Modular period building No 1, Munich, 1900

Thanks for purchasing this asset!

This model is inspired by a period building in Munich Giesing which was built around 1900.

This package contains a modular set of walls and roof parts that makes it possible to construct virtually any building you can imagine.

Furthermore the package contains 8 ready-to-use buildings built from those parts, that you can drop into your scene as-is.

All walls and the buildings are available in 20 color combinations, together with the roof parts and the boardwalks this adds up to 316 models.

The package contains 5 textures, 4 normal maps and 21 materials. Most of the textures are 4096 x 4096.

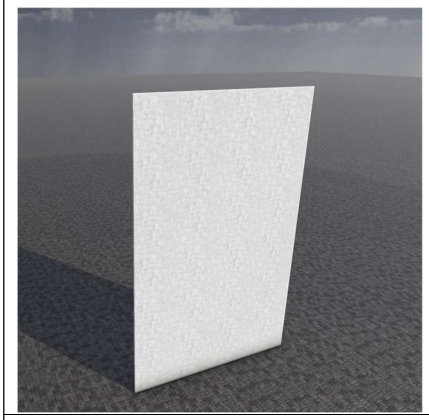
If you don't need high def textures you can scale them down pretty much without noticeable effect.

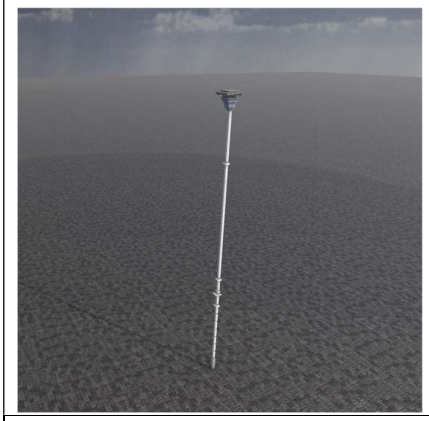
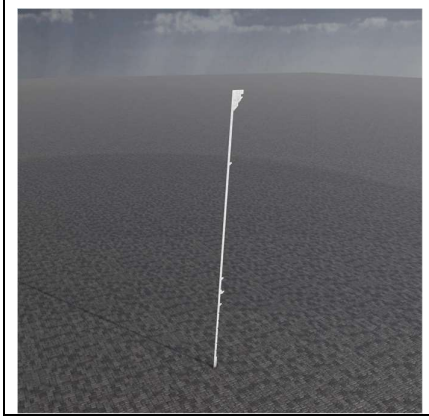
Note: plants and trees are NOT part of the package!

Parts

Walls

The package contains the following wall pieces:

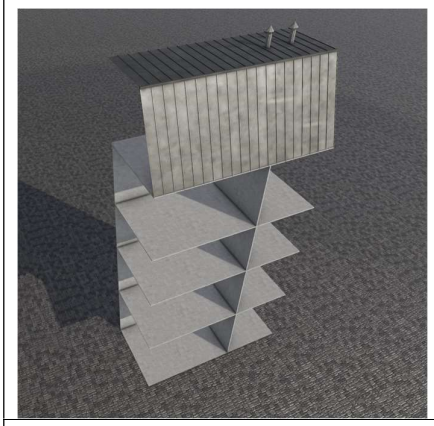
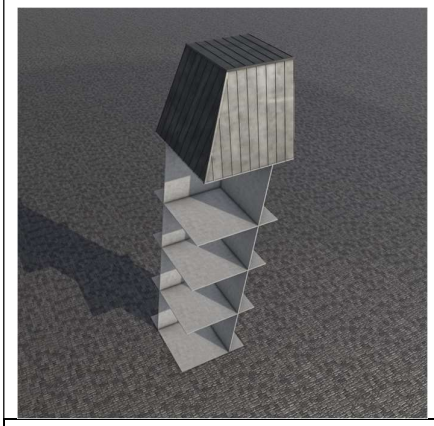
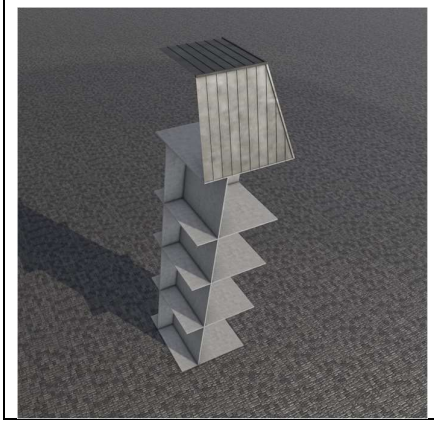
WALL01 	A wall piece without windows and doors, mainly used for side walls to connect to other building to the left and right. 24 verts, 12 tris
WALL02 	A wall piece with windows only. Used as “filler walls” between walls with doors. 8,863 verts, 5,379 tris
WALL03 	A wall with windows and an entrance. 11,131 verts, 6,627 tris
WALL04 	A wall with windows and a shop. 9,841 verts, 6,205 tris

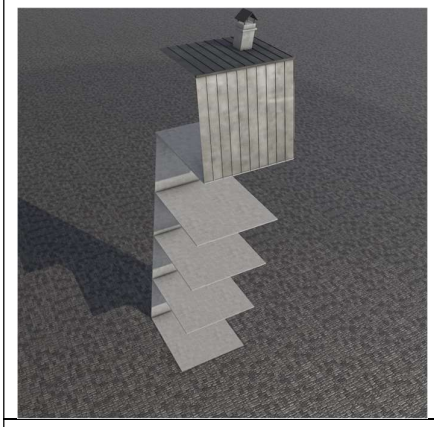
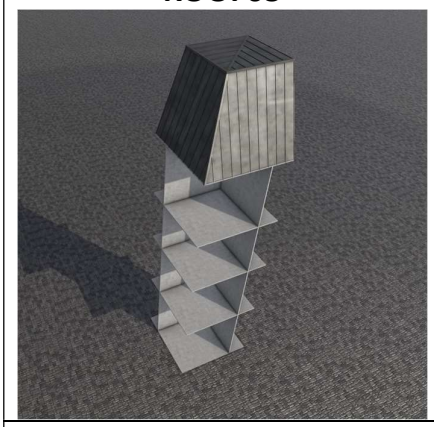
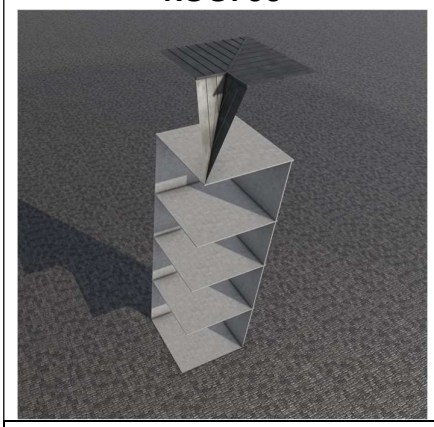
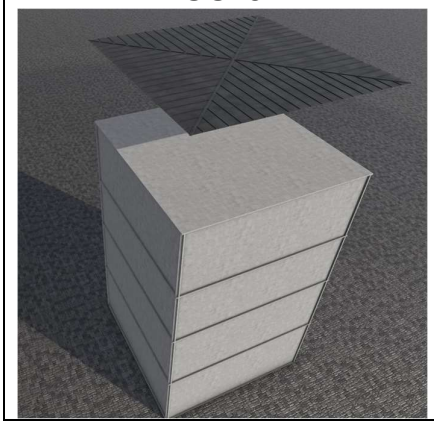
WALL05 	A corner piece to connect walls. 715 verts, 419 tris
WALL06 & WALL07 	Two corner pieces to connect normals walls with the windowless side walls. 387 verts, 239 tris

Roof parts

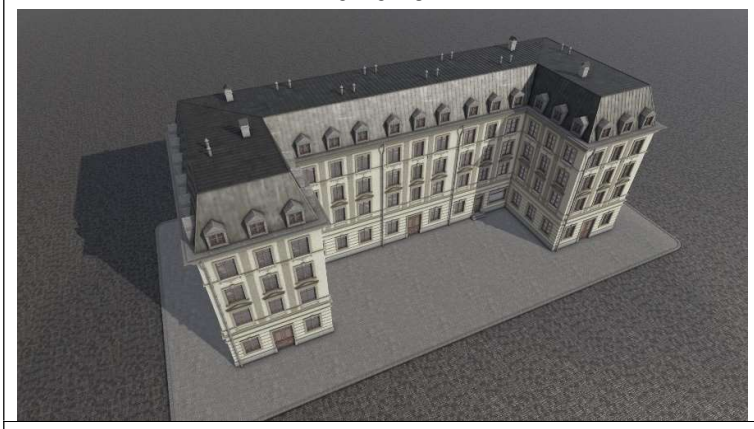
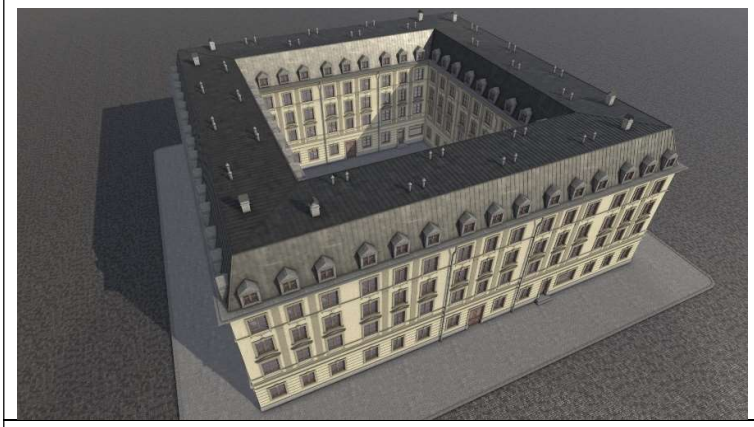
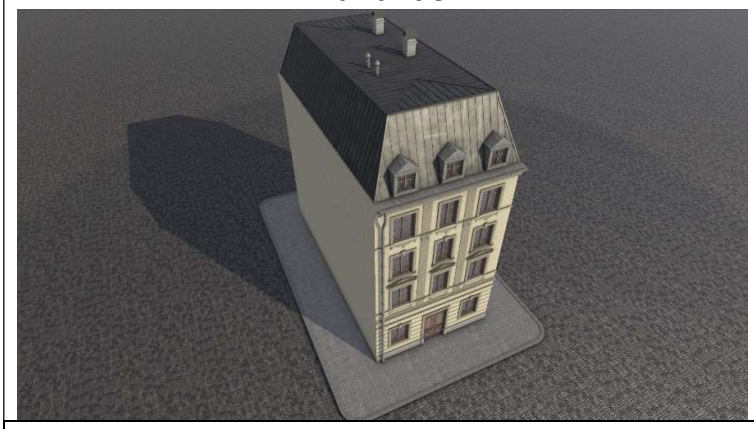
The roof parts also contain inside walls to avoid looking through the building.

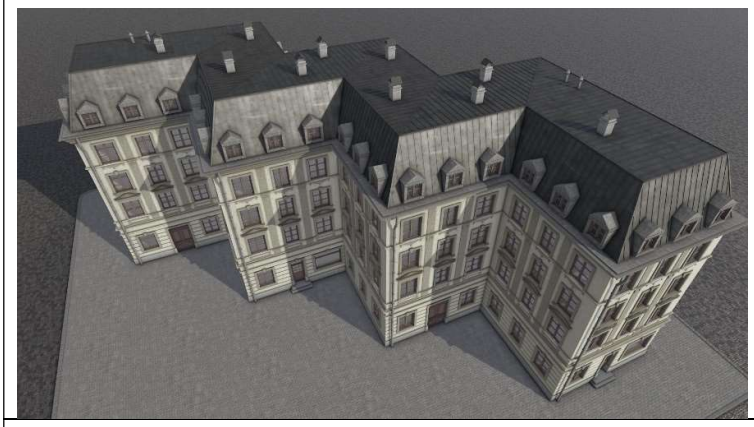
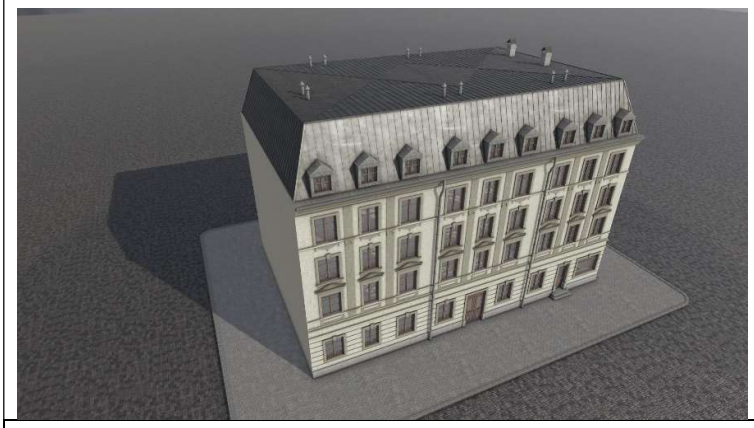
The package contains the following roof parts:

ROOF01 	A side roof part, connecting to the wall parts. 1,746 verts, 1,256 tris
ROOF02 	A corner roof part. This connects seamlessly to the ROOF03 part. Alternatively you can use the ROOF05 part to add more variation to the roof. 839 verts, 1,162 tris
ROOF03 	A corner roof part. This connects seamlessly to the ROOF02 part. Alternatively you can use the ROOF05 part to add more variation to the roof. 796 verts, 1,162 tris

ROOF04 	A half sized side roof part. 768 verts, 516 tris
ROOF05 	A corner roof part. Alternatively you can use the ROOF02 and ROOF03 parts. 1,255 verts, 964 tris
ROOF06 	A inner corner roof part. 742 verts, 458 tris
ROOF07 	A middle roof part for bigger buildings. 1,430 verts, 764 tris

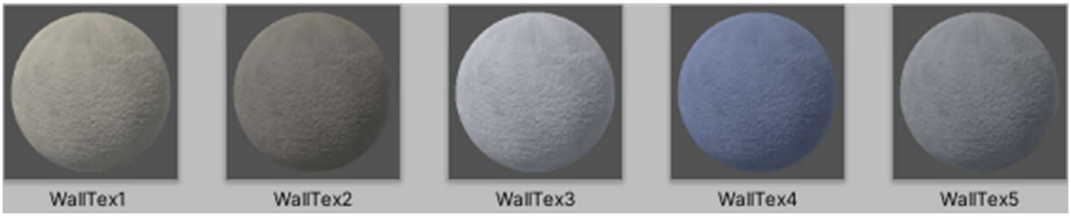
Buildings

Variant 1 	187,234 verts, 125,433 tris
Variant 2 	366,952 verts, 229,908 tris
Variant 3 	30,853 verts, 19,930 tris
Variant 4 	132,154 verts, 84,518 tris

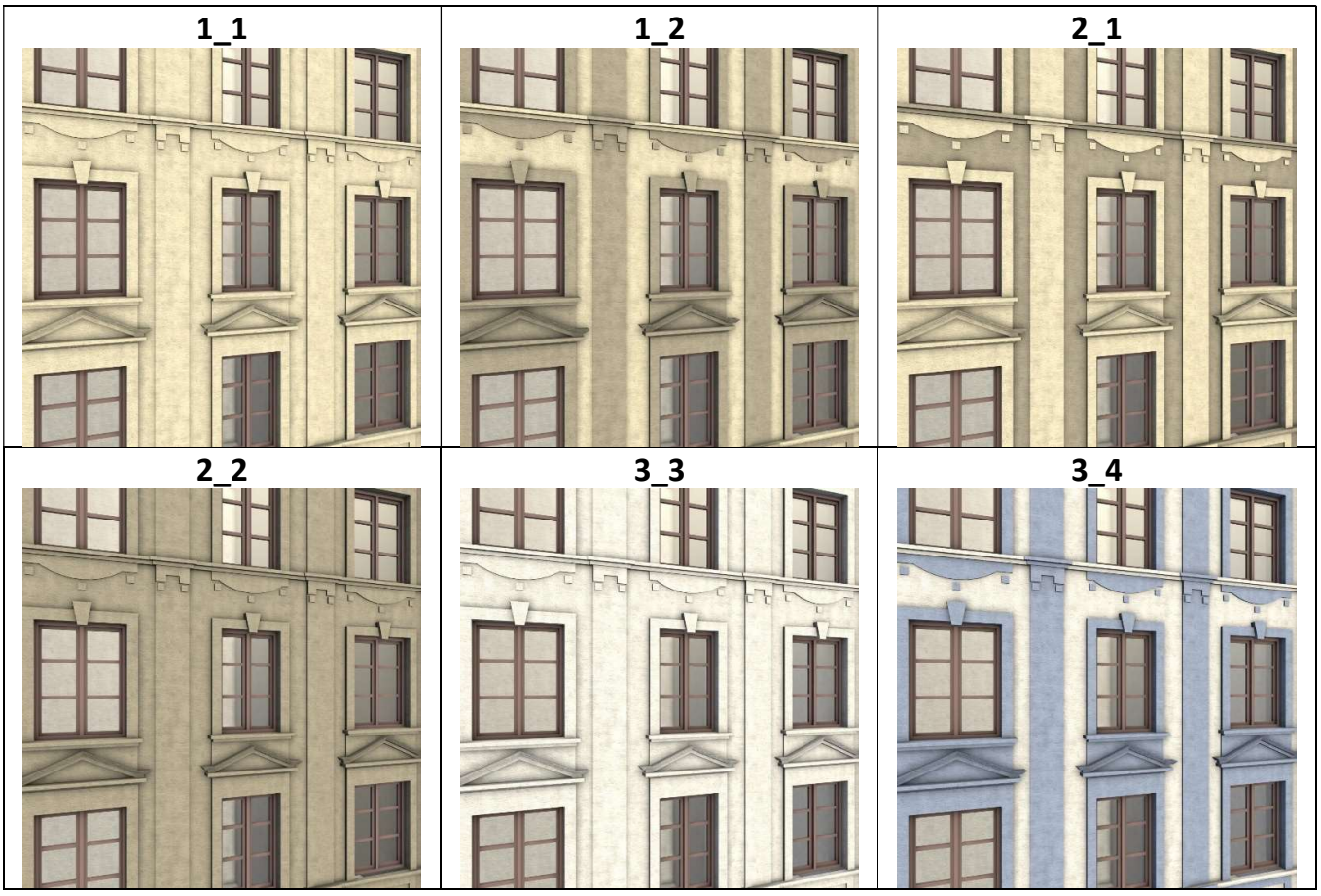
Variant 5 	182,976 verts, 116,148 tris
Variant 6 	56,672 verts, 36,028 tris
Variant 7 	79,210 verts, 50,026 tris
Variant 8 	139,988 verts, 86,424 tris

Color variations and name encoding

The wall parts and the buildings are available in 20 color combinations. These are the base colors with their numbers:



And these are the combinations created from those base colors:



3_5

3_6

3_7

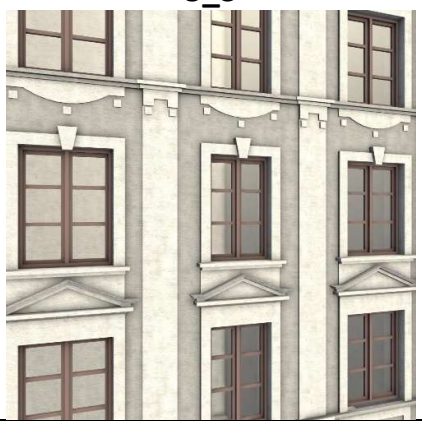
3_8

3_9

3_10

4_3

5_3



6_3

7_3

8_3

8_8

9_3	10_3	
		

The names of the parts are built from the building type number, the wall or roof part number, and finally include the numbers of two of the base colors, separated by an underscore.

For example, if you need the wall piece WALL02 with the white (number 3)-purple (number 10) combination from the building type 1, the name would be MB01WALL02_3_10.

The names of the buildings are constructed the same way, using a “V” for variant: MB01V04_3_4 would be the 4th variant of the building type 1, using the color combination 3 (white) and 4 (blue).

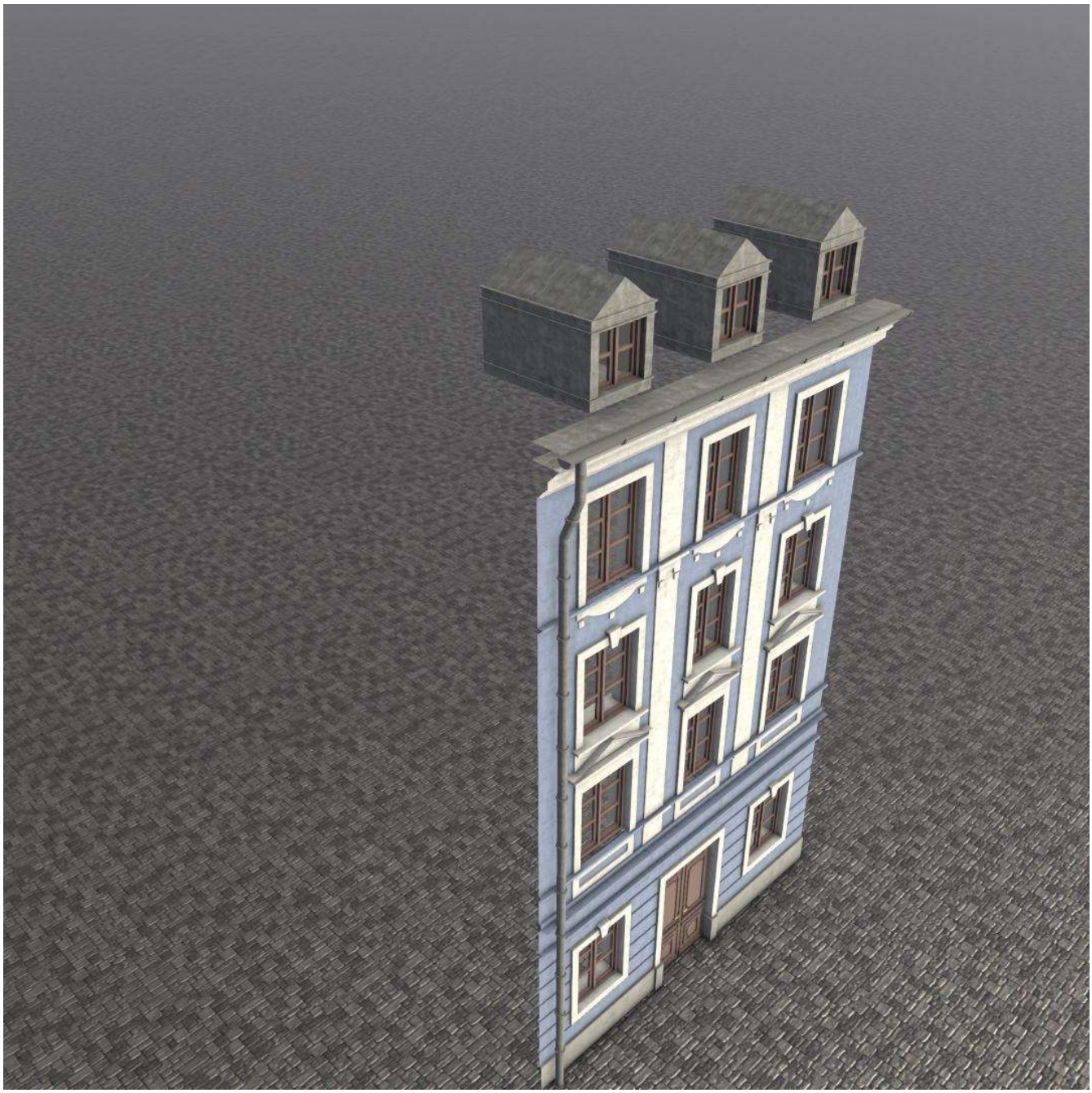
Quick start guide

In this section we'll create a simple building as an example how to create buildings with the wall and roof parts.

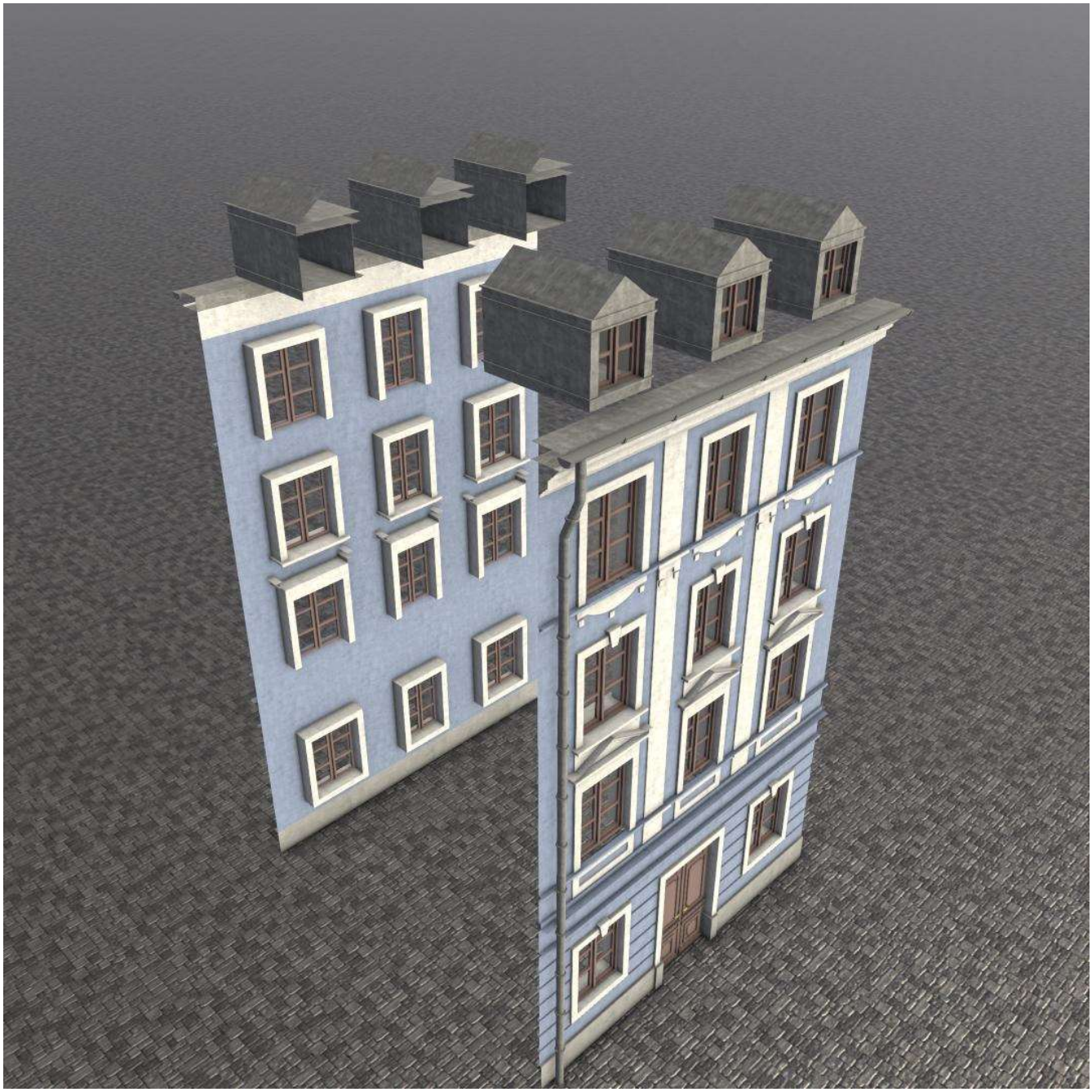
We'll use the 4-3 color combination, that is the blue-white color scheme.

All parts are built around a 8 m x 8m grid (or a 4m x 4m grid for the half sized elements).

Create a MB01WALL03_4_3 part and move it to 4 m on the z axis:

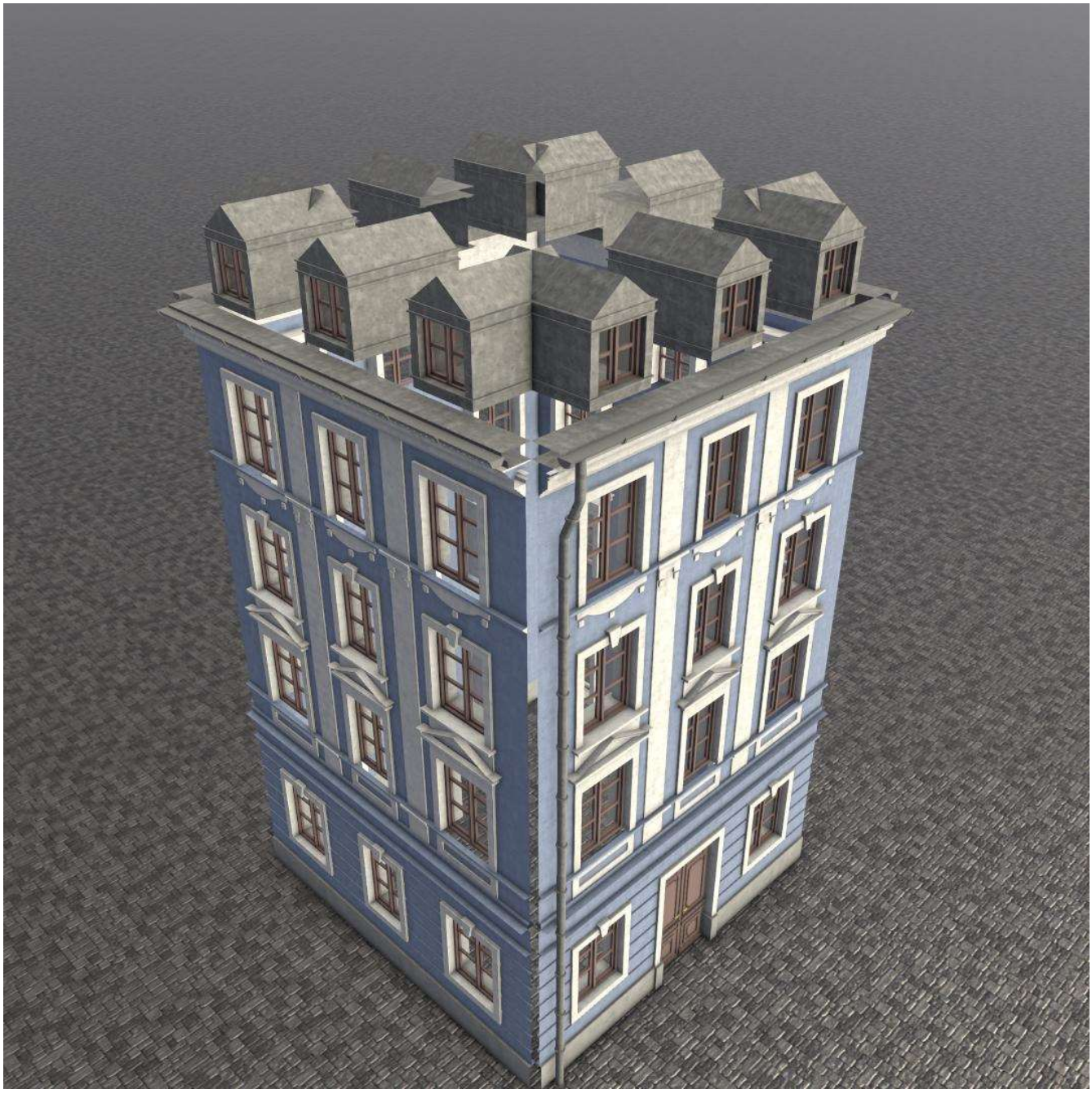


Now create a MB01WALL02_4_3 part, turn it by 180 degrees around the Y axis and move it to -4 m on the z axis:

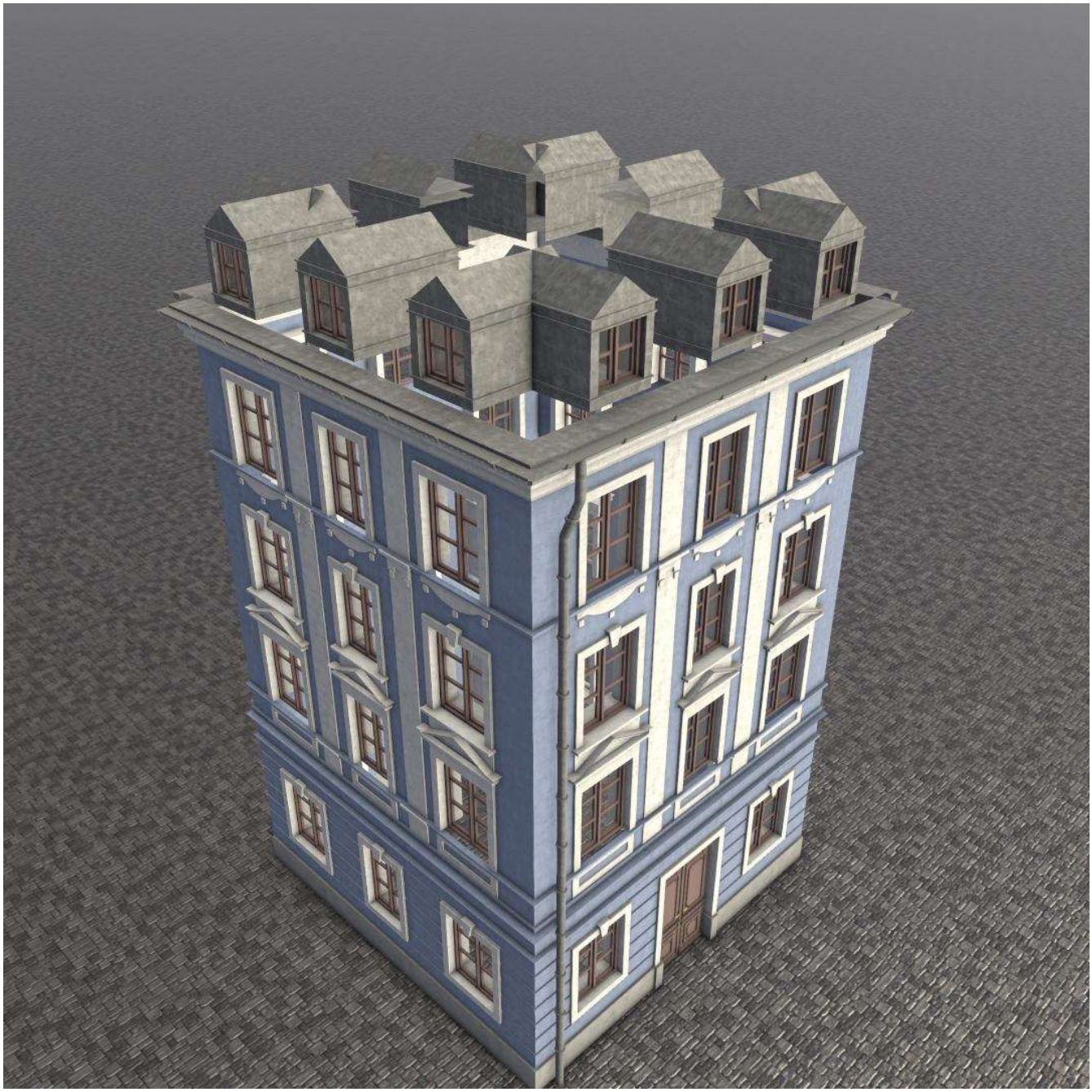


Note: You could have used the MB01WALL04 variant instead, if you want a shop on the back side of the building. Generally you can use the WALL02, WALL03 and WALL04 interchangeably because they all have the same dimensions.

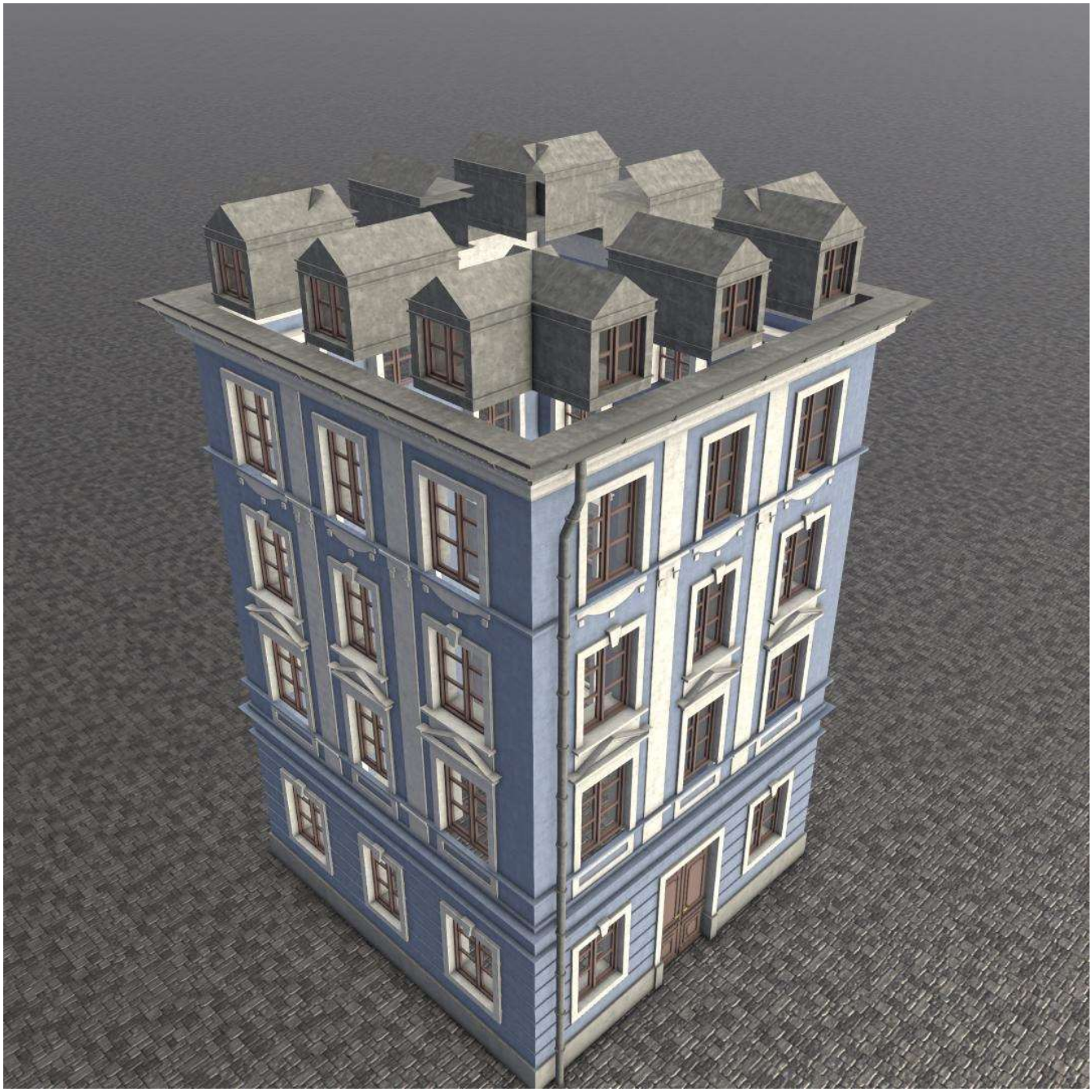
Create another MB01WALL02_4_3 part, rotate it by 90 degrees and move it to 4 m on the x axis; create the same part again, rotate it by -90 degrees and move it to -4 m on the x axis. The building should look like this now:



Now we need the corners. We'll use four MB01WALL05_4_3 parts for this. Move the first instance to 4 m on the x and z axis:

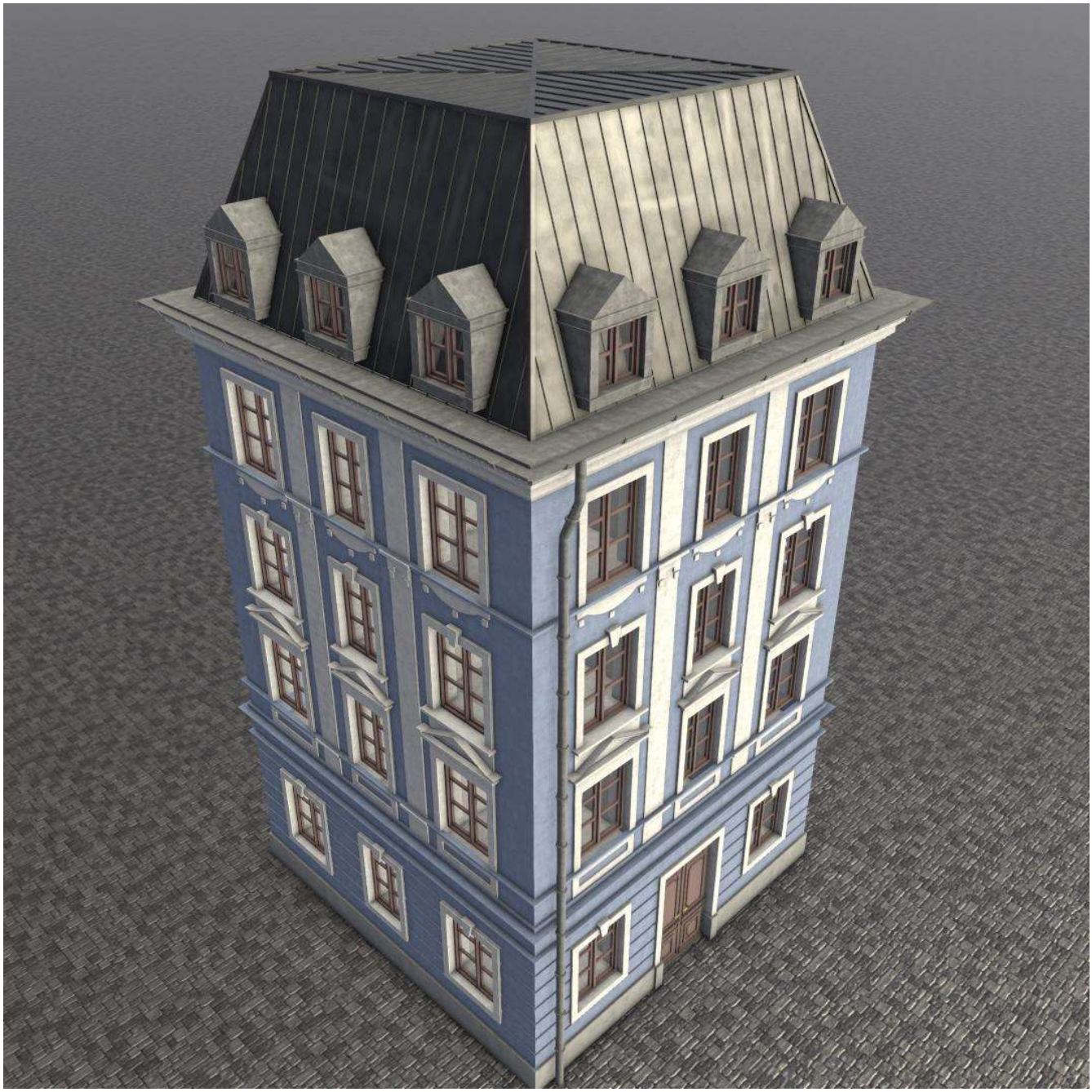


Rotate the remaining corners by 90 degrees, 180 degrees and 270 degrees and move them in position, that is 4/0/-4, -4/0/-4, -4/0/4. That should complete the walls:



Finally we'll place the roof parts. We'll use the MB01ROOF05 part for this. Create the first part and move it to 2/0/2:

Now create three more MB01ROOF05 parts, rotate them by 90, 180, 270 degrees and move them in position. This concludes the tutorial and the building should now look like this:



Usage of the demo scene

The package includes a demo scene which contains all screen shots.

The top most game objects (named MB…) represent the individual scenes separated by building type. Below those objects there are objects named “SS…” which represent the screen shots from different angles.

Select only one building type object and one screen shot object at a time.

Additionally the scene contains the tutorial setup.

If you have any suggestions, ideas, complaints, wishes, questions, don't hesitate to contact me:
gw@sybaris.de

I'm trying to update the packages frequently.

If you're interested in my profile and my other works, you can visit my site at www.DevelopersSimplicity.com

I also have a portfolio on ArtStation – maybe you'd like to leave some likes there as well… 😉

ArtStation - Günther Wolek