

Office Pack: Furniture v1.0.0

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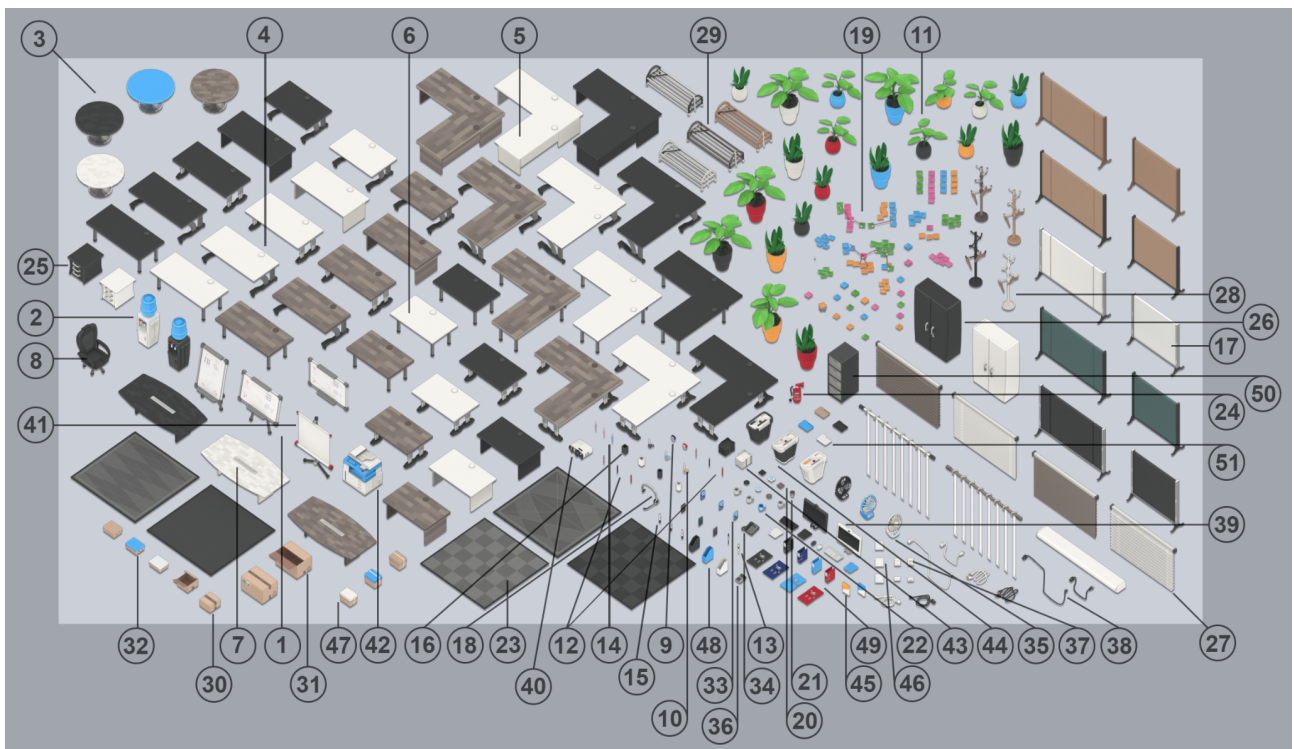
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Description

Design stylish and modern office spaces with this furniture pack! This pack contains a wide variety of tables, plants, mats and office equipment to create various office rooms. This furniture pack has 40 item categories and 354 prefabs ready to use, just drag and drop into your scene!

If you are looking to populate these office spaces with personel, please look at [Character Pack: Office people](#). This Office Pack: Furniture also goes perfectly with [House Pack: Furniture](#) assets. Start decorating and have fun!

Details

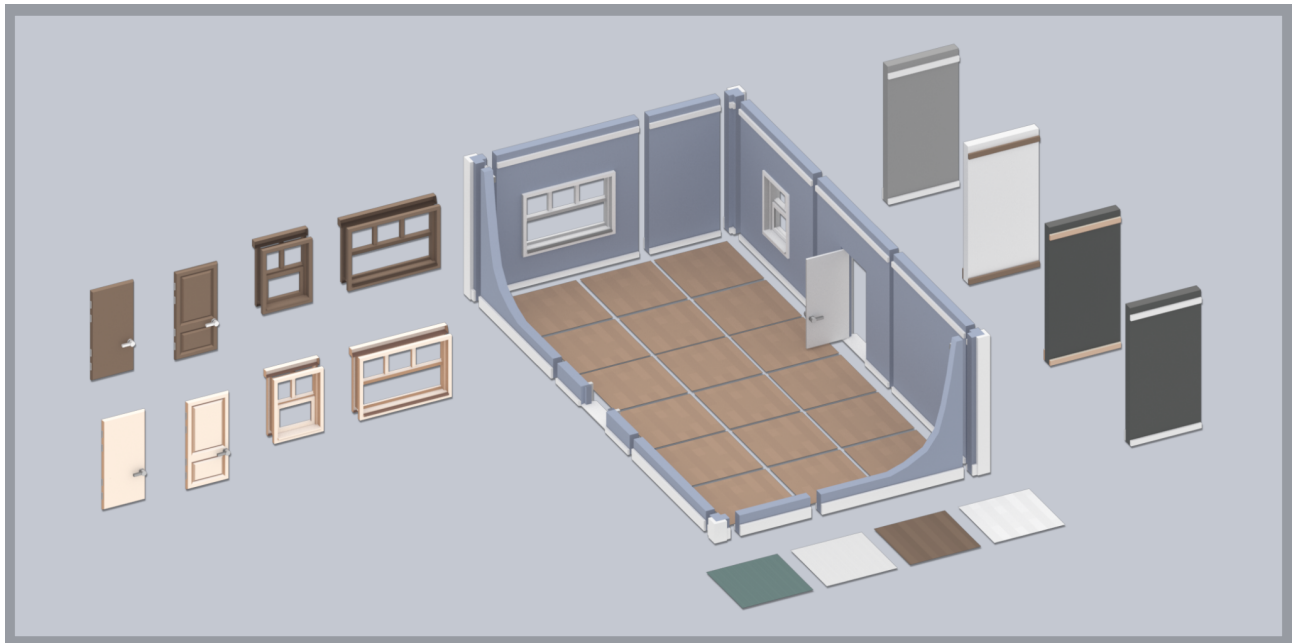


Complete list of 51 assets with average polycounts and texture variations:

1. 3 whiteboards (391 tris, 396 verts)
2. 1 water dispenser (2 textures) (1184 tris, 625 verts)
3. 1 small round table (4 textures) (634 tris, 368 verts)
4. 5 large tables (3 textures) (460 tris, 259 verts)
5. 4 large L shaped tables (3 textures) (796 tris, 462 verts)
6. 4 medium sized tables (3 textures) (500 tris, 291 vers)



7. 1 meeting table (3 textures) (362 tris, 189 verts)
8. 1 boss chair (2540 tris, 1374 verts)
9. 1 stamp (2 textures) (164 tris, 88 verts)
10. 1 scissor (3 textures) (616 tris, 318 verts)
11. 4 plants (5 textures) (1482 tris, 848 verts)
12. 2 pencils (3 textures) (88 tris, 46 verts)
13. 2 ballpoint pens (206 tris, 106 verts)
14. 1 propelling pencil (3 textures) (278 tris, 141 verts)
15. 1 marker pen (3 textures) (254 tris, 131 verts)
16. 2 pencil holders (2 textures) (176 tris, 90 verts)
17. 2 partition dividers (5 textures) (192 tris, 128 verts)
18. 1 one ear headset (488 tris, 246 verts)
19. 28 note compositions, stacks and single pieces (200 tris, 145 verts)
20. 2 mug coasters (3 textures) (50 tris, 27 verts)
21. 1 cardboard coffee mug with label (224 tris, 126 verts)
22. 1 mug (4 textures) (240 tris, 120 verts)
23. 1 mat (5 textures) (52 tris, 28 verts)
24. 1 fire extinguisher (1280 tris, 664 verts)
25. 1 drawer small (2 textures) (538 tris, 316 verts)
26. 1 large closet (2 textures) (638 tris, 382 verts)
27. 3 curtains (2 textures) (648 tris, 359 verts)
28. 1 clothes stand with two hangers (4 textures) (1844 tris, 991 verts)
29. 1 shoe rack with two shoe horns (4 textures) (1312 tris, 788 verts)
30. 1 small cardboard box (close and open version) (156 tris, 95 verts)
31. 1 big cardboard box (close and open version) (192 tris, 119 verts)
32. 1 archive cardboard box (3 textures) (224 tris, 128 verts)
33. 1 mobile phone (3 textures with closed locked screens) (156 tris, 80 verts)
34. 1 landline phone (802 tris, 423 verts)
35. 1 desk fan (3 textures) (2238 tris, 1279 verts)
36. 1 calculator (346 tris, 220 verts)
37. 4 wall sockets (94 tris, 58 verts)
38. 4 power cable compositions (2 textures) (753 tris, 398 verts)
39. 1 all-in-one-computer with keyboard, mouse and mouse mat (2 computer textures, 3 mouse mat colors) (1432 tris, 792 verts)
40. 1 video projector (1145 tris, 711 verts)
41. 1 tripod projector Screen (604 tris, 334 verts)
42. 1 large printer (1285 tris, 747 verts)
43. 1 paper tray (2 textures) (688 tris, 456 verts)
44. 1 paper shredder (3 textures) (676 tris, 371 verts)
45. 1 A4 rice (2 textures) (92 tris, 48 verts)
46. 1 single A4 paper (3 textures) (12 tris, 8 verts)
47. 1 A4 box (3 textures) (308 tris, 158 verts)
48. 1 file organizer (3 textures) (178 tris, 92 verts)
49. 1 file folder (open and closed version) (4 textures) (450 tris, 240 verts)
50. 1 file cabin (534 tris, 348 verts)
51. 1 file cardboard (4 textures) (91 tris, 48 verts)



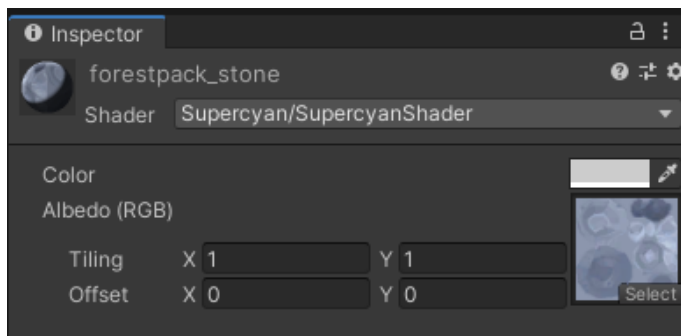
- As a bonus this package contains 25 demo room parts in the form of walls, floors, windows and doors. Doors and windows have 3 different textures, floors have 5 different textures and walls have 5 texture variations. The picture above demonstrates these features.
- The pack contains two showcase demo scenes. “Demoscene_AllProps” demo scene presents all the furniture and devices aligned on a grid. “Demoscene_DemoRooms” shows how you could use this package on your projects.
- Mobile friendly prefabs versions can be found with *Mobile_* prefix and materials with *_low* suffix.

Technical details

- All props and prop variations have game ready prefabs.
- Props have been designed to be low poly. No prop has more than 2600 triangles or 1400 vertices.
- Almost all of the props have custom modeled mesh colliders for the best performance and collision accuracy. Only thin or light objects do not have custom modelled mesh colliders.
- Texture size is 1024 in all props. No transparent textures or backface-culling used in models. This makes assets low poly and mobile friendly. Each texture has a Photoshop .PSD file included for further editing purposes.
- Pack uses a custom made Supercyan Shader in all character materials.
- Older Supercyan “CelShader” shader is now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
- Models FBX version are 2011.



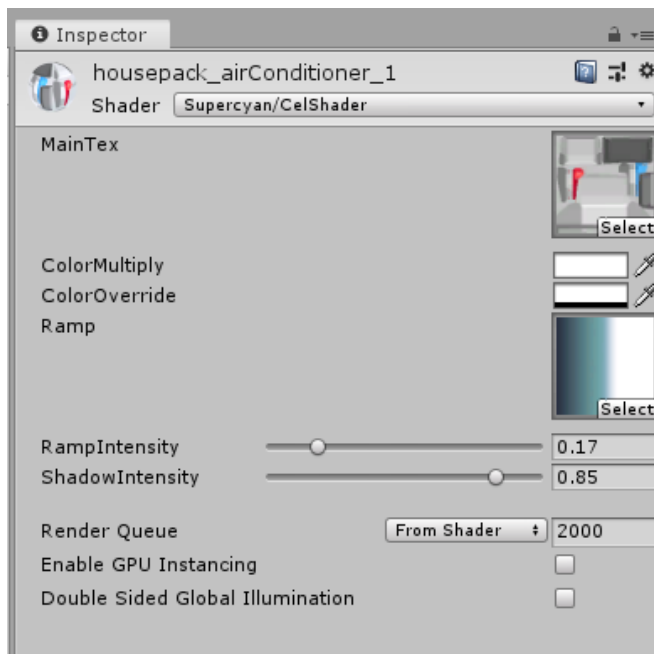
Supercyan Shader properties



Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture

Legacy CelShader shader properties



MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency

Support

For support contact us at via email: supercyan@wearebind.com

You can also find us at: <https://twitter.com/supercyanassets>

Our website: <https://www.supercyanassets.com>