Interior Model Pack Documentation

[004E]

Table of Contents

Asset List

Models Included

(Compatible with all render pipelines)

- **Desk x2, Bathroom Vanity, Bed x2, Cabinet x2, Wardrobe, A.C., Sofa**
- **Nightstand, Mirror, Bathtub, Shower Head and Pipeline, Chair x2, Office Chair, Toilet, Curtain x2, Curtain Rod, Coat Rack, Electric Fan, Container, Little Stair, Mop Washer, Trash Can x3, Portable Stair, Shelf**
- **Mop x2, Broom, Dust Pan, Toothbrush, Handsoap**
- **Quilt, Pillow x2, Blancket x1**
- **Picture Frame x2, T-Shirt, Pants, Towel, Clothes Hanger x3, Hanging Lamp x2, Hook, Light Switch, Clock**
- **Slipper, Duck Toy, Toilet Paper, Handbad**
- **Monitor, Desktop Case, Laptop, Mouse Pad, Mouse x2, Pizza Box, Pizza, Alarm, Cup x2, Bowl x2, Succulents, Hair Brush, Desk Lamp x2**
- **Carpet x2, Door, Vent, Window, Floor x4, Mat, Wall x5**
- **Suitcase, Scooter, Paper Box x2, Soccer Ball**

Effects Included

- **Lights On / Lights Off** *(Supports only Built-in Pipeline and URP)*
- ***Rotatable Objects***
- **Object Placer**

- **Fence Placer**

Model Usage

Original Models Without Effects

All original models are stored in the `Fries and Seagull/Interior 04E/Models/` folder. If you wish to use models without any special effects, you can directly drag and drop the models from this folder into your scene.

Prefabs with Effects

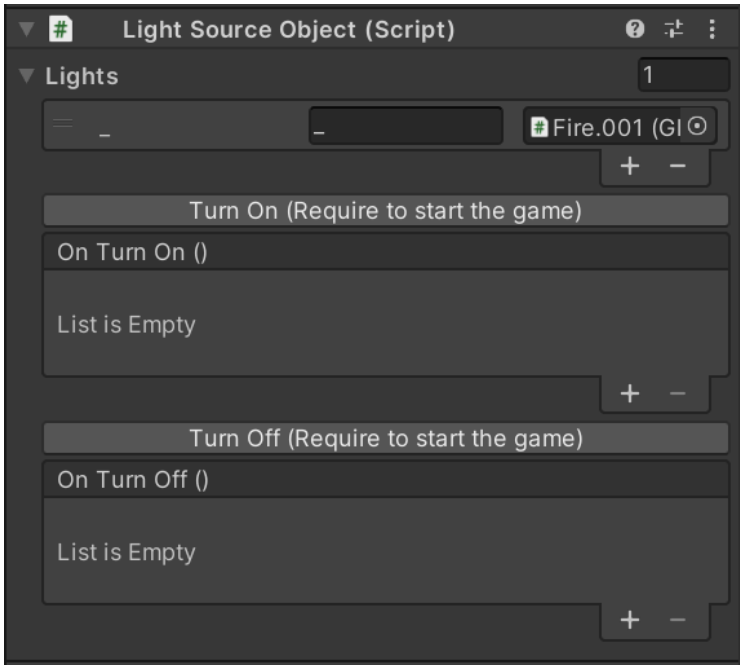
All prefabs are stored in the `Fries and Seagull/Interior 04E/Prefabs/` folder. These models may include custom effects, such as turning lights on and off.

Effects and Script Usage

Lights

Each light fixture GameObject has its own **Light Source Script**. These scripts feature **Turn On** and **Turn Off** buttons. During runtime in the editor, you can debug and toggle the lights by clicking these buttons. (Also in order to see it, the scene needs to setup post processing / volume that has Bloom effect first)

- Each button corresponds to a **UnityEvent** instance, where you can see which methods are called to brighten the light.
- Under **Lights**, all glow objects (**GlowLight**) related to the light source are listed. The left side shows the glow object ID, and the right side shows the glow object instance.



In Scripts:

- To turn all lights on or off:

```
gameObject.GetComponent<LightSourceObject>().turnOnAll();

gameObject.GetComponent<LightSourceObject>().turnOffAll();
```

- To use the **UnityEvent** instance to turn lights on or off:

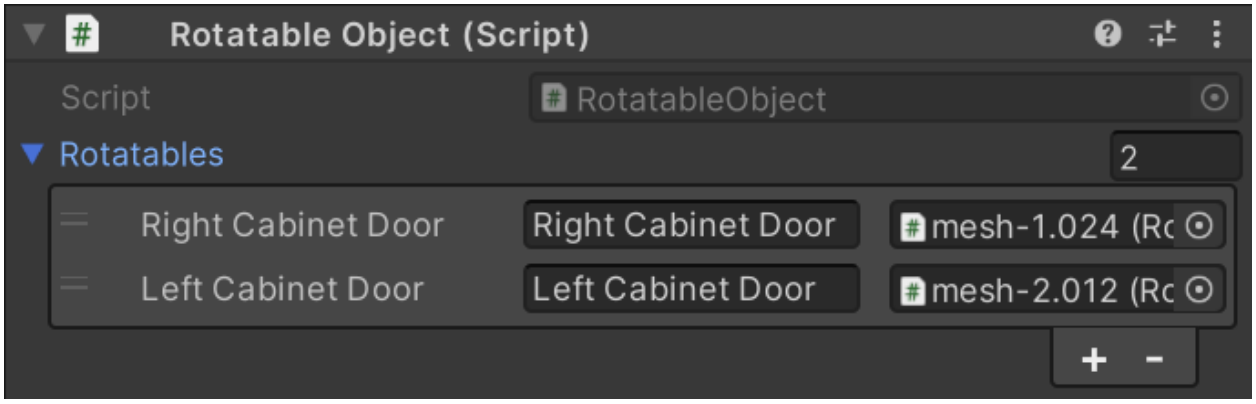
```
gameObject.GetComponent<LightSourceObject>().onTurnOn.Invoke();

gameObject.GetComponent<LightSourceObject>().onTurnOff.Invoke();
```

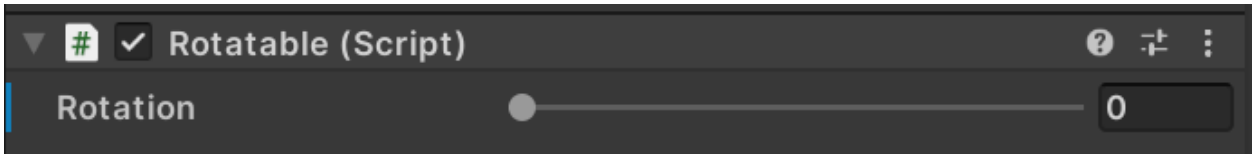
- To turn on a specific glow object:

```
gameObject.GetComponent<LightSourceObject>().turnOn("specificGlow
ObjectID");
```

Rotatable Object

Each GameObject that contains a rotatable object has a **Rotatable Object Script**. The component records the name of the child-rotatable and the child-rotatable instance. In both of the **Editor Mode and Play Mode**, you can go to the child and rotate it with a slider from 0 to 1.





In Scripts:

- To change the rotation of a specific child-rotatable:

```
gameObject.GetComponent<RotatableObject>().rotate(string id, float angle01);
```

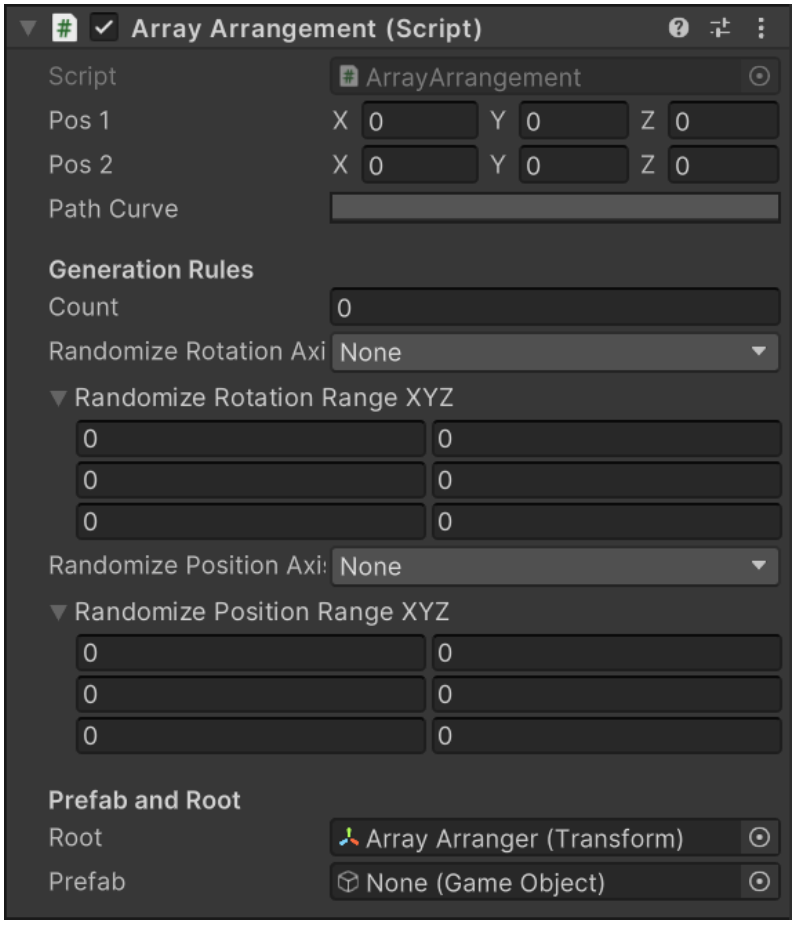
- To rotate all children rotatable:

```
gameObject.GetComponent<RotatableObject>().rotate(float angle01);
```

Array Tool

The **Array Tool** is an automated prefab arrangement tool, located in `Fries and Seagull/Interior 04E/Array Arranger`.

The Array Tool becomes inactive during runtime (generated prefabs remain, but changes to the Array Tool won't apply).



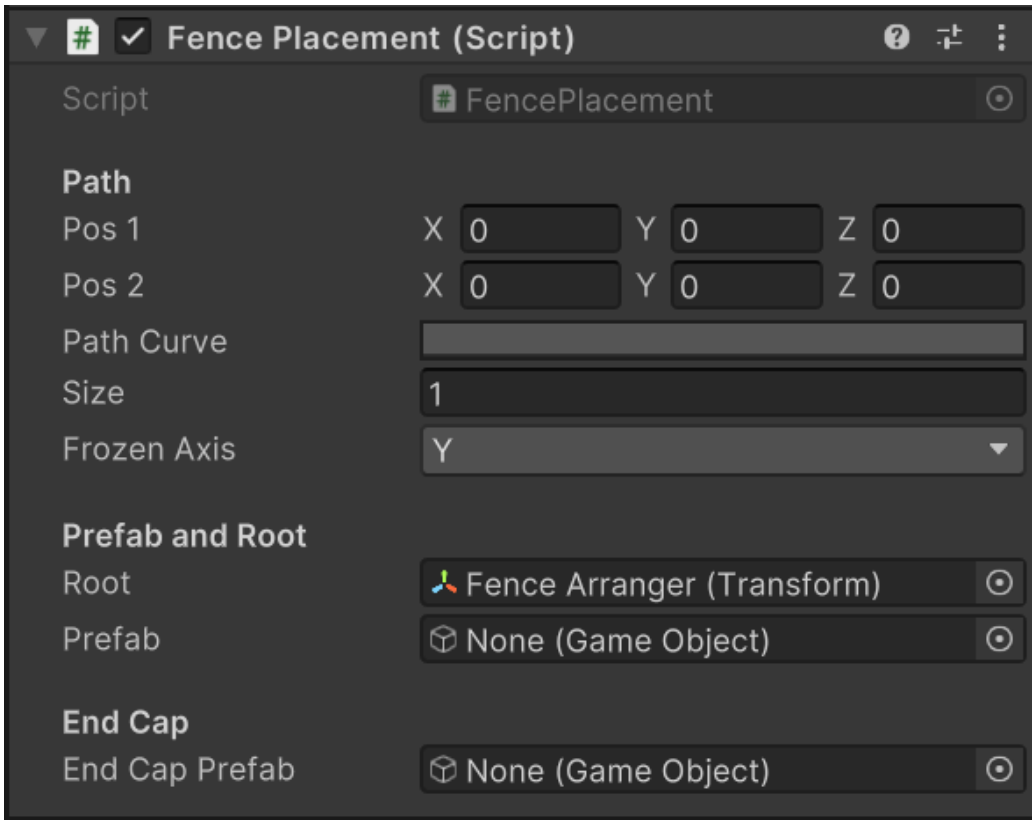
Parameters:

- **Pos1 and Pos2:** Control the start and end points of the array tool.
- **Path Curve:**
    - **X Range:** 0-1 (0 represents the start point, 1 represents the end point).
    - **Y Range:** Unlimited. Y represents the offset at the current X value.
- **Count:** Number of specified prefabs to generate evenly along the existing path.
- **Randomize Rotation Axis:** Choose which axes to apply random rotation.
- **Randomize Rotation Range XYZ:**
    - **First Row (X):** Enter **Min Angle** and **Max Angle**.
    - **Second Row (Y):** Enter **Min Angle** and **Max Angle**.

    - **Third Row (Z):** Enter **Min Angle** and **Max Angle**.
- **Randomize Position Axis:**
    - **First Row (X):** Enter **Min Offset** and **Max Offset**.
    - **Second Row (Y):** Enter **Min Offset** and **Max Offset**.
    - **Third Row (Z):** Enter **Min Offset** and **Max Offset**.
- **Root:** Specify the GameObject under which the generated Prefabs will be placed.
- **Prefab:** Specify which prefab to generate (supports Prefab Groups, randomly selecting from them).

Fence Tool

The **Fence Tool** is an automated fence prefab arrangement tool, located in `Fries and Seagull/Interior 04E/Fence Arranger`. The Fence Tool becomes inactive during runtime (generated fences remain, but changes to the Fence Tool won't apply).



Parameters:

- **Pos1 and Pos2:** Control the start and end points of the fence tool.
- **Path Curve:**
    - **X Range:** 0-1 (0 represents the start point, 1 represents the end point).
    - **Y Range:** Unlimited. Y represents the offset at the current X value.
- **Size:** Controls the scale of all generated prefabs.
- **Frozen Axis:** Choose which axis rotation to disable when connecting fences along the curved path.
- **Root:** Specify the GameObject under which the generated Fence Prefabs will be placed.
- **Prefab:** Specify which fence to generate (supports Prefab Groups, randomly selecting from them).
- **End Cap Prefab:** Prefab for individual fence posts.

Method to Switch Render Pipelines

Different render pipelines primarily affect the glow effects and some material properties of models.

1. In `Tools/Fries/Interior 04E/`, find and click the setup option for the render pipeline you wish to switch to and wait for it to load.