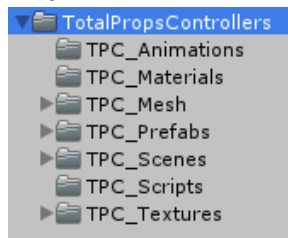


Welcome to TotalPropsControllers



TotalPropsControllers is a set of modular 3d objects (buttons, sliders, switchers, gauges), this package will give you a bunch of 3d models to create simple or complex interactive mechanics. All the materials and textures (Albedo, Normal, MetallicSmoothness, AO) are PBR(Standard metallic).

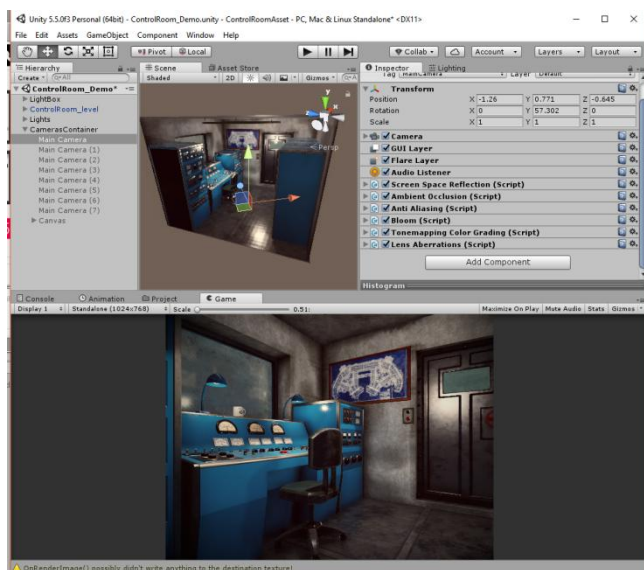
Project Folder Structure



I use the **FREE** “Cinematic Image Effects” package from Unity Technologies to achieve the overall look on the included scenes, you can find it on the Asset Store, and at the end of this doc you can find a tutorial with my specifics camera parameters, Unity don’t allow publishers to keep Standard Assets inside a submitted package for sale.

Taken from (<https://unity3d.com/asset-store/sell-assets/submission-guidelines>)

3.1.e To avoid inconsistencies during importing, Do not include “Standard Assets” folder in your submission. If you have a demo scene that utilizes any “Standard Assets”, include documentation as to how you setup your scene and allow for the user to import the “Standard Assets” themselves.



You will find more than 50 assets (and will continue to grow):

19-Types of buttons

1-Key1-Indicator Light

2-Types of sliders

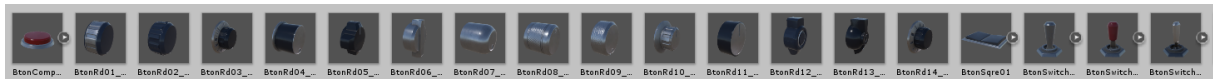
4-Electrical Equipment

3-Container Props (Console, Suitcase, Electronic Box)

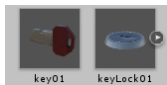
9-Gauges

11-LevelProps (Walls, door, window, lights, chair)

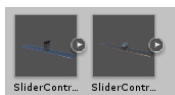
Buttons



Keys



Sliders



Equipment



Gauges



LevelProps

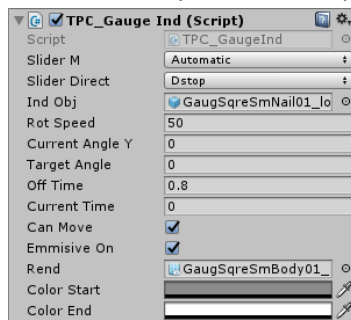


TPC -Scripts

The following scripts are included in the package and contain an “automatic mode” that randomly animates the 3d objet associated to it.

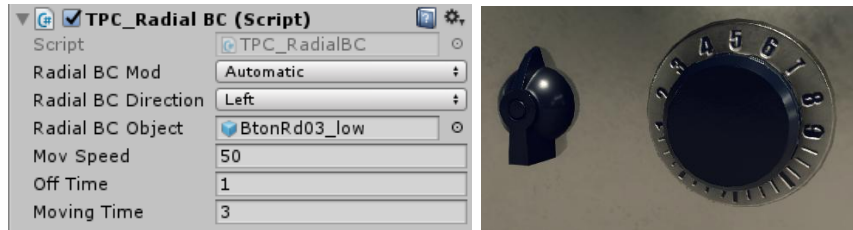
TPC_GaugeInd:

Rotate randomly on the local pivot the indicator needle game object.



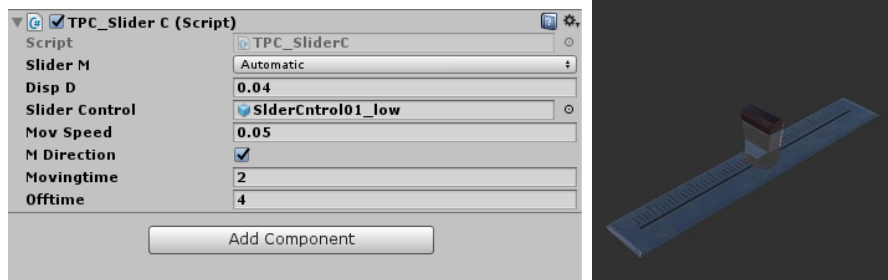
TPC_RadialBC:

Rotates randomly the radial button.



TPC_SliderC:

Moves Up/Down the SliderButtonSelector.



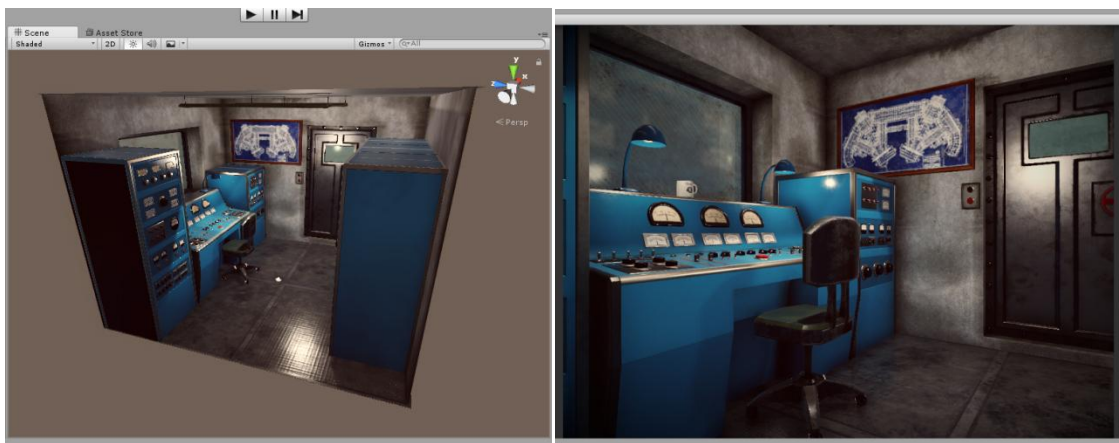
TPC_SwitchBton:

Moves randomly the switcher button Up/Down.



Included Scenes

Control Room Demo Scene

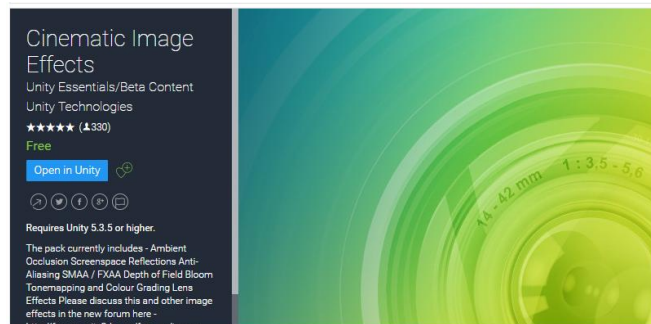


ControlProps_Demo

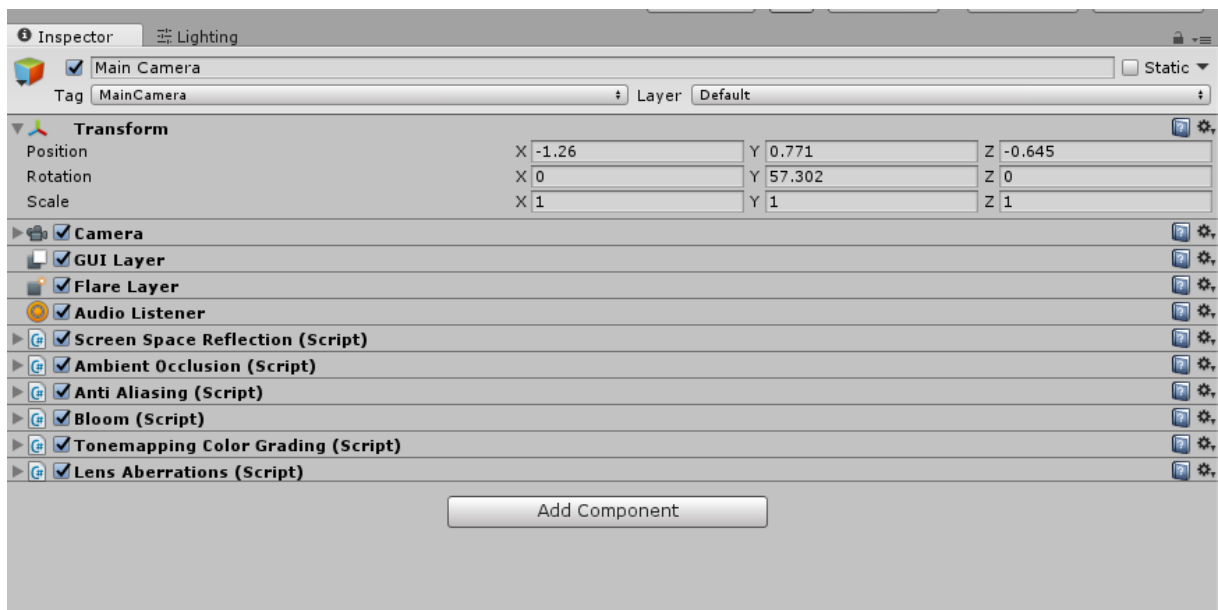


Camera Post-Effects Setup

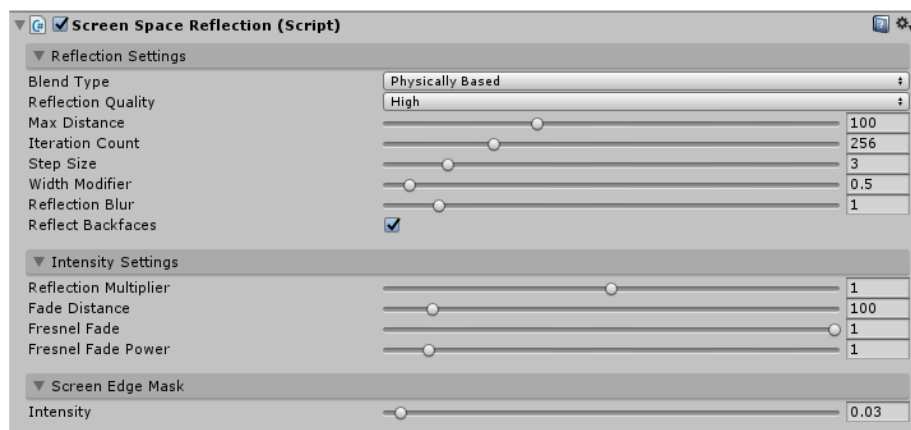
Import the “Cinematic Image Effects” from the AssetStore to your project and add the following scripts to your scene camera and match my settings.



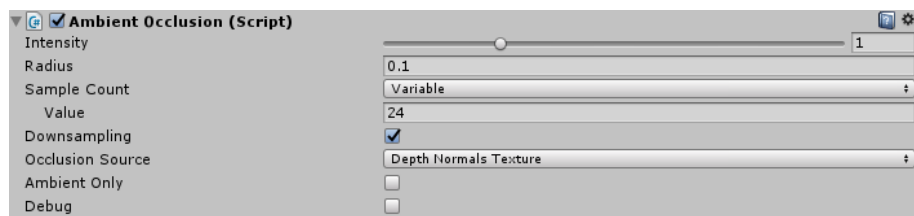
Camera -Full Stack



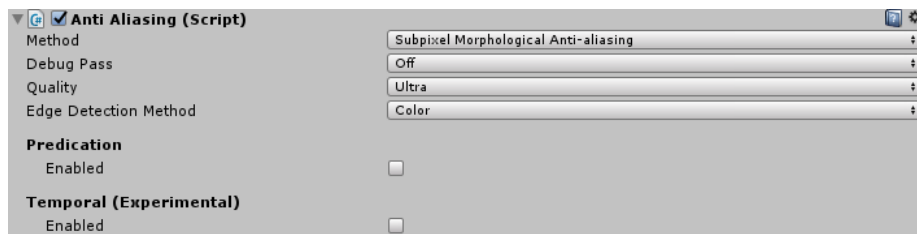
1-Screen Space Reflection



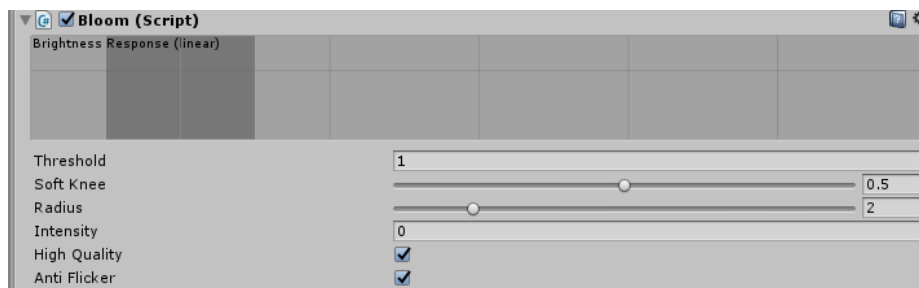
2-Ambient Occlusion



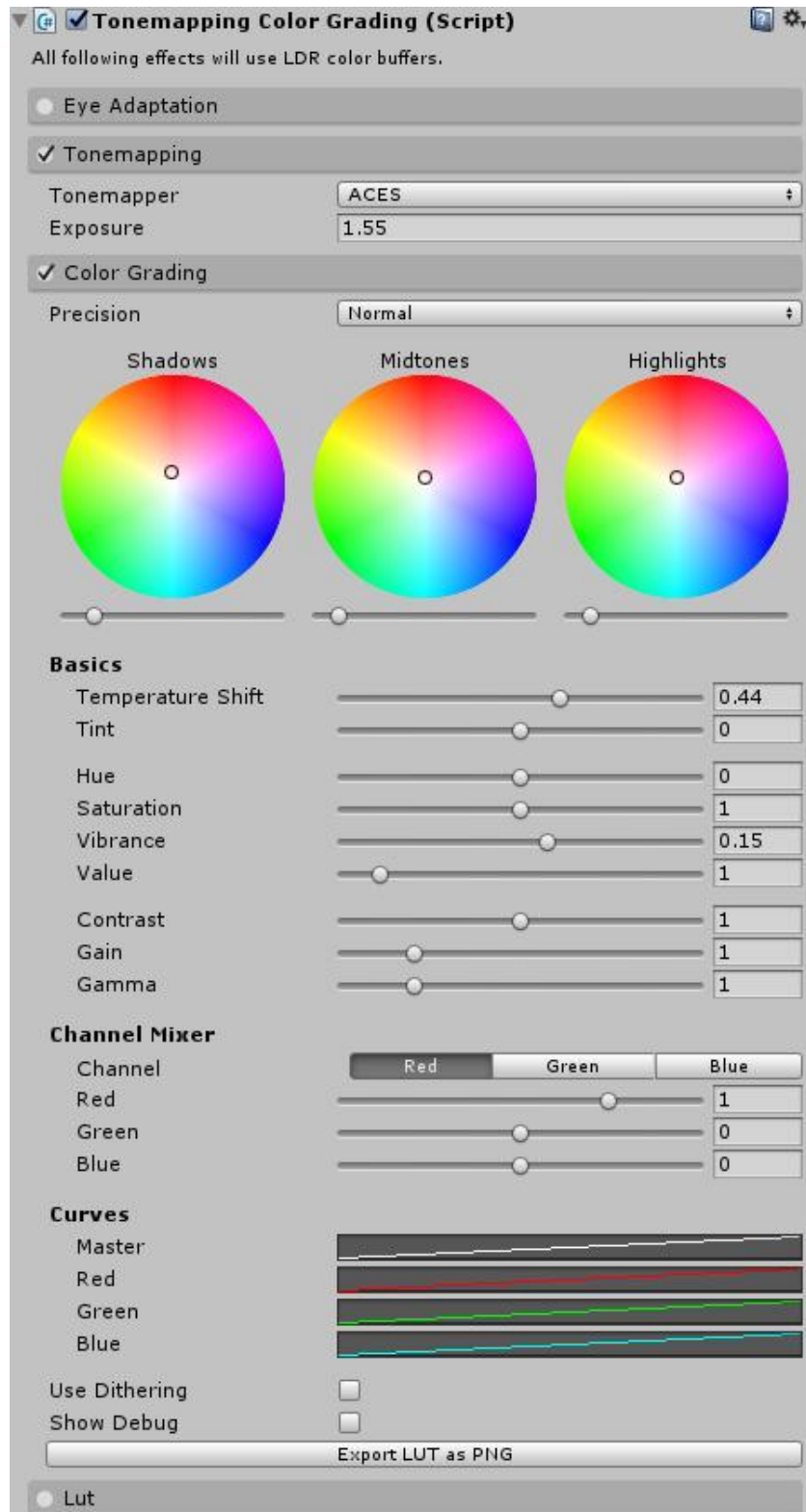
4-Anti Aliasing



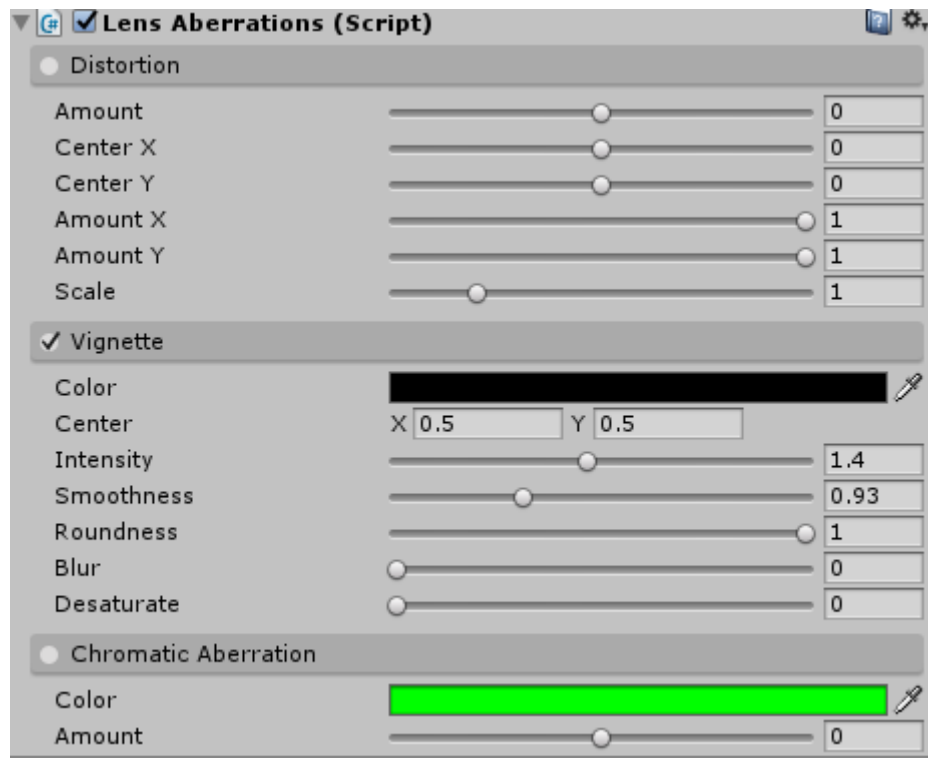
5-Bloom



6-Tonemapping Color Grading



7-Lens Aberrations



The End