# CARTOON HOME INTERIORS

Documentation

by MindsEdge Studios LLC

Hello! and thank you for purchasing Cartoon Home Interiors! This set contains a grand total of 1,713 objects. Over 450 construction pieces include Walls, Half Walls, Pillars, Stairs, Railings, Floors, Ceilings, Spacers, Doors, Doorways, and Windows (including color variants, and wallpapers). Our Props collection is bursting with full furnishings to compliment Bedroom, Teen Room, Nursery, Childrens Room, Kitchen, Dining Room, Laundry Room, Office, Game Room, Living Room, Family Room etc.

A Demo Scene is included for reference purposes. The set is easy to use, and contains at least 9 colors of everything with variations of patternry for complete and total customization from room to room, or a full scene of one color from floor to ceiling. Updates and compatible packages to the Cartoon Home Interiors will be added in the future to the asset store, so keep an eye out!

We do take requests, and very much appreciate feedback on how we're doing! If you have questions or suggestions, would like to purchase custom work, or are interested in the texture psds, just let us know! You can reach us by email at mindsedgestudios@gmail.com   Being West Coast time, our reply time may vary, but we will contact you within 24 hours. You can also visit us/like us on our linked Facebook page on our Unity profile!

Using Unity Snap Settings:
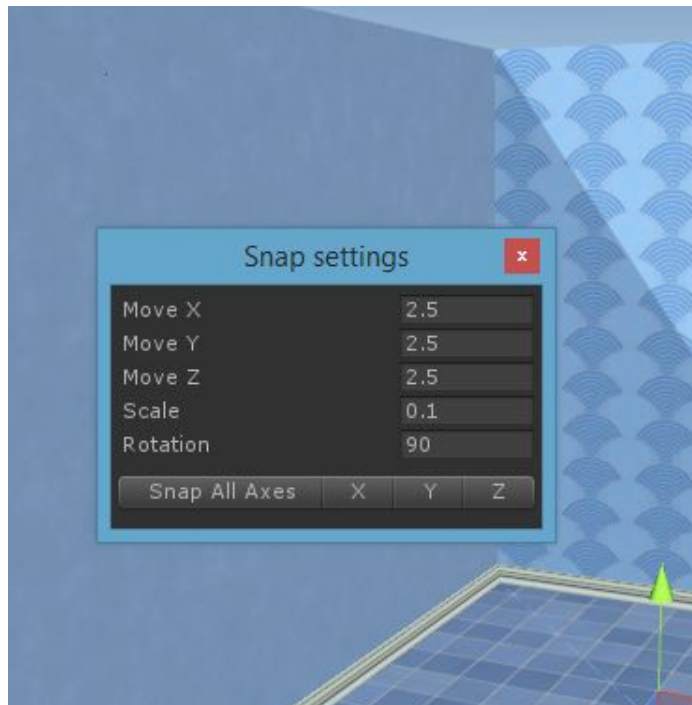
The floors, ceilings and walls are created with the concept of using snap settings or some other Unity asset such as *Snazzy Grid*. The screenshot to the left shows how to set up *Unity Snap Settings* for the 5x5 walls and floors. Be sure to click the *Snap All Axes* button.

It is recommended to set your first floor tile position transform at 0,0,0. Not only does it make the snap setting easier to use, but you can also easily calculate the position of walls and floors as you add them to your scene. **Note**: Just a reminder, you will need to hold the *Ctrl* key for the snap settings to work properly when moving a selected prefab.
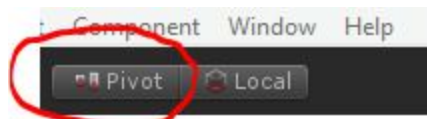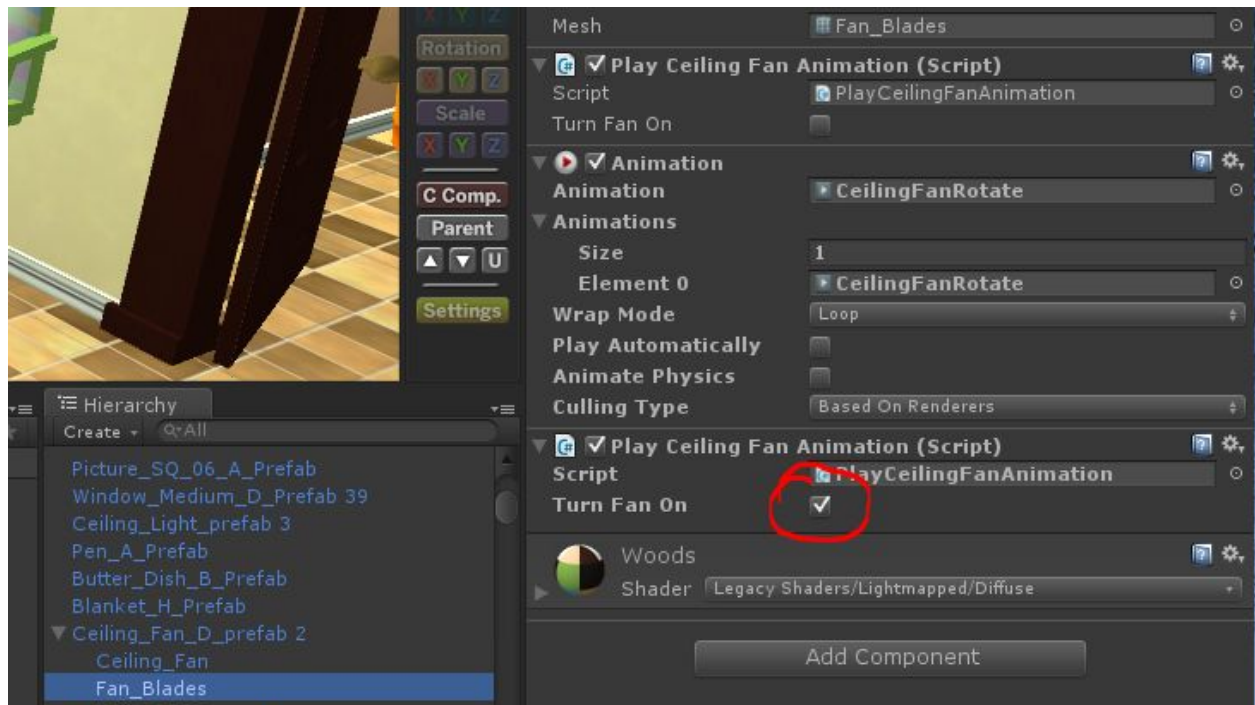
When using the wall, ceiling and floor pieces, set your pivot point to *Pivot* and not Center so that the Unity gizmo will be correctly positioned. The pivot for the walls will be positioned as seen below:
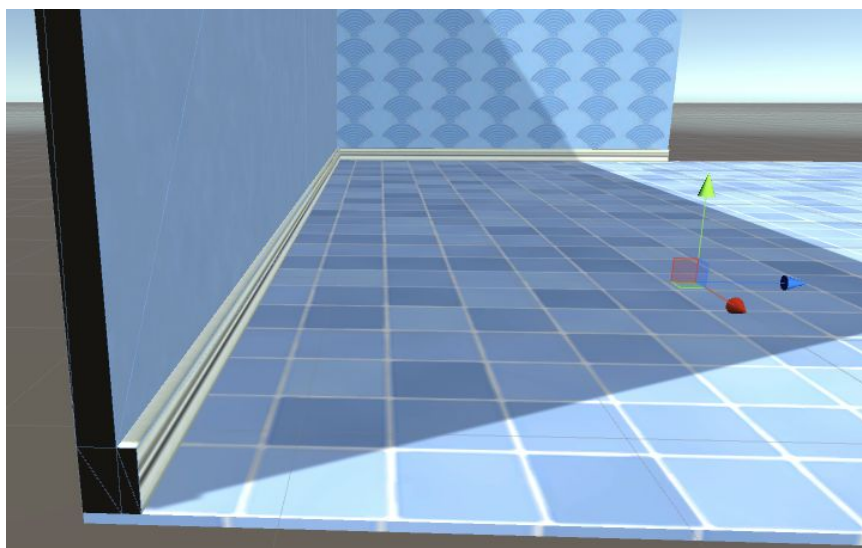
In this example, a wall is selected.

When properly placed, the footing of the wall will be positioned on the floor tile as seen here.

Turning the Ceiling Fans on or off:

- Find the *Ceiling_Fan* prefab in the scene Hierarchy.
- Expand the prefab and select the *Fan_Blades*.
- In the Unity Inspector, select the *Play Ceiling Fan Animation* script component and enable or disable the *Turn Fan On* checkbox to turn the fan blades on or off.