

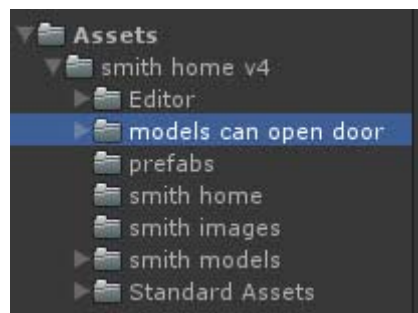


Help

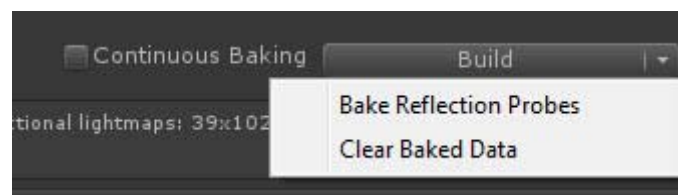
Thank you purchased the “smith’s home” project.

You can open the demo scene from “smith home v4” folder. Please confirm you are run the newest Unity version after 5.01.

There added some new models in Smith’s home since version 4.5 let you can open/close the door for furnishing and device, you can find new models that located in “models can open door” folder. Other models are located in “smith models” folder.



If run this project in mac, please confirm your unity version is 5.01 or later, then turn off Direct3D 11 in PlayerSettings at first(Because Direct3D not support mac os), and if play the demo scene there nothing happen, please select menu / window / lighting, in the lighting panel select “Clear baked Data”, then active all the lights in the scene(direct light, point light, spotlight,arealight), then press “Build” or check “Continuous Baking”(don’t recommend because too slowly). When press “Build” it will take about 20-30 minutes to create the lightmap. After baking, please deactive all the lights for get good performance.



For any question, please freely contact me, Email: service@wensk.com.

Update information:

Version 4.6

- (1) Add some new models(towel, face cream, oil bottle etc).
- (2) Fixed error when open the drawer the objects in drawer don't move.
- (3) Added width for cupboard 04 so can open the icebox's door don't effect electric cupboard.
- (4) Fixed some textures.

Version 4.5

- (1) Add doors to all furnishing and device.
- (2) Reduced triangles.
- (3) Fixed some lightmaps error.
- (4) Add some new models.

Version 4.0

- (1) create from unity 5.
- (2) Use unity 5 lighting and materials system.
- (3) Add some 3d models.
- (4) Recreated some 3d models.

Version 3.01

- (1) Recreated models and textures for reduce draw calls
- (2) Reduced triangles and materials counts
- (3) Reduced drawcalls
- (4) Furnishing and electric equipment are separated for interactive
- (5) Run more fast on mobile platform
- (6) Adjusted the camera effect

Version 2.0

- (1) add some models (handiwork01, handiwork02, slippers, clock, sound3, control01, control02, plant02, plant03, ash bin, dish, cup etc)
- (2) recreate some models like sofa01, oven, microwave oven etc
- (3) modified some model's UV
- (4) changed some textures
- (5) add prefabs to 89
- (6) modified some lights intensity and color

Version 1.1

initial version.

Wensk

<http://www.wensk.com>