

Thank you for purchasing my assets!

This pack includes 3 musical instrument models: Grand Piano, Upright Piano, and Digital Keyboard, as well as related accessories. The models are lowpoly and optimized with standard PBR materials. 2K textures are for large or detailed objects, while 1K or lower are for small or less detailed objects.

It includes:

- + Grand Piano (88 keys, 3 pedals)
- + Upright Piano (88 keys, 3 pedals)
- + Digital Keyboard (61 keys, some buttons)
- + Piano Bench
- + Keyboard Stand
- + Keyboard Bench
- + Sheet Music

Keys, pedals and buttons are individual gameobjects. There is a simple script to control the keys and the pedals. Of course, you can use your own animations or scripts to control them.

Materials can be easily converted into URP or HDRP versions, since they are using standard shader.

The demo scene with Post Processing is included.

Demo Scene

Open Assets/MusicalInstrument/Demo/Scenes/Example.unity

The post-processing stack (v2) is required to achieve better visual effects. Install Post Processing in package manager if you need, before opening the scene.

PianoDemo.cs or DigitalKeyboardDemo.cs attached to the pianos in the scene can be removed, if you don't need the auto-play demo. They are not included in the prefabs.

Prefabs

+ GrandPiano

Vertices: 6060

Triangles: 5064

Textures: Albedo, Metallic, Normal, AO (2048x2048)

Note: 88 keys (A0 to C8), keys and pedals are individual gameobjects

+ UprightPiano

Vertices: 5100

Triangles: 4366

Textures: Albedo, Metallic, AO (2048x2048)

Note: 88 keys (A0 to C8), keys and pedals are individual gameobjects

+ DigitalKeyboard

Vertices: 3304

Triangles: 2916

Textures: Albedo, Metallic, Normal, Emission (2048x2048)

Note: 61 keys (C1 to C6), keys and buttons are individual gameobjects.
The screen has UGUI Canvas. You can display anything you want on screen with UGUI. The example texts require TextMesh Pro.

+ PianoBench

Vertices: 228

Triangles: 164

Textures: Albedo, Metallic, Normal (1024x1024)

+ KeyboardStand

Vertices: 520

Triangles: 444

Textures: Albedo, Metallic, Normal (512x512)

+ KeyboardBench

Vertices: 424

Triangles: 386

Textures: Albedo, Metallic, Normal (1024x1024)

+ SheetMusic

Vertices: 80

Triangles: 64

Textures: Albedo, Normal (1024x1024)

Scripts

PianoController.cs (Assets/MusicalInstrument/Scripts)

Method

```
public void KeyDown(KeyNote note)
public void KeyUp(KeyNote note)
public void PedalDown(PianoPedal pedal)
public void PedalUp(PianoPedal pedal)
```

Example can be found in Assets/MusicalInstrument/Demo/Scripts
(PianoDemo.cs or DigitalKeyboardDemo.cs)