

STYLISH INTERIORS

3D GAME ASSETS

THE PACKAGE CONTAINS THE FOLLOWING ITEMS:

- WALL MODULES
- WINDOWS & DOORS
- DETAIL OBJECTS
- A HANDFUL OF EXTERIOR OBJECTS
- COLLECTIBLE TROPHY ITEMS (PAINTINGS, STATUES, COINS)
- 2 PARTICLE SYSTEMS
- 29 MATERIALS
- 28 TEXTURES
- 2 DEMO SCENES

HOW TO APPLY A TILING MATERIAL FOR A CUSTOM MADE FLOOR?

If you decide to use a custom length floor instead of the included prefabs, you will have to create a custom material to match it's aspect ratio, otherwise the tiling will be off, and your textures will end up being stretched. Don't worry though, this is an easy process!

Simply go to the Materials folder, select the material you want to modify, press CTRL+D to duplicate it, then name it to your liking, for example "Floor01_1x2".

Now you have to simply select the newly created material, and under Tiling, set the numbers to the correct ratio, for example 1:2. When this is done, place a floor prefab in your scene, or create a new plane and change its scale to 1x2 metres.

After that, you can simply drag your new material onto that plane, and it should be tiling correctly.