



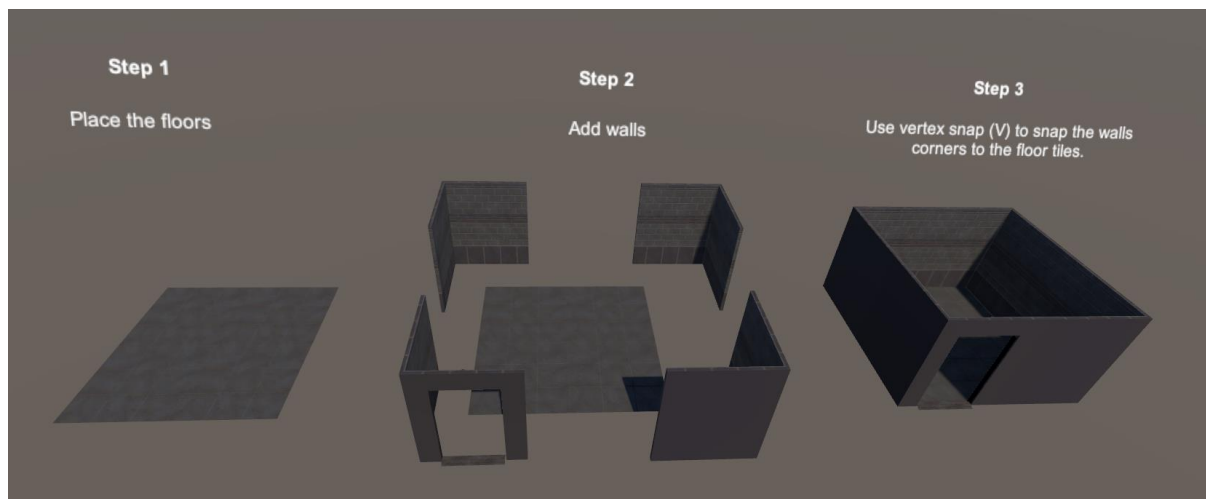
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BASIC USAGE

First place the floor tiles and create the basic layout of your scene. Then put the walls on their places. You can use the Unity built-in vertex snapping tool ([link](#)).

The walls and floors designed to snap the wall outside vertexes to the floor corners.



CONTENTS

The package contains about 220 meshes and 490+ prefabs. All models have 2k PBR texture setup (albedo, normal map, and a combined metallic-smoothness-ambient occlusion for optimized memory usage). The vertex count of the meshes are in a range of 12 and 4000. The average triangle count is 1000.

- **Arches (30):** 3 shape, 4 beam and 2 texture variation.
- **Ceiling (4):** Two texture (wood and stone), each has a rectangle and a triangle version.
- **Containers:**
 - **Chests (15):** 3 types, 4 colors, +closed version, +interactive version with scripts.
 - **Crates (49):** 9 types, 4 colors, closed and an openable version
 - **Vases (25):** 5 types, 5 colors
- **Decoration**
 - **Flags (16):** 4 types, 3 texture options, + 3 flagpoles and 1 hook.
 - **Paintings (2):** two frame with swapable canvases
 - **Sculptures(11)**
 - **Textiles (47):** 4 carpets (+2 modular for very long carpets), 4 curtains with 2 color options, 1 curtain rod, 12 tapestry, 8 valance, 1 table cloth.
- **Doors and Gates**
 - **Doors(6):** 3 texture options, +interactive version for each
 - **Gates (4):** 2 types, +interactive version for each
- **Fences (4):** with LOD
- **Floors:**
 - **Floor tiles (6):** 3 texture, rectangular and triangle shapes.
 - **Steps (15):** 3 texture version
- **Furniture (43)**
 - **Beds (5):** +Pillow
 - **Benches (4)**
 - **Bookshelf (1)**
 - **Chairs (5)**
 - **Cupboards (4):** 2 version, +interactive version for each
 - **Desks (4):** 2 version, +interactive version for each
 - **Drawers (8):** 4 version, +interactive version for each
 - **Shelves (5)**
 - **Tables (5)**
 - **Wardrobe (1):** +interactive version
- **Lightsources (52)**
 - **Braziers (3)**
 - **Candles (4)**
 - **Candleholders (4)**
 - **Chandelier (5):** 5 colors
 - **Crystals (10):** 2 types, 5 colors
 - **Lamps (15):** 3 types, 5 colors
 - **Torch (1)**
 - **Hanging Lamp (1)**
 - **Wall Lamps (20):** 4 types, 5 colors
- **Moldings (20)**
 - **Moldings (11):** 4 pieces, 2 types each
 - **Trims (4)**
 - **Corbels (5)**
- **Pillars (10)**
- **Props(25)**
 - **Books (24):** 6 version, 4 colors
 - **Book Pile/Cluster Generator**
- **Stairs and Railings (14)**
 - **Stone Stairs & Railings (10):** floating and solid, with multiple railing setup
 - **Wood Stairs & Railings (9)**
- **Walls (85)**
 - **Cornerstones (6)**
 - **Corner elements (10)**
 - **Walls (48):** 16 pieces, each with 3 texture variations.
 - **Low Walls (12):** 4 pieces, each with 3 texture variations
 - **Small Walls (9):** 3 pieces, each with 3 texture variations
- **Windows (4):** 2 shapes, 2 material (wood, glass)

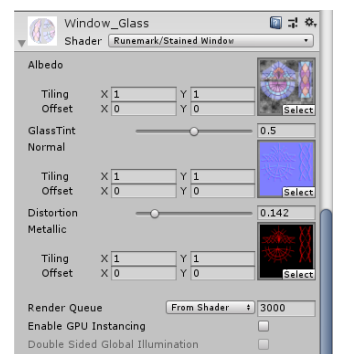
CUSTOM SHADERS

STAINED GLASS WINDOW SHADER



The shader can be used with other assets as well. The following parameters needed to work properly:

- **Albedo:** an albedo texture of the glass.
- **Glass Tint:** determines how colored should be the glass.
- **Normal:** normal map of the glass. The distortion effect is based on this map
- **Disortion:** the amount of disortion.
- **Metallic:** this is a combined map for Metallic (red), Ambient Occlusion (green) and Smoothness (alpha).



SCRIPTS

The package contains couple of scripts to give functionality to the Demo Scenes, you can use these scripts if you like, but keep in mind, the asset is an art asset, these components are just free extras. The scripts were designed to be a principal components, that means instead of

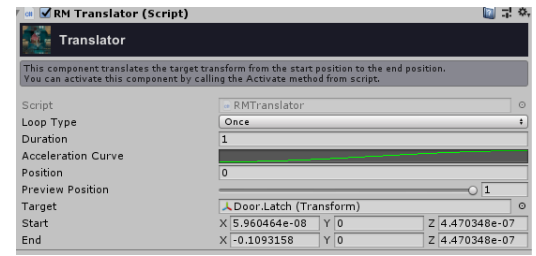
creating a single DoorBehaviour that will open and close the door, we made a Translator and a Rotator, to move and rotate the parts of the doors.

Below are the complete list of these components and how you can use them if you want to.

TRANSLATOR

The component extrapolates the Target object from the Start point to the End point based on the Position value.

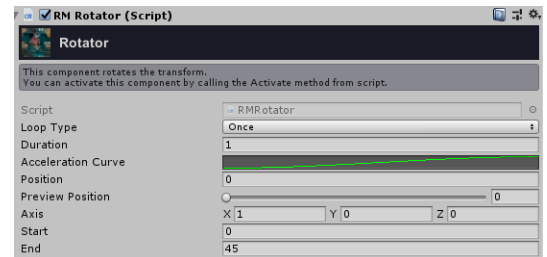
- **Loop Type:** Default Setting: Once This controls what the GameObject does the full duration has been reached.
 - **Once:** The movement will not repeat.
 - **PingPong:** The GameObject will move back and forth along its path.
 - **Repeat:** The GameObject will restart from the beginning each time it reaches its duration.
- **Duration:** Default Setting: 1 The length of time in seconds to perform the movement.
- **Acceleration Curve:** How the speed varies over time.
- **Target:** The Transform you want to move. Generally, the Target would be a child of this script's GameObject. The Target will be moved relative to this script's GameObject.
- **Start:** Default Setting: (0, 0, -1) The position in local space that the target will start to move.
- **End:** Default Setting: (0, 0, 1) The position in local space that the target will stop moving.



ROTATOR

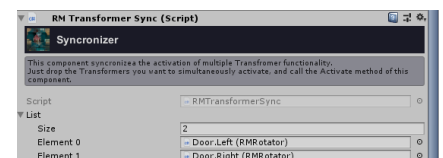
The component rotates the gameobject.

- **Loop Type:** Default Setting: Once This controls what the GameObject does when the full duration has been reached.
 - **Once:** The rotation will not repeat.
 - **PingPong:** The GameObject will rotate back and forth around its axis.
 - **Repeat:** The GameObject will restart from the beginning each time it reaches its duration.
- **Duration:** Default Setting: 1 The length of time in seconds to perform the rotation.
- **Acceleration Curve:** How the rotation speed varies over time.
- **Preview Position:** Start previewing the behaviour of the component at the specified position.
- **Axis:** Default Setting: (0, 0, 1) The axis in local space around which the GameObject will rotate.
- **Start:** Default Setting: 0 The number of degrees around the axis at which the GameObject will start its rotation.
- **End:** Default Setting: 90 The number of degrees around the axis at which the GameObject will end its rotation.



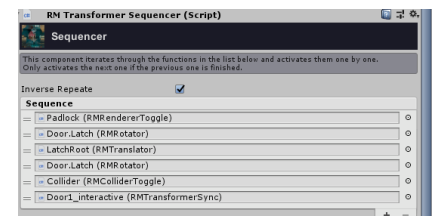
SYNCRONIZER

This component synchronizes the Activation of the Rotators and Translators in the list. If you call the the Activation method of this component it will activate all the elements in the list. Great tool for opening a doors wings simultaneously.



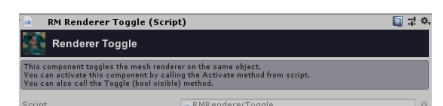
SEQUENCER

You can create a sequence from several function. If this component activates it will start to activate the first element in the list, and wait until it finishes, then activates the next one, and so on. Great tool if you want to create complex activation, like in case of our doors where the door wings won't open while the latch is closed.



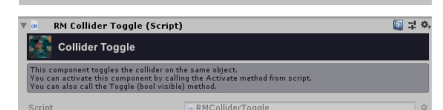
RENDERER TOGGLE

This component enables or disables the MeshRenderer on the same game object.



COLLIDER TOGGLE

This component enables or disables the Collider on the same game object. It also automatically turns on or off the NavMeshObstacle, if that exists on this game object.



SIMPLE TRIGGER

This component will invoke an Unity Event if a game object with the specified Tag entered or exited the trigger zone. The component needs a Collider on the same game object.

- **Tag:** Only game object with this tag will be trigger any of the events
- **OnEnter:** This events will be invoked when the game object enters the trigger area.
- **OnExit:** This events will be invoked when the game object leaves the trigger area.

KEY TRIGGER

Very similar to the Simple Trigger, but if the gameObject is in the trigger area, the player can press the given Key to invoke the OnKeyPressed event.

BOOK CLUSTER GENERATOR

Check our [blog](#) about how to use this script.

