Warehouse Modular

Ramez Al-Tabbaa & Ali Aweda

Warehouse Modular Features

- Build any warehouse you imagine with few clicks using custom unity editor interface.
- Walls, doors, windows and many extra properties to decorate your warehouse
- 3 Modular to ease building:
    - Warehouse modular
    - Waterpipes modular
    - AC pipelines modular
- Combine everything into one mesh with one click (thanks to mesh combiner asset).
- Adjustable colors using custom shader graph which allows changes the colors of walls and doors.
- Interactable door (Normal doors uses Unity physics & Garage door can open and close on clicking the garage door button).
- 16 Warehouse prefab models ready to use.
- 7 Materials with preset carefully chosen colors.
- 6 Decoration items: Dumpster, AC units, Ladder, Pillar and Ventilation slot.
- Support vertex mesh painting for paint dirt using Polybrush.
- Support all unity pipelines: Built-in pipeline, URP and HDRP.

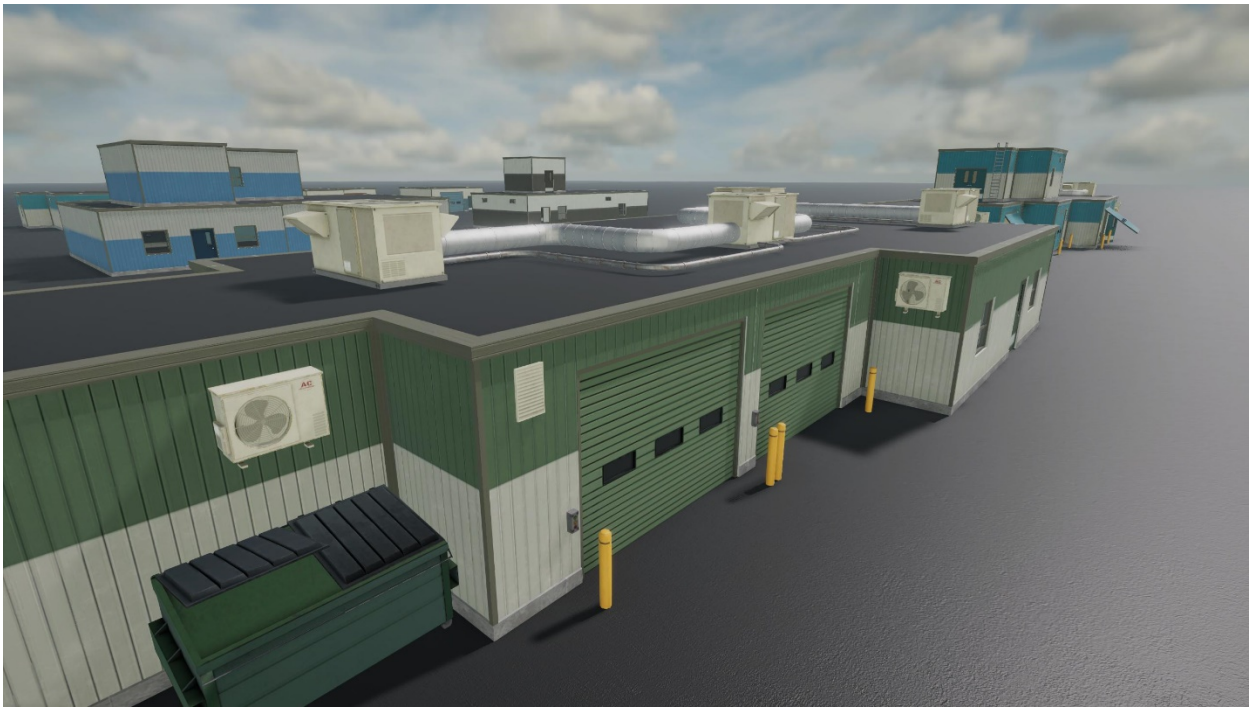
How to use:

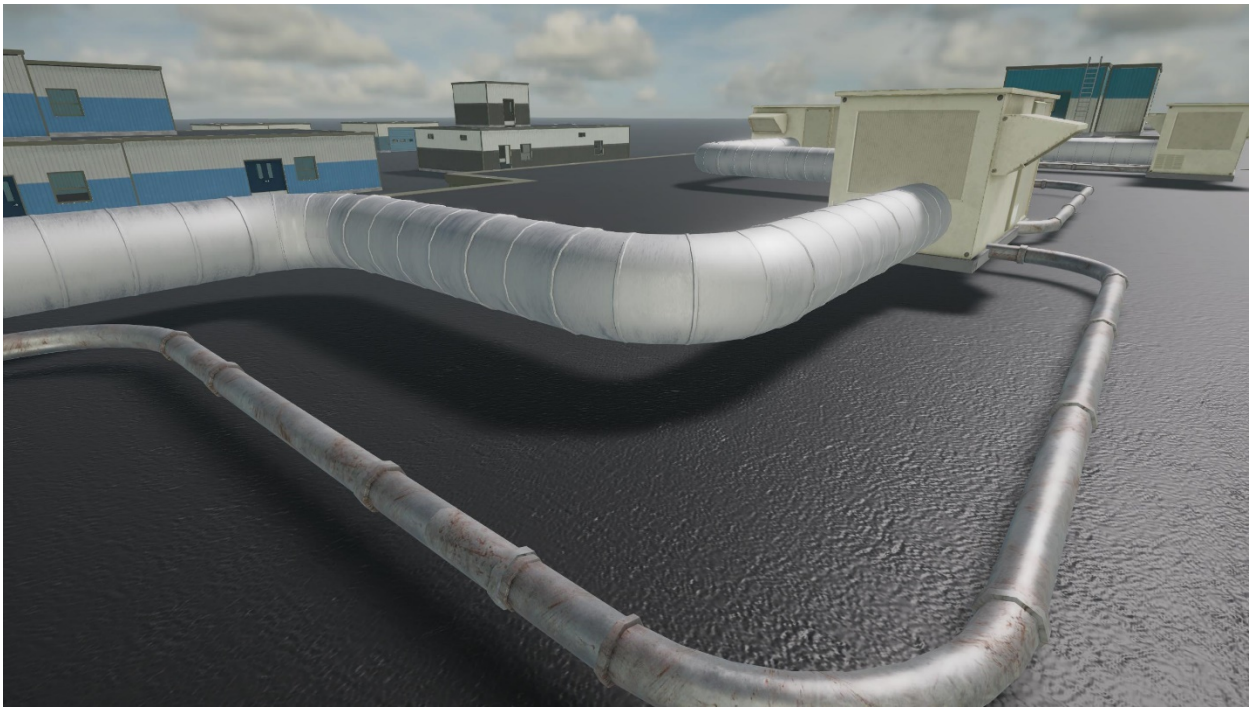
- Choose the package that suits your render pipeline.
- Install Polybrush package to allow vertex mesh painting of dirt.
- Simply enjoy creating your dream warehouses.

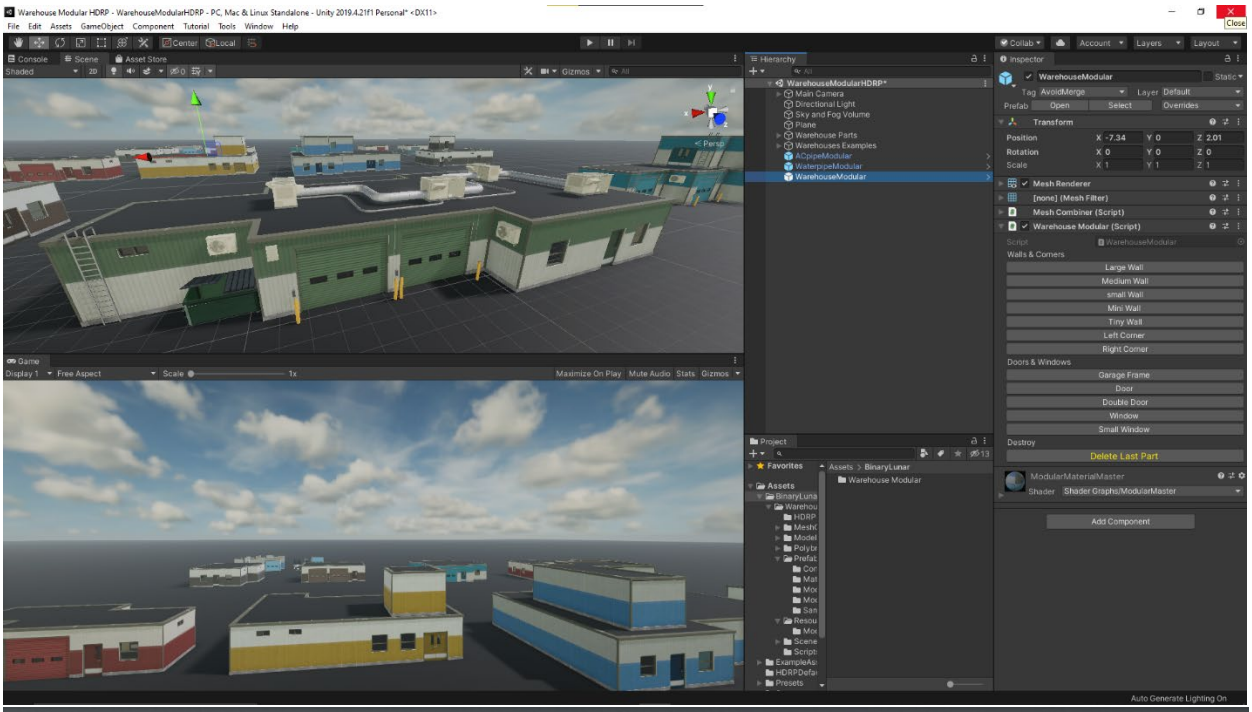
Recommended steps to follow:

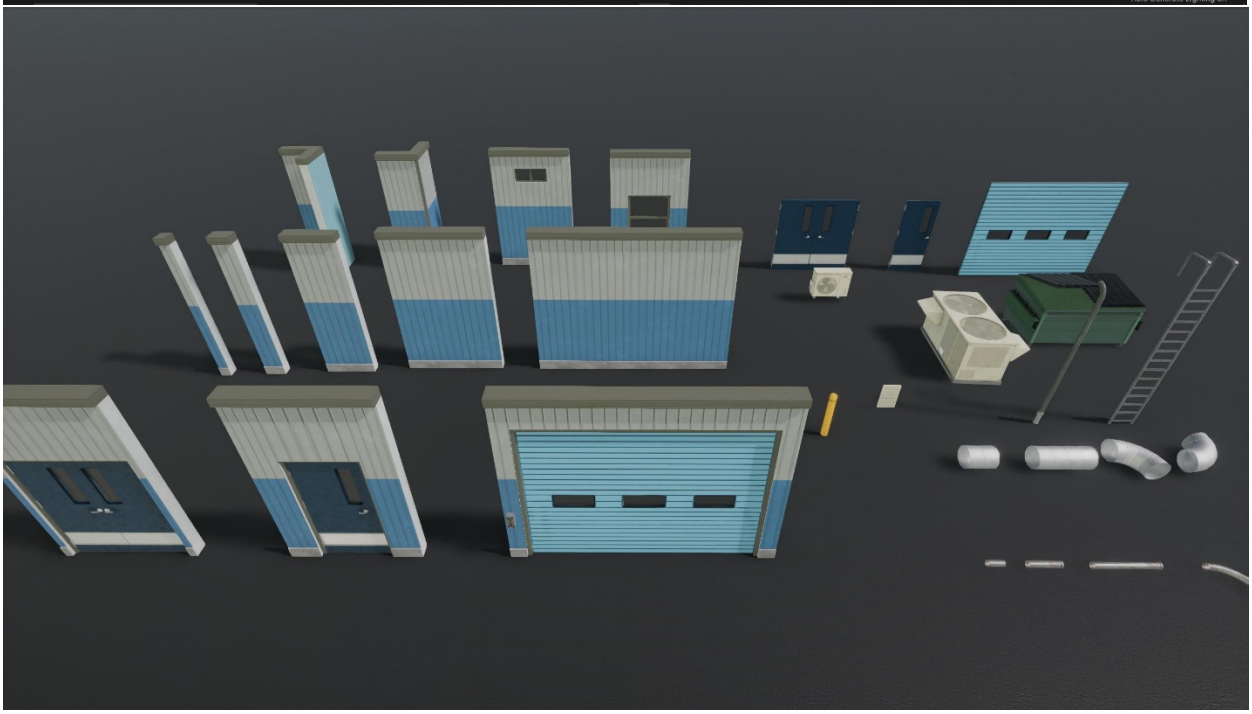
1. Start using the warehouse modular to build your warehouse.
2. Use the "SM_Ground_4x4" prefab to create the roof of the warehouse.
3. Use the water pipeline modular and AC modular to decorate the warehouse roof.
4. Use the merge tool to merge everything into one mesh to optimize performance (Note: exclude doors by adding them to the MeshFiltersToSkip list on the Mesh Combiner component if you want to keep them interactable)
5. **Important : Save the new mesh**
6. Adjust the colors. Or choose one of the 7 pre-set materials provided.
7. Decorate the warehouse prefabs of decoration items available
8. Paint some dirt using Polybrush.

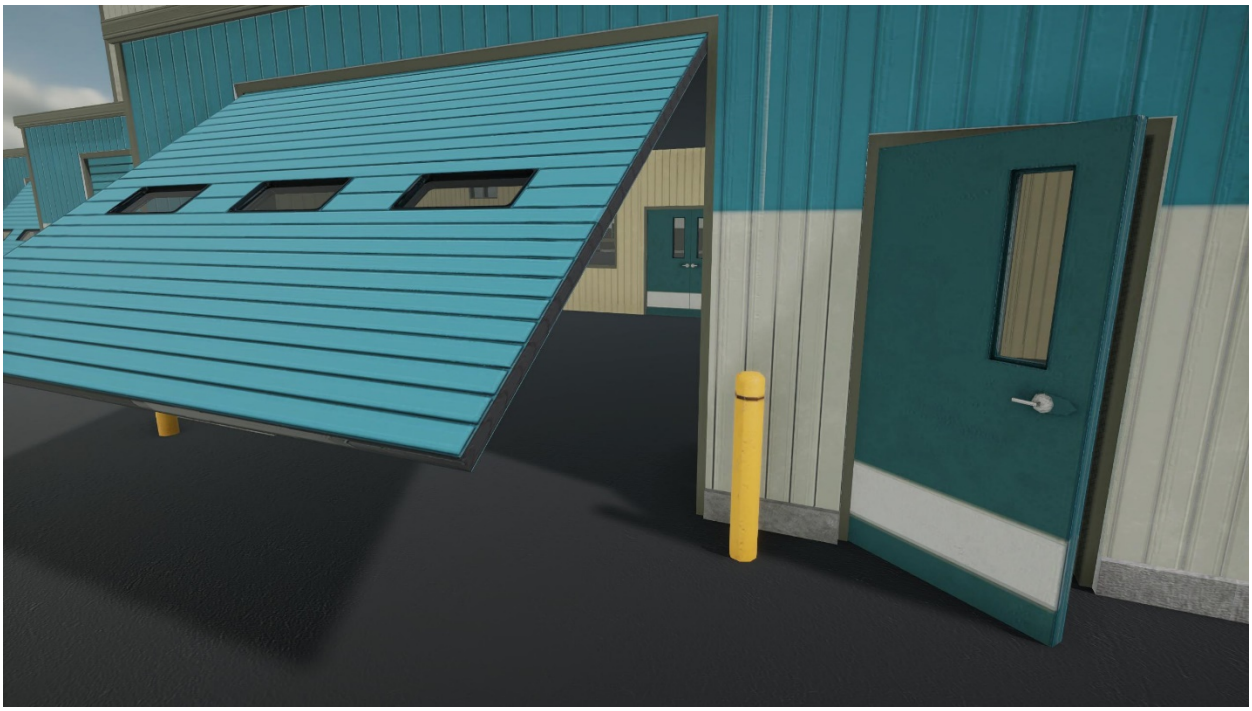
Screenshots






Warehouse Modular HDRP - WarehouseModularHDRP - PC, Mac & Linux Standalone - Unity 2019.4.21f1 Personal* <DX11>
File Edit Assets GameObject Component Tutorial Tools Window Help
Hierarchy
WarehouseModularHDRP*
Main Camera
Directional Light
Sky and Fog Volume
Plane
Warehouse Parts
Warehouses Examples
ACpipeModular
WaterpipeModular
WarehouseModular
Inspector
WarehouseModular
Transform
Position
Rotation
Scale
Mesh Renderer
[none] (Mesh Filter)
Mesh Combiner (Script)
Warehouse Modular (Script)
Walls & Corners
Large Wall
Medium Wall
small Wall
Mini Wall
Tiny Wall
Left Corner
Right Corner
Doors & Windows
Garage Frame
Door
Double Door
Window
Small Window
Destroy
Delete Last Part
ModularMaterialMaster
Shader Graphs/ModularMaster
Add Component
Project
Favorites
Assets
Warehouse Modular
Auto Generate Lighting On





Script WarehouseModular

Walls & Corners

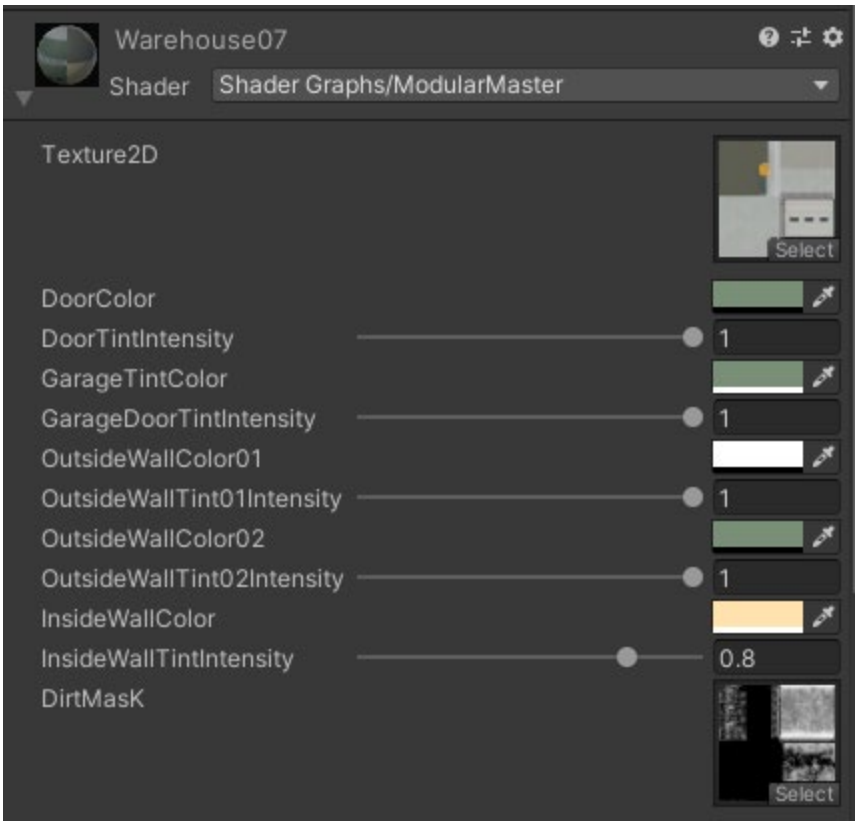
- Large Wall
- Medium Wall
- small Wall
- Mini Wall
- Tiny Wall
- Left Corner
- Right Corner

Doors & Windows

- Garage Frame
- Door
- Double Door
- Window
- Small Window

Destroy

- Delete Last Part



Assets used:

Mesh Combiner

https://assetstore.unity.com/packages/tools/modeling/mesh-combiner-157192