

# Modular Medieval Village MegaPack - Free Demo House

## Overview

Create medieval scenes with this free modular house! Featuring customizable parts and high-quality textures, it showcases the style and modularity of the full [Modular Medieval Village MegaPack](#).

This package, created by [3DShapes](#), includes 3D models, textures, materials, and prefabs designed for Unity's three main rendering pipelines: **Built-in**, **Universal Render Pipeline (URP)**, and **High-Definition Render Pipeline (HDRP)**.

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## Package Structure

The package is organized as follows:

- **3DShapes/**
  - **Modular Medieval Village MegaPack - Free Demo House/**: Main folder containing all assets:
    - **HDRP\_Materials.unitypackage**: Materials configured for HDRP.
    - **URP\_Materials.unitypackage**: Materials configured for URP.
    - **Art/**: Contains all visual assets.
      - **Meshes/**: 3D models in .fbx format.
      - **Materials/**: Built-in materials for the standard pipeline.
      - **Textures/**: Textures used in the materials.
      - **Shaders/**: Custom shaders designed to add detail such as worn edges, dirt, and moss to objects. These shaders include exposed parameters, allowing users to fine-tune the appearance of specific surfaces. Standard Unity materials are also available for users who prefer non-customized materials.
    - **Demo/**: A sample scene showcasing the assets using the Built-in Render Pipeline.
    - **Documents/**: Includes the README and user guides.
    - **Prefabs/**: Contains customizable pre-built structures and a variety of props for quickly populating your medieval village, including essential buildings and detailed assets for interiors and exteriors.

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## How to Use with URP and HDRP

By default, the package is set up for the **Built-in Render Pipeline**. To convert the materials to **URP** or **HDRP**, follow these steps:

### 1. Set Up Your Project:

- Ensure your Unity project is configured for either URP or HDRP by installing the appropriate pipeline package from the Unity Package Manager.

### 2. Import Conversion Package:

- Navigate to the **Modular Medieval Village MegaPack - Free Demo House** folder.
- If you're using **URP**, import the **URP\_Materials.unpackage**.
- If you're using **HDRP**, import the **HDRP\_Materials.unpackage**.

### 3. Update Materials:

- After importing, the materials will automatically update to match the selected render pipeline, optimizing textures and lighting for URP or HDRP.

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## How to Use with Built-in Render Pipeline

To view the materials correctly in the Built-in Render Pipeline, you will need to download and install Shader Graph from the Unity Package Manager:

1. Open the Package Manager in Unity.
2. Search for Shader Graph and click Install.
3. Once installed, the materials in this package will be properly rendered in the Built-in Render Pipeline.

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## Notes

- The demo scene uses the Built-in Render Pipeline. If you're using URP or HDRP, adjust the lighting and post-processing accordingly.
- Double-check that all materials are properly assigned after the pipeline conversion, particularly for complex models.

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## Support

For any questions or support related to this package, please contact us at our support email:

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