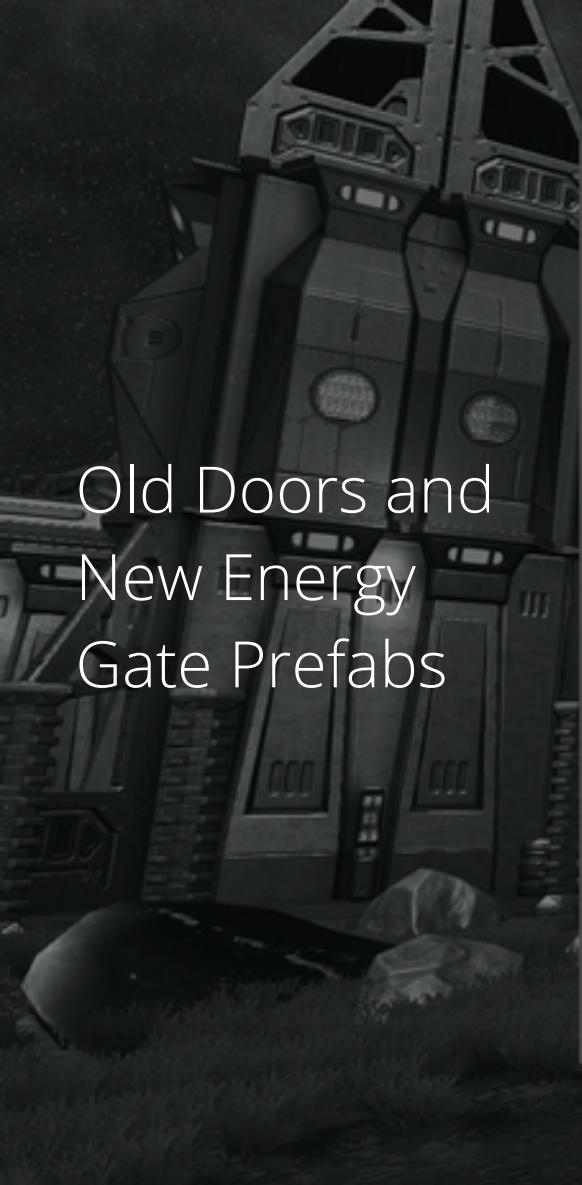
Controlled Door

Doors controlled by the console

Multi Control Mode

Set if the door is also controlled by another console





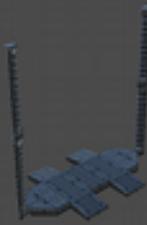
Old Doors and New Energy Gate Prefabs



Door_Slotted



Base2_EGate_2



Base2_EGate



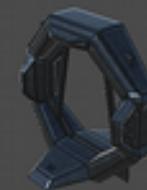
Door_Open



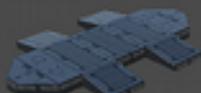
Door_Open_Close



Door_Open_Broken



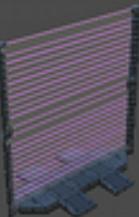
Door_Empty



Base2_EGate_0



Door_Active



Base2_EGate_ON



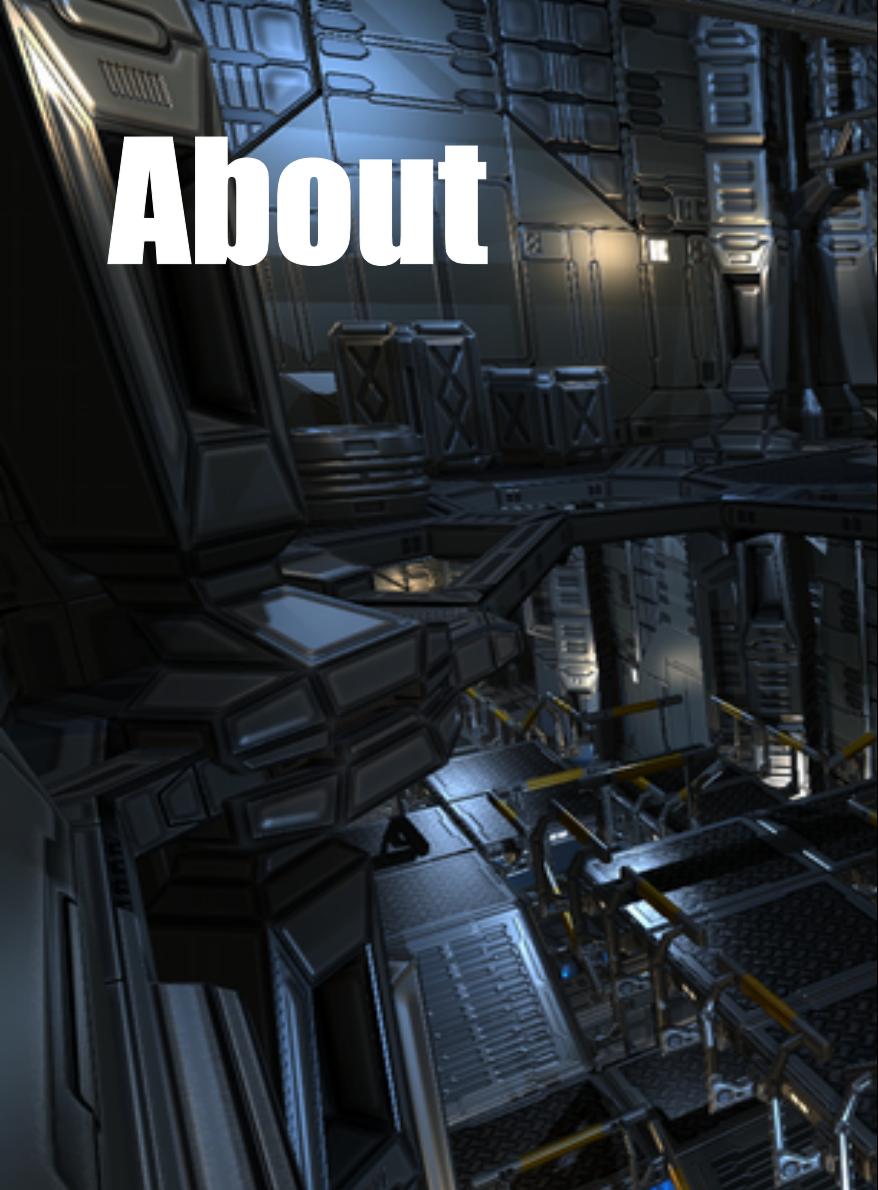
Base2_EGate_1

A detailed 3D rendering of a massive, metallic space station or orbital facility. The structure is composed of various cylindrical and rectangular modules, some with large windows or hatches. It appears to be in low Earth orbit, with the blue and green hues of Earth's atmosphere visible in the background. The lighting is dramatic, highlighting the metallic surfaces and creating deep shadows.

WHAT'S NEW

Detail Albedo Map

About



Heavy Station Kit **base**

made for creating architectural structures and can be used for games of different genres such as Adventure, Horror, FPS and more.

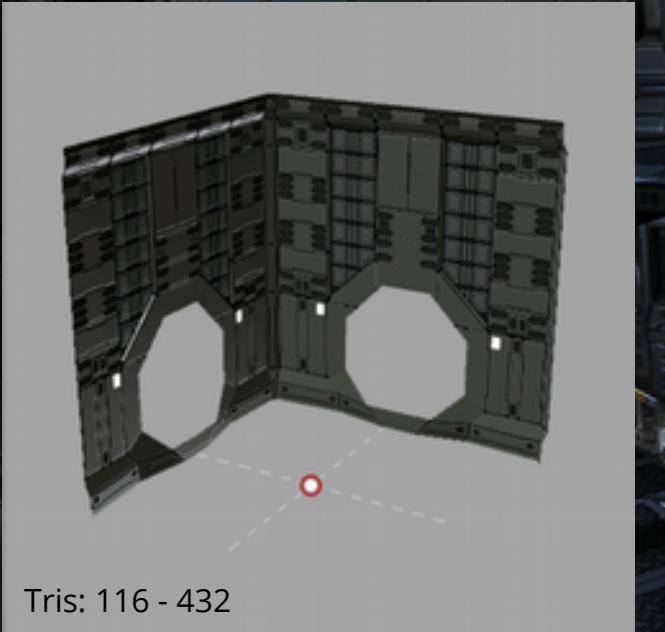
Used for making space stations as well as building on-ground, underground and underwater structures.

This base kit contains the necessary objects you will need for the creation of your rooms.

In the upcoming editions we are looking to continue series, expanding the possibilities of the set and its various components.



Walls



Tris: 116 - 432



Wall units can be placed in the scene with the shift of 10m along any of the x, y or z - axis.

Wall blocks can have 1 to 4 walls to make structures of different sizes.

Not all walls have space for a door placement.

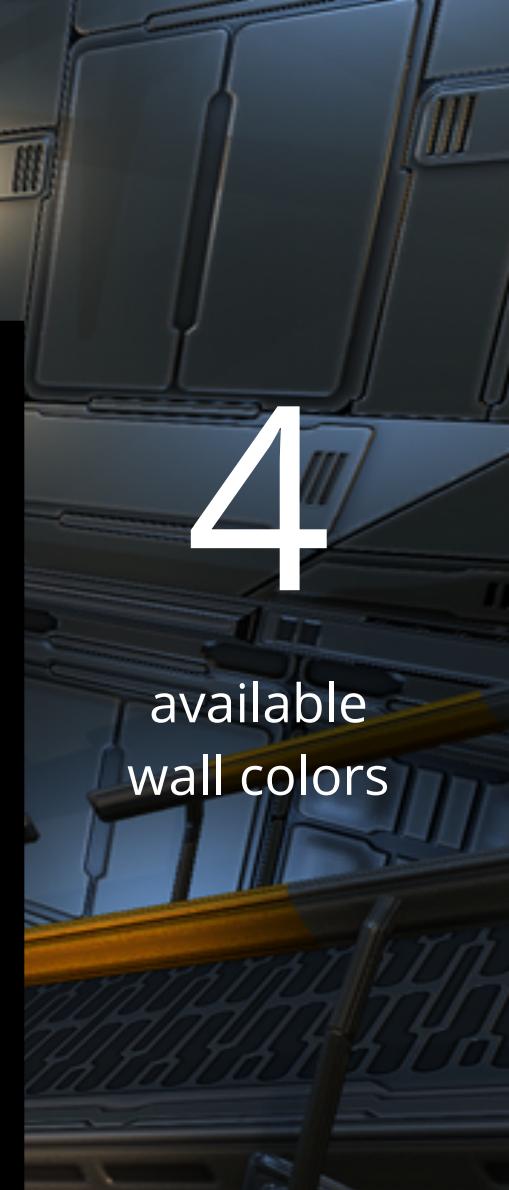
The set consists of 20 different wall blocks.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

4

available
wall colors



Floors



Tris: 620 - 736

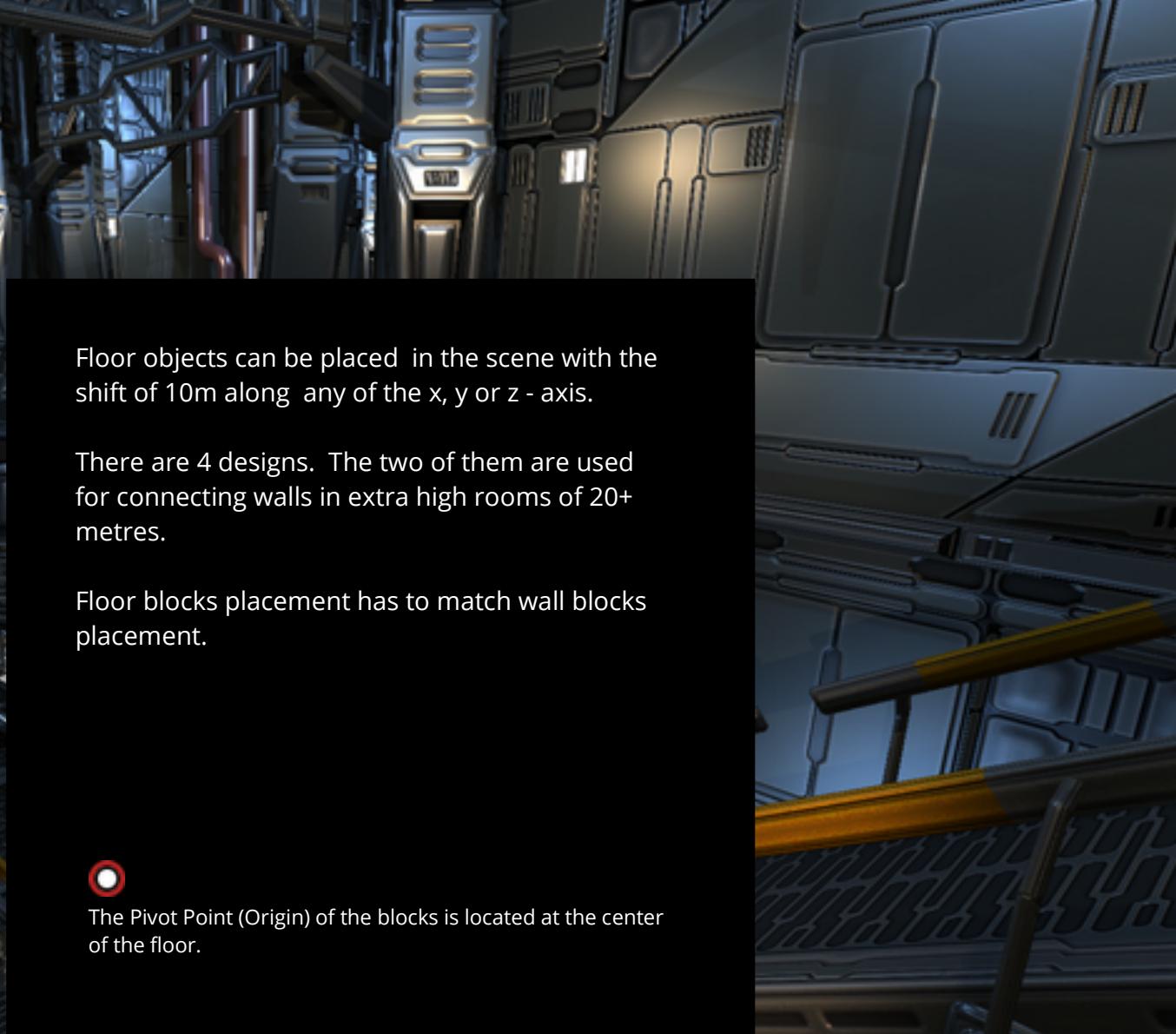
Floor objects can be placed in the scene with the shift of 10m along any of the x, y or z - axis.

There are 4 designs. The two of them are used for connecting walls in extra high rooms of 20+ metres.

Floor blocks placement has to match wall blocks placement.



The Pivot Point (Origin) of the blocks is located at the center of the floor.



Floors Fill



Tris: 368 - 2720

Floor filler segments (if necessary) are used to fill the floor space to make up a solid surface for movement.

There are 3 designs. One is with the filled center, the next one is with the open, but gated center, and the final one is open with no gate for inserting the ladder.

Floor filler block placement needs to match the floor block placement.



The Pivot Point (Origin) of the blocks is located at the center of the floor



Support



Support blocks can be used graphically to give an appearance of strengthening the whole architectural structure.

One, two, three or four pillar blocks can be used in the corners and big rooms in the center.

The fitting of the support blocks and the floor blocks needs to match.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



Arches



In large rooms arch blocks are used for filling the gaps between the wall blocks.

There are a few types of arch blocks. Some do and some don't have steelworks. The steelworks have a different set-up and are varied in height.

Arch blocks are placed in relation to the wall blocks in shifts of 5 m along the x or y-axis.

Some steelworks have no arches and can be used at your own discretion.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



Top Bottom



Top Bottom blocks are used for visual depth of field in the scene.

Combining the turns and angles of rotation, you can get many different combinations of floors and ceilings.

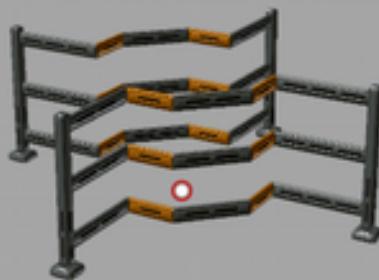
The Top Bottom block placement has to match the Floor block placement.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



Partitions



Tris: 316 - 984

Partition blocks are useful for partitioning rooms.

Partition blocks are designed to be placed in the center of the wall blocks; they can also be used freely in any place you would like. There is a variety of Partition blocks that can be arranged in different combinations to give a unique look to your scene.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

Partitions 2



Tris: 186 - 1410

Partition blocks 2 are designed to be placed next to the walls and can be used to create a high tech look of the structure. They come in many different styles, some with tubing (pipes) and some without.

The placement of the Partition blocks 2 has to match the wall block placement.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



channels



Channel blocks are used for creating smaller-sized rooms (corridors). Just like the Wall blocks, Channels have to be placed in the scene in shifts of 10 m along x, y or z-axis.

Channel blocks come in a few different configurations, some with openings for door fitting and some without.

There are 7 different Channel block styles and one is specifically used for room decoration or room separation.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

4

available
wall colors

Stairs



Tris: 44 - 808

Stair blocks can be placed freely.

With the availability of tilted and horizontal parts, you can make an assortment of forms for transitions and platforms.

The 2 m length and width of every stair block makes it easier for you to plan out and design your own system of transitions and platforms.

There is a total of 25 different stair blocks.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



Doors



Door blocks have to be placed in the door openings.

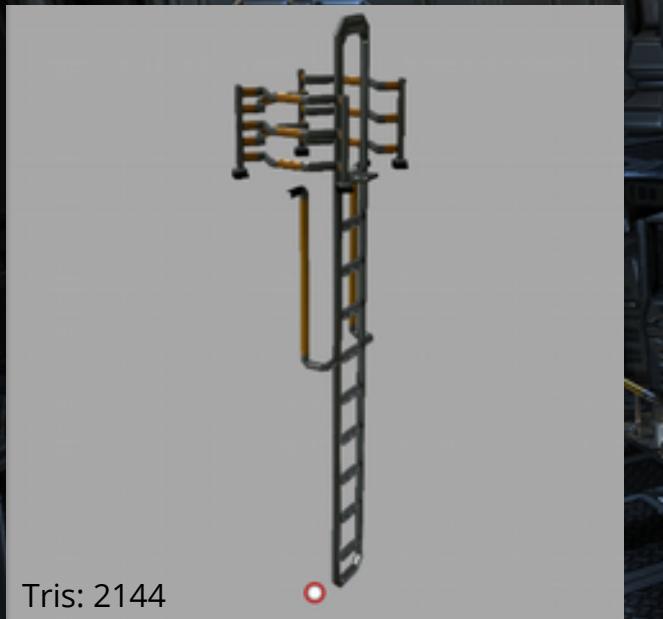
There are a few different styles of door blocks: functional, blocked and damaged.

The placement of the door blocks has to match the Wall or Channel block placement with a 5 m offset.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

Ladder



Tris: 2144

A ladder block is used for the character's vertical movement between the floors.

The ladder block is designed to be set up in the center of the floor block.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



Props



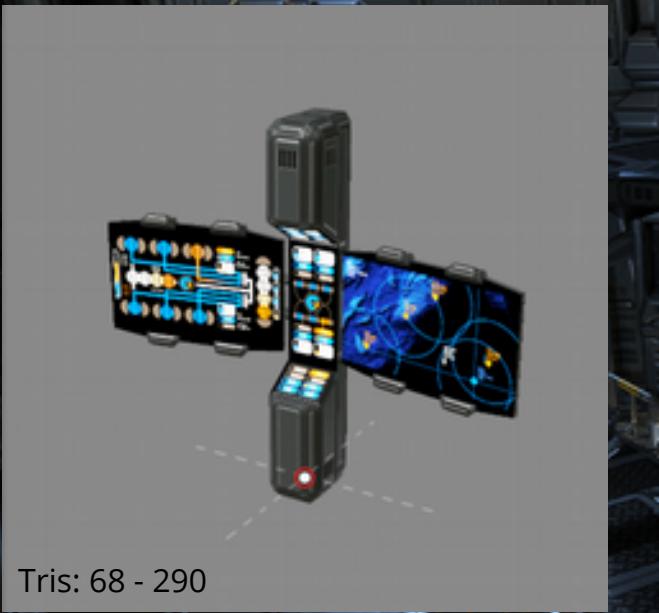
Tris: 332 - 1116

Prop blocks are free to place and are useful for enhancing the atmosphere of your project.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

Equipments



Equipment blocks are free to place and are useful for enhancing the atmosphere of your project.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



Scripts

C#

Universal control for Doors, new in v2.0

Animated Displays, new in v2.0

Manual control for Ladder

Automated control for Doors, for backward compatibility with v1.0 — 1.3

All scripts are operating properly in

Unity3D 5.x

DotTeam
Sci-Fi Themed
Kits

