GoldenFrame Terminal - FREE

This demo scene showcases the GoldenFrame Terminal – a standout retro computer from the Cosmic Retro Computer Bundle. Its distinctive golden bezel and cozy CRT form evoke a sense of nostalgia, making it ideal for sci-fi labs, quirky offices, retro-futuristic stations, or educational settings. Includes emissive screen control and modular text mesh for extra flexibility.

Key Features

1 FBX models & 1 prefabs

Low-poly stylized aesthetic

1× 8×8 px texture (PNG) & 1 material

Optimized triangle counts

Drag-and-drop prefabs

Demo scene included (URP only)

GoldenFrame_Terminal_FREE Switcher

GoldenFrame_Terminal_FREE.cs is a simple script that lets you toggle a retro computer screen ON and OFF by clicking it in Game view.

It switches the screen material (between normal and emissive) and shows or hides the text mesh.

All required references (renderer, materials, and text) are already assigned — just play the scene and click the screen.

Installation

Copy the GoldenFrame_Terminal_FREE folder into your Assets/ directory.

For URP (recommended)2 assign the URP asset in Project Settings > Graphics.

For HDRP / Built-in2 drag the corresponding config files from Render_Pipeline_Setups/.

Open the demo scene from Demo_Scenes/URP/ (URP only).

Drag any prefab from Prefabs/ into your scene and start building.