

# Modern room for Unity Chan

## Project description

This is a room interior with several furniture objects with textures and materials.

The room contains: armchair, two coffee tables, floor light, chairs, curtain, dininig table, decorations such as books, plants, candels, etc.

On the coffee table there is an audio source - radio. It will start to play once you run a project.

I also added an animated caracater - Unity Chan. She will welcome you once you enter the room (audio effect). She has default waiting animation.

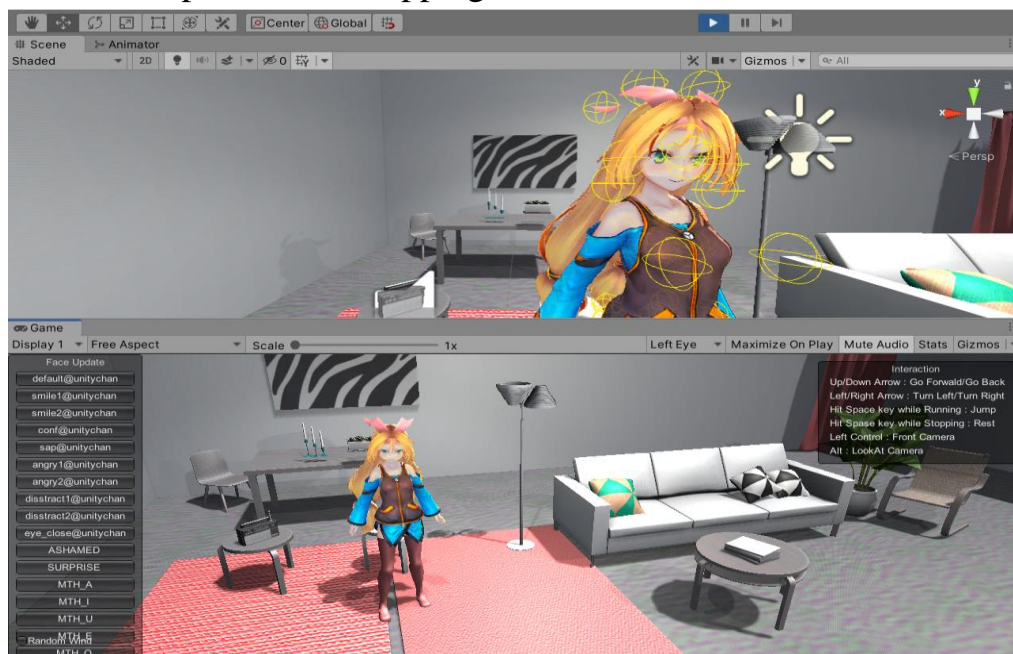
You can interate with her using following buttons:

Up/Down Arrow: Go Forward/Go Back

Left/Right Arrow: Turn Left/Turn Right

Hit Space key while Running: Jump

Hit Space while Stopping: Rest



All assets are free and downloaded from Unity Assest Store

## Restrictions:

Unity version used is Unity 2019.3.14f1 .

This project is mainly made for VR hardware, but you can also try it on your PC.

## Viewing the scene

\\Assets\\HDRPFurniturePack\\TridifyFurnitureDemoScene.unity