

Hand Painted Modular Pack: Basic Tavern

A How-To Guide:

Firstly, thank you so much for buying this asset pack! Your business and feedback means the world to me. Feel free to reach me at davidmhipps@gmail.com if you have any questions not answered in this primer!

This asset pack was created because I saw so many large asset packs that included lots of assets but only at very high prices. For people exploring a simple look it seemed very steep to spend lots of money to get more assets than they needed. If this is your first time in Unity or you're just looking for some very flexible materials, this is for you.

Placement:

From the prefabs folder simply drag and drop an asset into your scene. If this is the first object in the scene I like to change its location to 0,0,0 to center my workspace. You can now select your item and while holding CTRL simply drag your object to use snapping to place! If you're using assets that need to be placed regardless of grid simply drag without holding CTRL.

Materials:

This is probably my favorite part of the pack. I hope it is for you too. In the pack's Materials folder there are many tiling materials. The floor tiles are already given some materials to show you what they can do. By placing a prefab in your scene you can simply drag a material onto your prefab in the editor to change it.

It is important to note that all the materials are given a color value by default. Base textures are all grey-scale so you can decide what color you'd like to go with yourself! This is a good way to break up repetition or even give your scenes a vastly different look.

Pro-tip: Materials that are shared from one prefab to the next will all respond together if the material color changes in the shader settings. If you want to break this up you'll need to create a new material, drop the appropriate texture and normal map in, and apply it! Keep in mind that along with color the tiling factor is also shared!

Textures

These textures are all tiling and include a normal map. See the Materials section if you would like to know how to use the textures.

Pro-Tip: By selecting a texture image you can change the scaling factor. Because all maps are given to you in 1024x1024 format you may want to scale them down. It is common in many popular video games to use, for example, a 256x256 albedo map and a 1k normal map. Try it for yourself.

If you have questions that aren't answered here please simply reach out to me at the e-mail above! I'll respond to you same day. Your feedback helps me improve this asset pack and my assets going forward.

Have any requests for Asset Packs? Give me a shout!