Polylised

Medieval Desert City

About

This model pack is about medieval desert city in crusader period.

The architecture,which combines european and middle-eastern style.

What's in this pack?

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284 Ready-to-Use prefabs in total.

Demo Scene x1
Assets Layout Scene x1

Civilian Buildings x164
Unique Buildings x60
Props x26
Terrains x18
Trees x14
Sky x1(The only texture used in this pack)
Sea x1
Post-Processing Preset x1

Extendedly, reserved standard window and door parts for building your own house type.
Standard Windows x23
Standard Doors x12

(When you feel those prefabs of houses I created is not enough to block the street shape for you, use these standard_windows and standard_doors in modeling tools, all of'em were material given, all pivots were attuned in wall-position, easy to build. Tips see below.)

Graphic

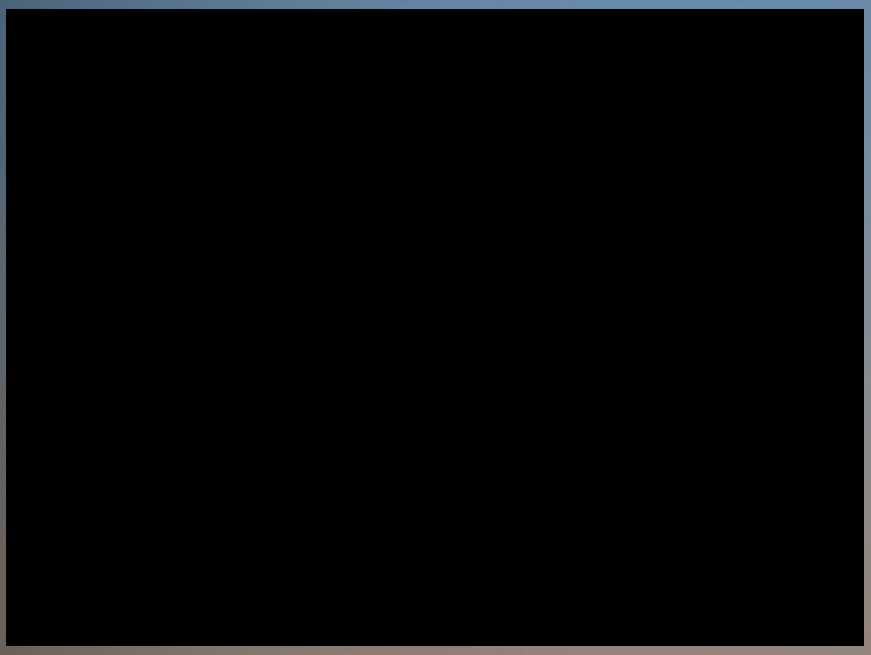
Go to “Edit – “Projec Settings” – “Player” ,

“Other Settings” – “Rendering” – “Color Space”, change “Gamma” to “Liniar”.

Post-Processing

Package include a preset of post-processing,

Download this official asset first.



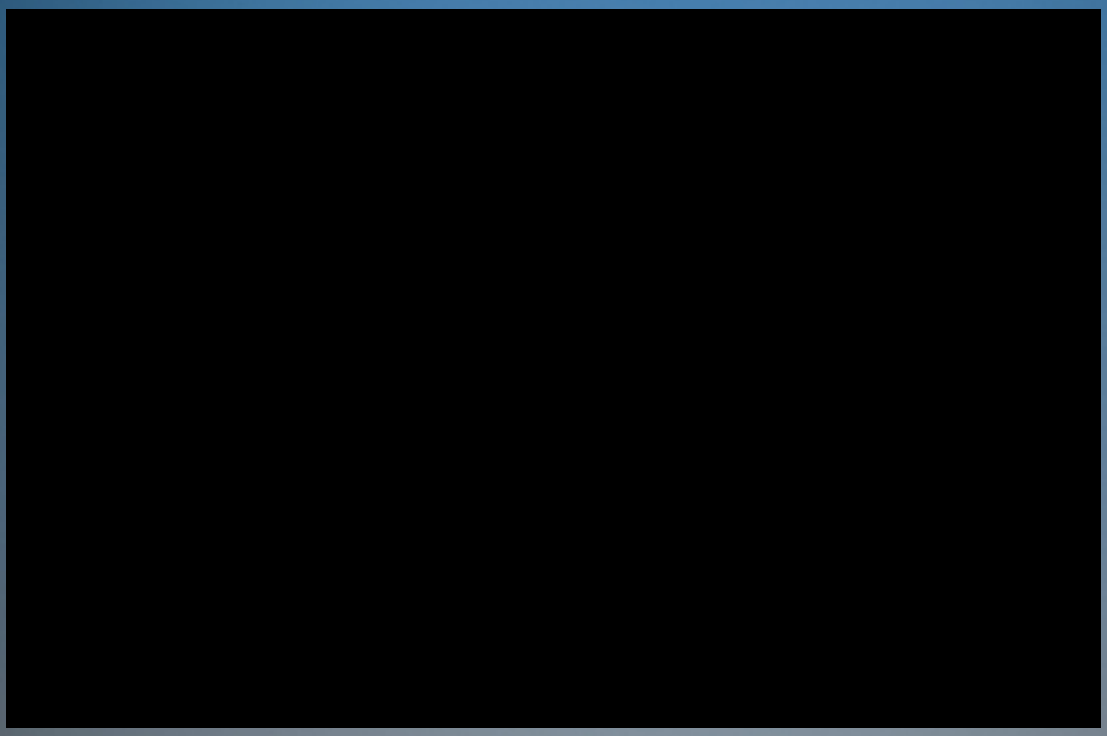
Install to your project.

Find your main camera, click “Add Component”, search “Post-Processing Behaviour”.

Then, drag the preset file into the “profile”.

1.Build the Wall

Put a wall at a start position, then go to **“Edit”** – **“Snap Settings”**, Set Move as **0.5**.

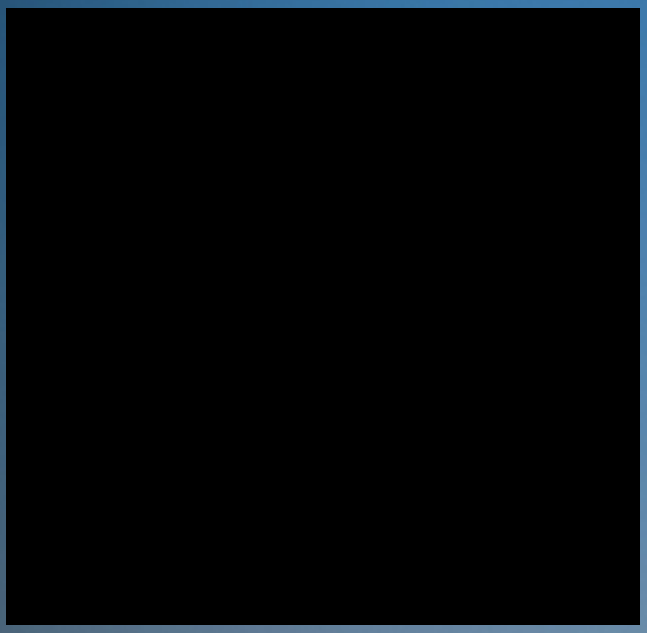


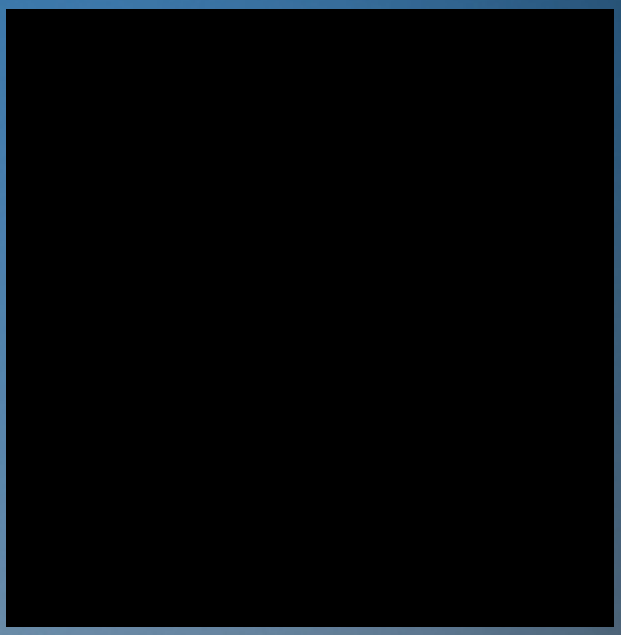
Copy the next wall’s x,y,z position to the first one, then hold **“Ctrl”** and drag the X axis to the end.

Additionally, you got the corners of the wall, which has a 30 degrees angel.

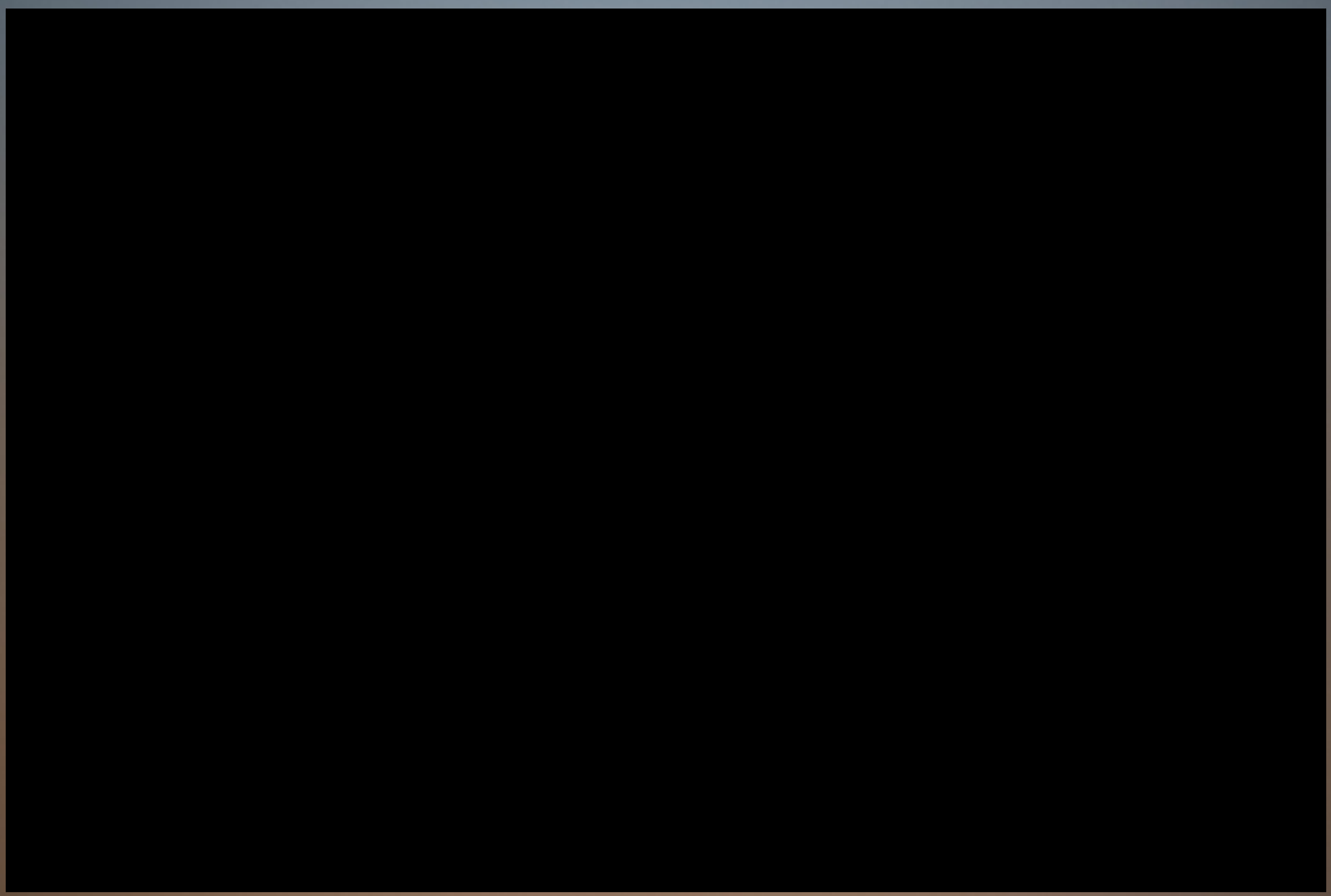
Same as above, copy the corner wall’s position to the start position, and drag to the end, then set **“Rotation” as 15** in “Snap Settings”.

Hold **“Ctrl”** and **Rotate** the **Y-Axis,** okay,you have a 30 degrees corner now.



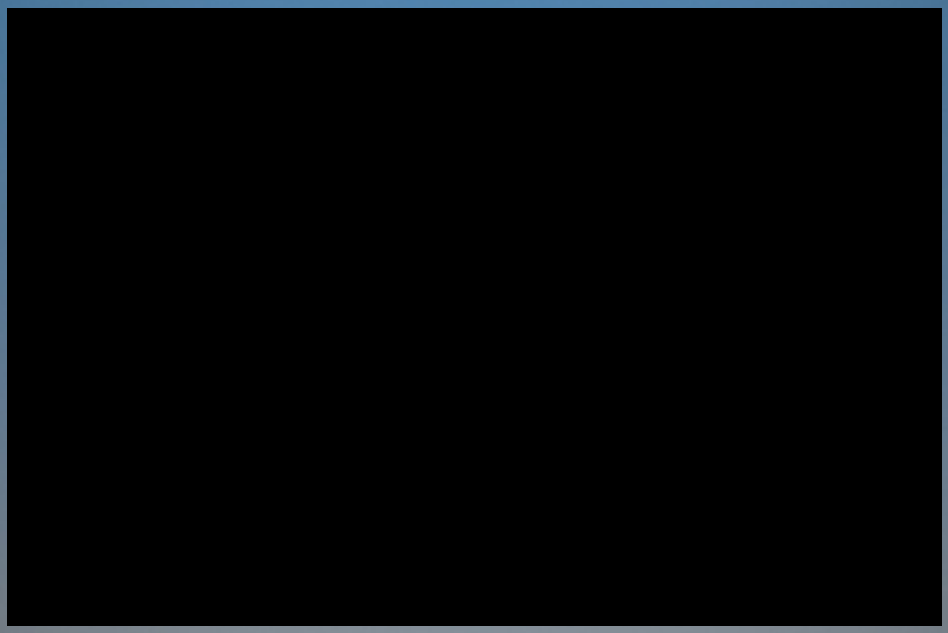


Now, I add another type of corner to the scene, still 30 dgrees, hold **”Ctrl” rotate Y-Axis** twice, then move the position without Snap, you don’t have to use it always, just **drag slightly** make sure you won’t see a big gap between them.



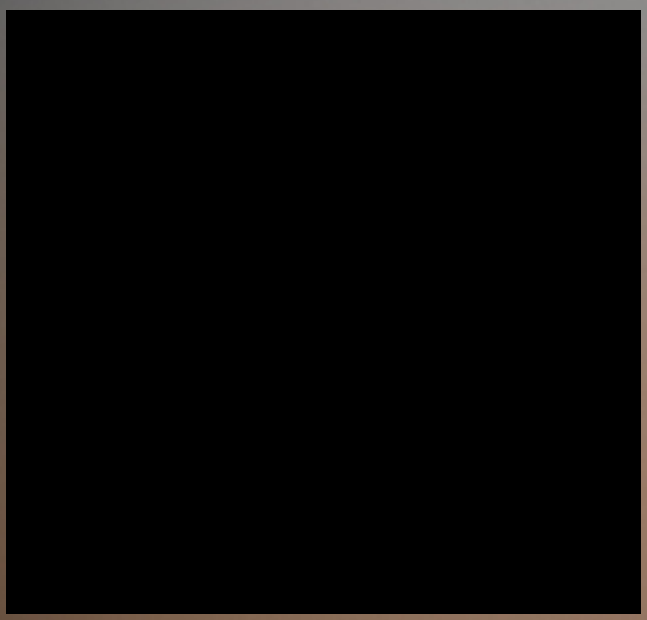
2.Build the Street

For houses like these shape, their degrees are 45, just remember before you rotate 'em, **set "Rotation" to** 22.5 **in the "Snap Settings",** then move next to its neighbor, the orange outline of Unity Editor will help you to check the gap between 2 houses.



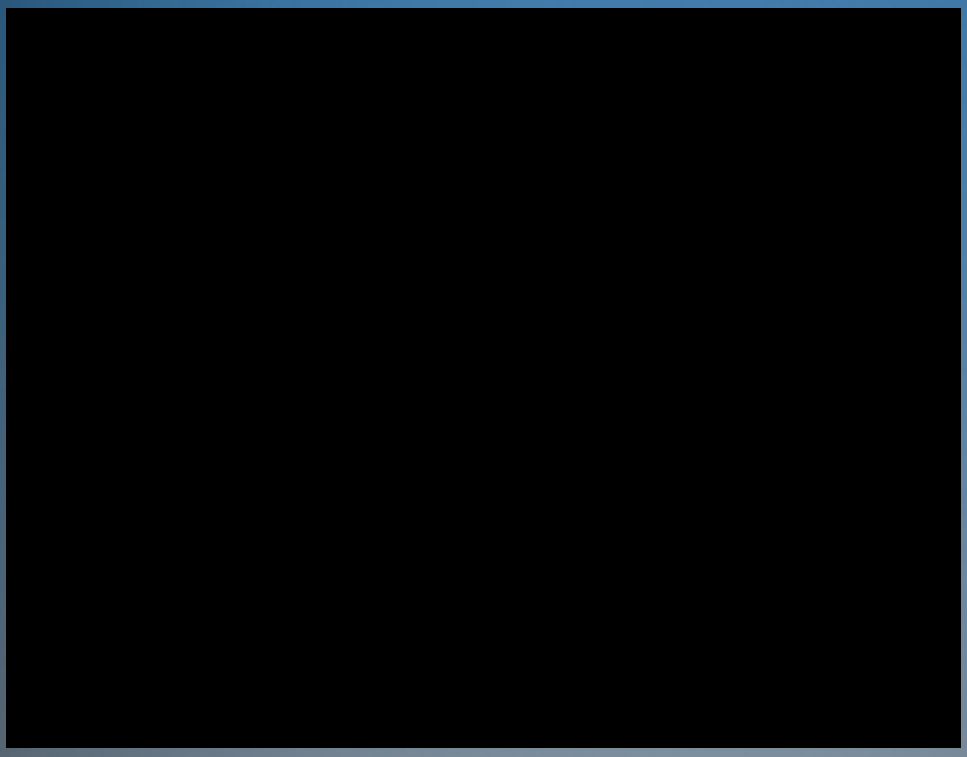
You can find several **civilian_bridge** in prefabs.

Use them as a gate or decoration between 2 houses, or in center of a street or a narrow lane.

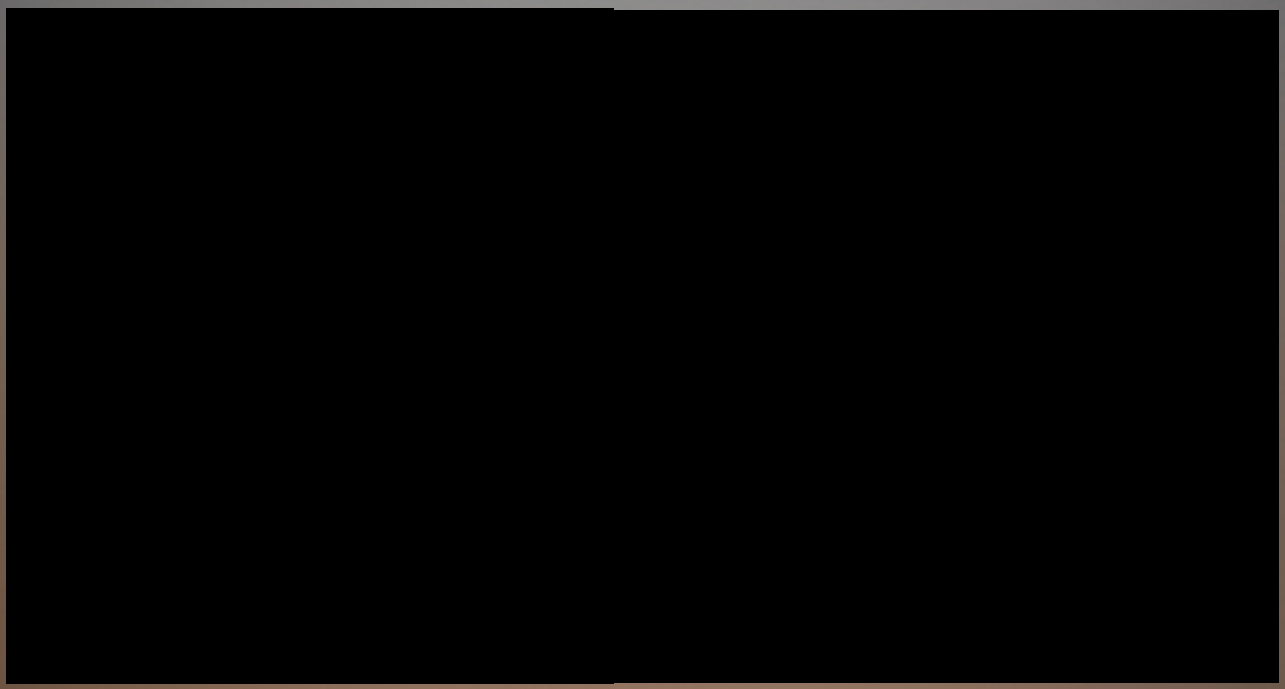


Prefabs included different “**balcony” “standard_roof” “roof_buildings”.**

Add them, to simple house. Like this:



Or, like this:



3.Materials

Then, is about material.

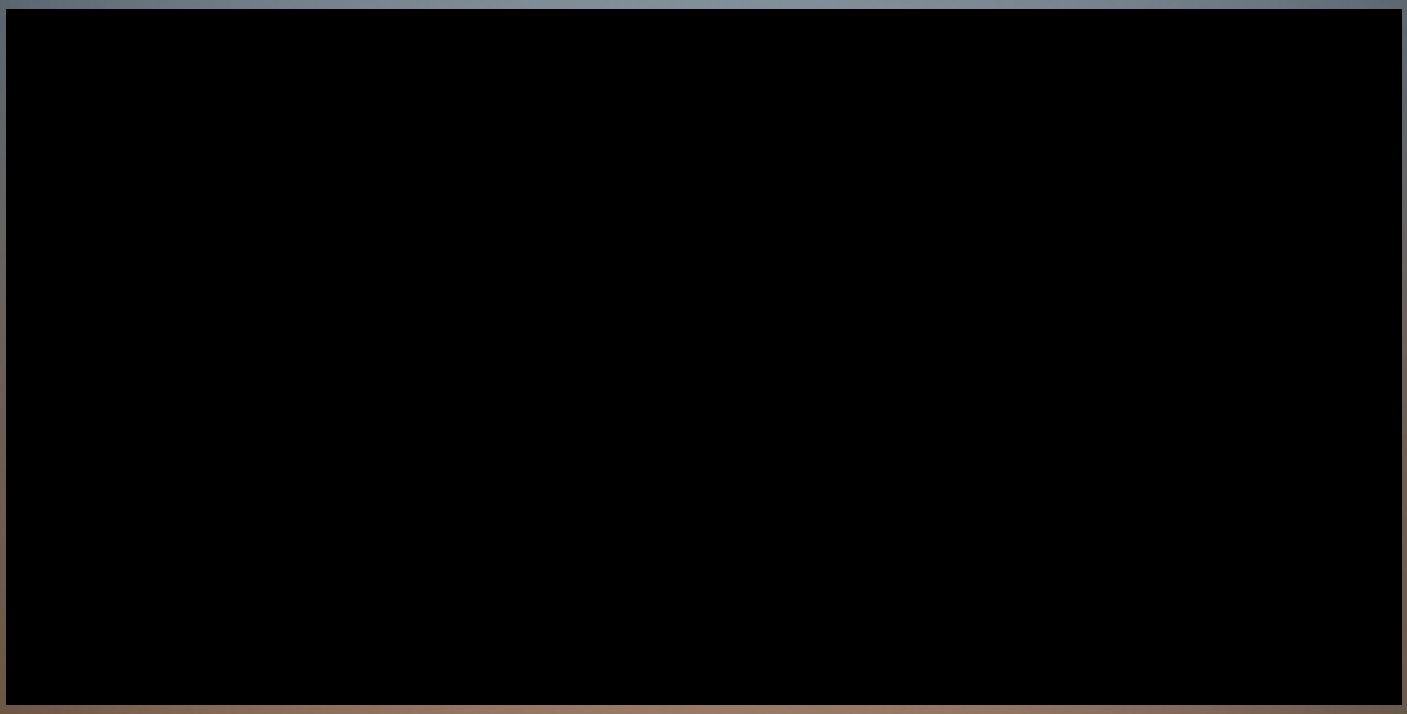
In this pack, the only texture used is the sky. All models were used materials with RGB.

You will find same materials in models' category folders:

"civilian_buildings" "unique_buildings" "props".....

(the material list was updated in new 5.X version, so you can't do this in old version such as 5.0)

You can change different material colors of a prefab already put in the scene.



Then, in material list, you can change a material element, it won't influence the other copies of the same prefab, nor the original prefab.

For example, I chage "roof_0" to "roof_1".Now, have a look,

The roof turned into red, but, another copy is still blue, just like the original prefab.

Use this trick to make difference in your scene, such as:
replace “wood_0” with “rope_0”, they are different brown,
change the roof colors, change the cloth colors.

4. Extensional Parts for Modification

Go to **“Model” - “civilian_buildings”** folder, you will find:

23 “**standard_window**” and 12 ”**standard_door**” .FBX.

Why I didn’t make them as prefabs? I didn’t make them as modular prefab, the modular will break the style. So, for those who wanna additional types of house. Use those parts in modeling tools.

All window and door parts include a wall, the pivots were align to the wall’s position, so just import and align to the wall you created, then align the 4 terminal vertex to the right position. It’s a quick way to build a different style of a house with these reserved parts and.align tool.

(Example in 3ds Max)

You can use the same way to modify a model I created, such as change the door or change the window, even a rooftop.

At last, all those .FBX parts saved material information in themselves, when you create the new building model in modeling tool, pick material from those parts, then assign right material to new model parts.

Enjoy~

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