



UBS - Universal Building System

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www.ubuilder.com.au

Thank you for purchasing this UBS set. Your support is genuinely appreciated.

UBS provides a standardised 3D building environment for Unity3D. UBS is your pathway to rapidly constructing your own 3D building environments for games, virtual reality and just for creative fun in *Unity 3D*. UBS is a standardised modular virtual system designed specifically for the [Unity 3D](#) environment that allows construction of an infinite number of buildings and structures. Each set comes with standardised parts that can be reused to construct your own models and adds to your parts library to allow you to build anything of any size.

Full description of the UBS coming soon on the website; keep an eye out for it!

For support please visit the web site where you can lodge a support request.

Quick Start Installation

1. Create a new project and import the UBS Set.
2. Import Unity Standard Assets "Characters" Package Menu; Assets / Import Package / Characters
3. Import Unity Standard Assets "Environment" Package Menu; Assets / Import Package / Environment
4. Import Unity Standard "Effects" Package Menu; Assets / Import Package / Effects
5. Load the supplied Demo Scene
6. Insert a First Person Character from the standard assets into the scene at a location near the models in the scene
7. Run the scene to explore the provided model(s).
 - Press left mouse to activate moveable components that will highlight when you are looking at them.
 - Press right mouse to see part numbers of the components you are looking at.

See the back of this manual for information about the specific set(s) you have purchased.



UBS Features

Features:

- Standardised blocks; 25cm units (A "1 x 1 x 1" block is 25cm x 25cm x 25cm).
- Preconfigured materials ready to apply to models.
- Holistic components that can be used by themselves or in combination with others; e.g. Wall panels have outside and inside modelled so that placing a wall panel constructs the whole wall unit.
- Allows for quick building of facilities in minimal time.
- Components are standardised for reuse in many different models.
- Each set contains components for 1000's of models.
- Components are provided in each set for a wide variety of constructions.
- Materials are designed to intermesh.
- Materials are provided for different surfaces and textures adding to the variety of styles.

UBS Components

Components can be simple Blocks through to complete architectural modules.

Components:

- Blocks
- Parts
- Panels
- Columns
- Devices (dynamic objects; operating components; e.g. operating doors, windows, ceiling fans, escalators, lifts etc.)
- Module
- Model

UBS - Naming of Parts

Each part is nominally named as follows:

UBS<Category><No>_<height><width><depth>_<SubCat><No>_<Set><No>_<Revision>

Here is an example:

UBS_Wall02_120601_Window05_House01_01A

this part is a Wall panel 2, 12H x 6W x 1D, Window subcategory 5, House 1 set, revision 01A

Note that this naming does not always apply – this is provided as a guideline to assist the user in finding the part required.



Categories
AirConditioner
Beam
BillBoard
Blind
Bridge
Controller
Curtain
Door
DoorFrame
ElectricalPanel
Escalator
ExhaustFan
Fan
Fence
FirePlace
FloorPanel
FuseBox
Gate
Lift
LiftShaft
Light
Painting
Post
PostSupportRustic
Rod
RoofPanel45
Stair
StairWay
Switch
VerandahRail
WallPanel
Window
WindowFrame

Note: Not all of these part categories will necessarily be available in every set.

Editing and Creating New Models

Use the standard Unity 3D graphical editing tools and methods.



UBS Materials

Parts are usually set up with multiple materials. These material assignments may be changed depending on your preference. The UBS Assets Materials folder contains a suite of predefined materials. These materials are used within the models and prefabs provided. Experiment and modify the materials by adding different Textures.

UBS Folder Structure

The folder structure used by UBS is as follows:

- └ UBS
 - └ Assets
 - └ Materials
 - └ Meshes
 - └ Prefabs
 - └ UBS<SET NO> Dynamic Parts
 - └ UBS<SET NO> Parts
 - └ UBS<SET NO> Models
 - └ ... other sets ...
 - └ Script
 - └ Sounds
 - └ Textures
 - └ Demo Scenes
 - └ Documentation

Meshes contains imported FBX models that provide source mesh data for all the models and parts. This should not be changed or deleted as it will break the Prefabs and models and will need to be re-imported.

Prefabs contains the components for each set. Each set is represented by Dynamic Parts, Parts and Models. Dynamic Parts are operational parts that are scripted to provide user interaction. Parts are static components. Models are complete models that are ready for immediate use.

Other asset folders contain materials, script sounds and textures. These folders are not divided into sets and will accumulate components as sets are added to the collection.