Thank you for your purchase & **welcome to the** *Mad Scientist's Laboratory & Lair!*

Introduction:

So, what will you find in this asset pack? Quite a lot. Mad science machinery, control panels, lights, fixtures, Tesla coils, more Tesla coils, switches, books, chemistry equipment & chemistry tables - and a variety of architectural elements. 330 plus prefabs await.

Package Contents:

The following folders are included:

Animations: Animation Controllers for the animated prefabs included. Can be largely ignored.

Materials:
- **General Use**: These are materials that can be applied to many objects interchangeably. For example, to replace the wall textures on the default prefabs. Most of these materials tile in at least one direction, and many tile seamlessly in both directions.
- **Particle Effects**: Animated sprite sheets for the included particle prefabs.
- **Standard Objects**: These materials only work with a specific item (mesh) or a few specific items.

Meshes: Source meshes and reduced poly collider meshes. These can be dragged and dropped into the scene, but in most cases it makes more sense to drop in a prefab, which already has all the materials attached instead.

Prefabs:
- **Animated Objects**
- **Architecture**
- **Particle Effects**
- **Standard Objects**
  The items in these folders are fully setup to be dragged and dropped into your scene.

Reflection Probes: This folder contains baked reflection probe textures which have been configured to be recognized by unity as reflection probes. But they can potentially be used in other ways as well.

Scenes: Includes the demo scene found in the trailer and screenshots. Only a basic static camera is included in the scene by, but if you import Unity's standard assets and drop in the default first-person controller, (or your FPS controller of choice) you will be able to run around in the scene.

Texture: All the albedo, metallic, smoothness, normal & ambient occlusion & height textures used by the game's materials and prefabs.

Other notes:

Rights: The 3d models used in this asset pack are all original. The PBR textures and materials are also original, derived from a mix of original photography and textures painted in Substance Painter. The only exceptions are the following, which are in part derived from Public Domain sources:

The artwork frames are derived from public domain images hosted by the New York Public Library Digital Collection at the following links:

https://digitalcollections.nypl.org/items/79c4c5ae-fd46-978c-e040-e00a18063068
https://digitalcollections.nypl.org/items/5e66b3e8-c0de-d471-e040-e00a180654d7

The stained glass window texture is derived, in very heavily modified form, from the following public domain image, also hosted by the New York Public Library Digital Collection:

https://digitalcollections.nypl.org/items/510d47e3-903b-a3d9-e040-e00a18064a99

Conclusion:

Thanks again for purchasing this asset! I hope you'll be able to use it as part of a unique and exciting final product!

- **Mad Lobster Workshop**