

Showroom/ Museum Documentation

Lighting

In this project we use baked GI to bake the scene and one real time light attached to the player. In the Lights folder you will notice a light intended specifically for this purpose “standing light” This light is low poly and useful if you wish to place a lot of them around to light up the scene. It is important to note however this light is emissive and will only work if you bake the scene. If you wish to use spotlights or point lights you can also bake them by setting them to baked in the inspector tab. (see the lighting tab in one of the demo scenes to get to baked GI). We’d recommend that you watch and read the following if you are unsure.

- <https://unity3d.com/learn/tutorials/topics/graphics/unity-5-lighting-overview>
- <https://unity3d.com/learn/tutorials/topics/graphics/unity-5-lighting-and-rendering?playlist=17102>
- <https://unity3d.com/learn/tutorials/topics/graphics/lights?playlist=17102>

Building your Showroom/ Museum

Building your showroom in unity is now especially easy! using this pack you can build your showroom quickly and whatever size you need. The construction system is really simple. First navigate to the “rooms” folder here you’ll find a series of rooms with either male or female at the end of their names apart from “sealed room” which is there in case you only require one room. “Male” rooms include a doorway wall and floor connection if you wish to connect it to another room you’ll need a female room. Female rooms are missing walls and it’s in these gaps that you connect your male rooms (see example 2) . If you are unfamiliar with the unity UI you might be wondering how to attach the rooms exactly. To do this you simply press “V” on your keyboard and connect the skirting board running around the bottom of each room as shown below.

Animation in 3D model podium demo scene

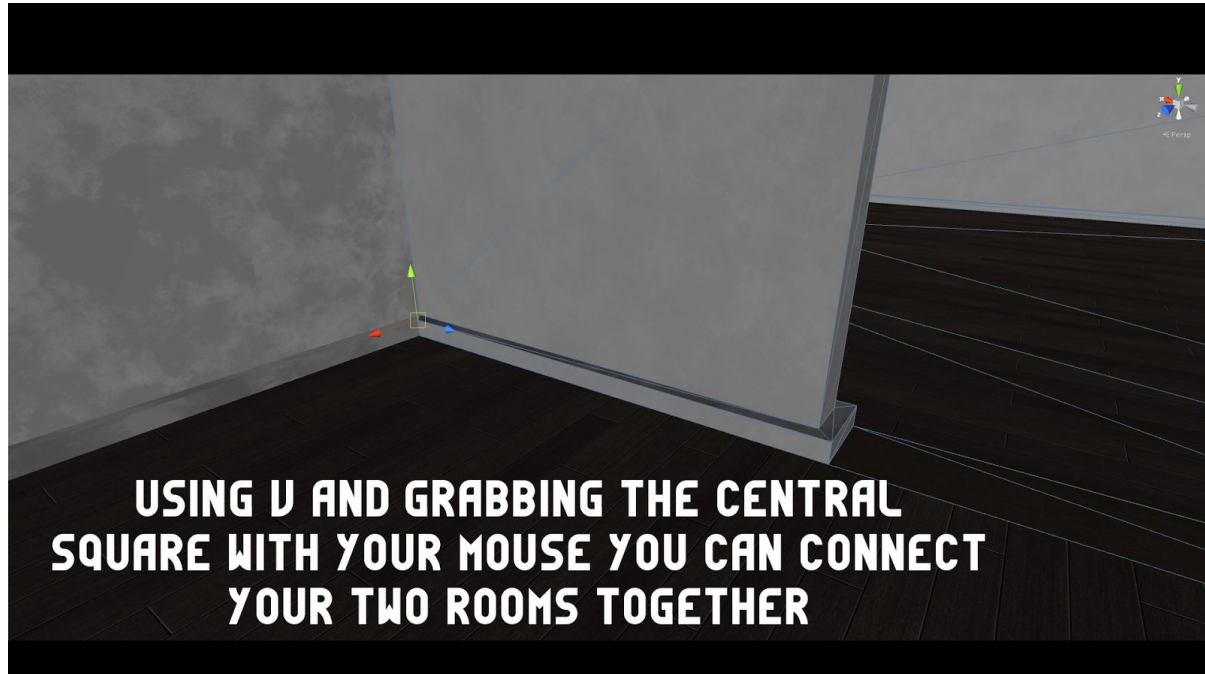
You will notice straight away when starting this demo scene that the model is spinning. To replace the “artifact” model with your own work just take the exact location of the “artifact” child object, copy the transform and paste it onto the transform of your model. After this your model should be in exactly the same location and all you will need to do is make your model a child of the “animation parent”.

Placards and Paintings

Placards and paintings are easy to change. First of all you make your placard or in the case of the painting your artwork in an external tool such as Photoshop or GIMP . Next you import the image into unity as a .PNG and then assign that png to a new material and name that material accordingly. If you’re unsure of resolution 1920x1080 is the standard size but it can be different if you decide you want to re-size the painting or placard. Once you’ve created your material and named it find the object you want to attach it to and drag and drop the material onto that surface.

We hope this document helped you out please email us if you have any further questions.

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Example 1



Example 2