Suburban House

Demo scenes

Due to Unity version compatibility issues, lightmaps and standard assets are not included in the package. The scenes are configured in a way that you can bake them relatively quickly (~30 minutes each) and get all the information you need to test the scene before adding it to your game. Please make sure you're using deferred rendering path and linear color space!

1) Bake the scene and delete the camera
2) Drop in your FPS controller and click play! (Scripts will recognize your camera and you can explore the scene. Basic game mechanics are included for opening doors/cabinets)
3) *Make it AAA by downloading the free post-effect stack*
   https://www.assetstore.unity3d.com/en/#!/content/83912
   *add the **Post-processing Behavior.cs** to your camera, and **use the post processing profile file provided in the 'Demo' folder** of the asset. All settings are stored there for you.*

The following configuration was used for the demo video:

- Free sunset skybox
- Lightmap settings;
  - Realtime resolution: 1 texel
  - Baked: 128 texels
  - Ambient Occlusion enabled; all 3 values are set to 0.5
  - Compressed enabled
- Occlusion data; smallest occluder size: 2
- Post-effects to make it pop: See above.

Note: A fully baked scene is artifact-free at a resolution as low as 40 texels.

Mechanics

The included game mechanics are samples to help you get started and of course, to get an out of the box experience. Interactions.cs finds main camera, acts as raycaster and recognizes Door.cs classes throughout the scene.
These two are the only scripts in the package (and are assigned to cabinets and the house doors) to keep the asset pack clean and convenient to use.
The 3rd script (Garage.cs) just toggles the baked animation for the garage door.
You can assign the Door script to windows, shutters as well – basically to any model that rotates open.

Lighting and performance, baking

There are area lights placed in the scene for very soft shadows. They take much longer to bake, so here are some tips and hints to get you started;

- To experiment with baking results, use low-res baked settings (such as the demo scenes), exclude the terrain (or layer affecting) from baking and toggle complete rooms on/off.
- Lighting is the key for visually impressing results. I chose a sunset composition because that way I was able to demonstrate a daytime (pink area lights boosting the slightly pink directional light) scene but at the same time all house lights were needed as well.

Switching lights

The material folder has an additional folder for non-emissive material instances, so both demo scenes work properly. To switch lights, set the emissive material's color value as needed, set the renderer emissive "DynamicGI.SetEmissive(renderer, color)", toggle point lights and re-bake the reflection probe(s) in the area.

If you get stuck or have ideas, questions, don't hesitate to reach out to me info@gabromedia.com
Please include your invoice number for customer support and I'll get back to you as soon as possible!

I hope you enjoy using the asset in production as much as I did creating it! ☺

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