Warehouse Kit

V1.0

Nitrous Butterfly

Description
The Warehouse Kit includes over 30 high quality modular prefab parts for constructing a warehouse environment. The kit includes individual modular parts as well as pre-assembled versions for easy construction. Materials use the standard Unity 5 PBR shader and include both a clean and aged variation.

Pieces
8 Warehouse Architecture prefabs
12 Mezzanine platforms
10+ Pre-assembled elements
All kit pieces in both clean and aged variants

Warehouse Construction

There are two ways to use the kit to build your warehouse.

From individual Pieces

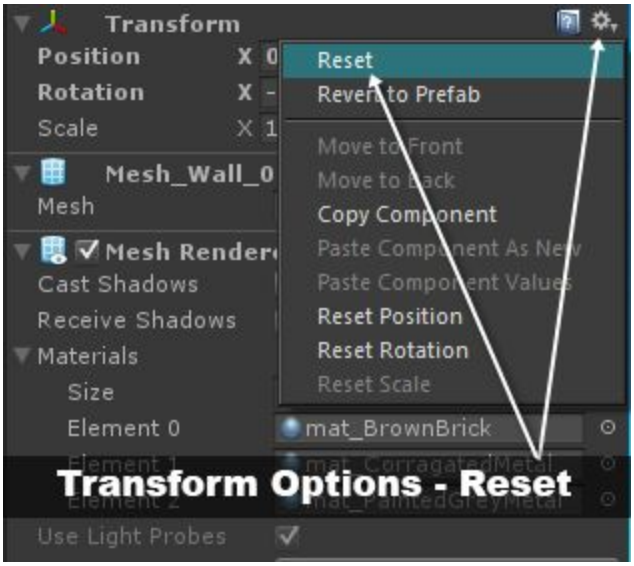
This way allows for the most creative freedom and the individual parts are very easy to work with by making use of vertex snapping and positioning in Unity.

Warehouse Architecture Pieces Location
WarehouseKit\Prefabs\Architecture\(Aged/Clean).

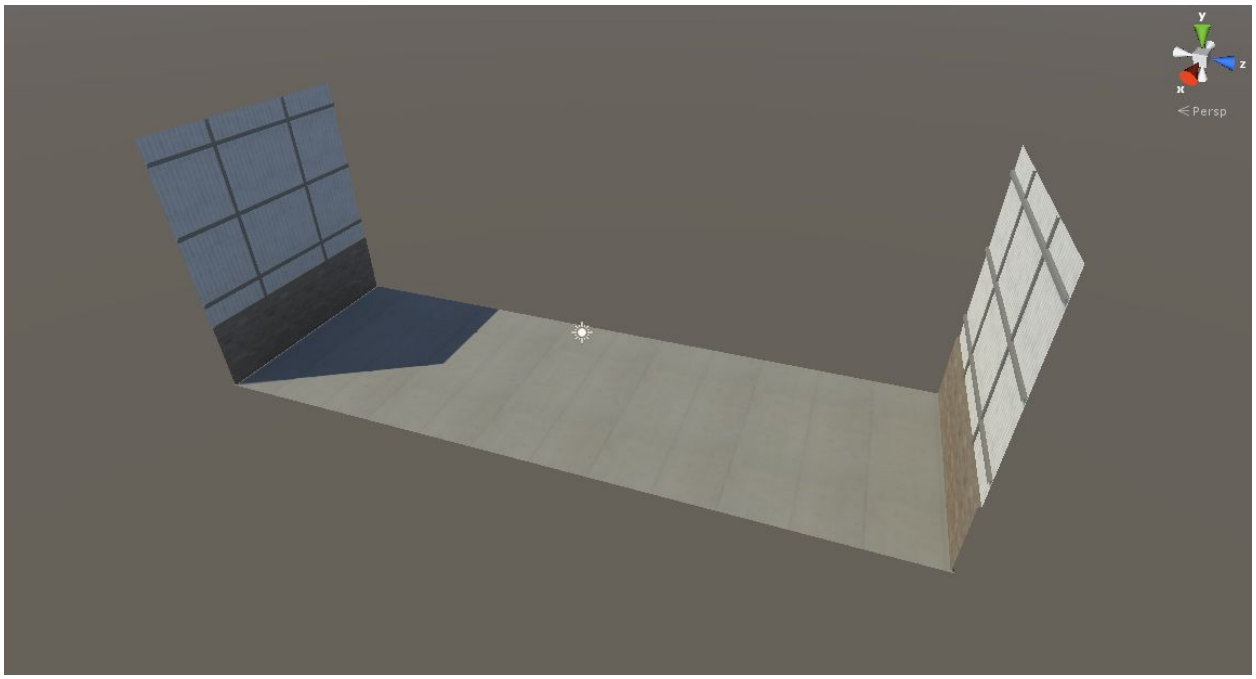
Floor
The floor in the kit is the preferred starting point. Drag and drop the pref_WHFloor prefab in to the scene. It is recommended to zero the position for the floor.

Walls

Select the wall type that you want from pref_WHWall_# and drag and drop it on top of the pref_WHFloor in the scene hierarchy. The wall will appear in the wrong position at first, but just click on the transform options and click reset.

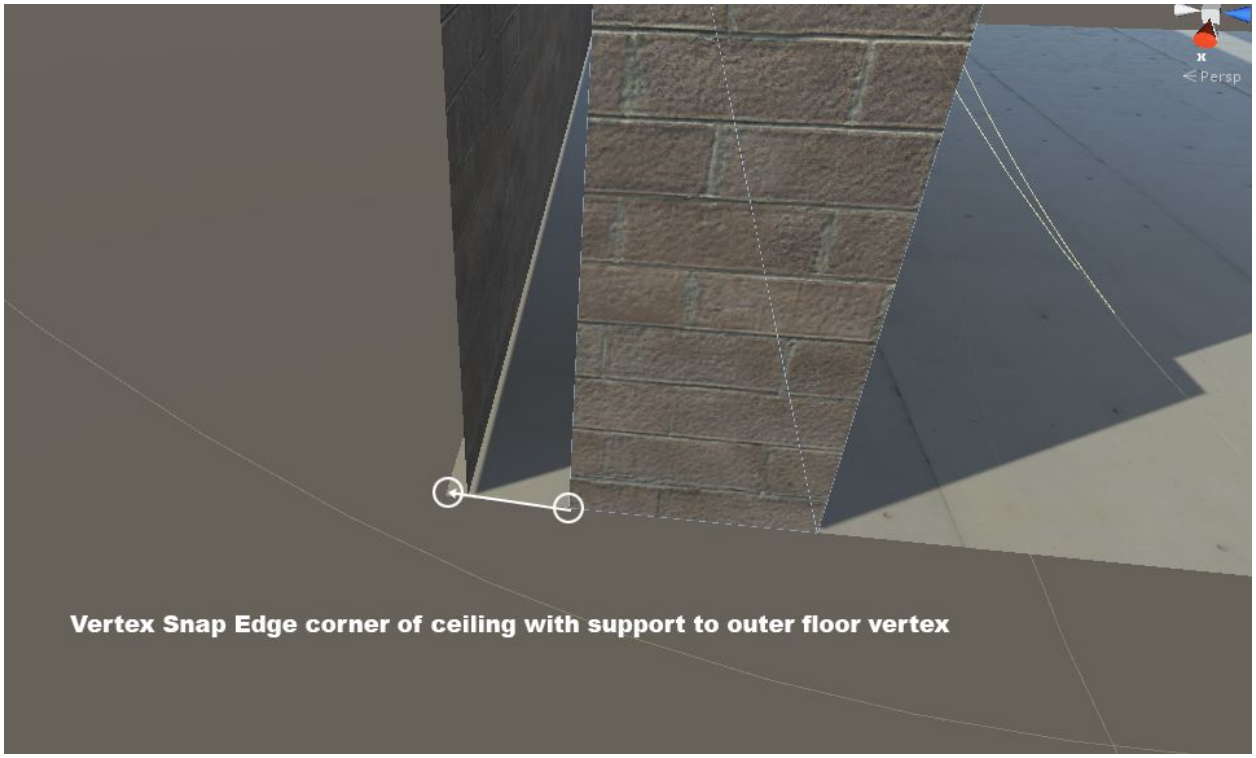


Your first wall should appear aligned with the floor correctly on one side. To add a second wall simply duplicate the first (or drag in a different variation and repeat previous steps) and change the Z rotation on the second wall to 180. This will flip the wall to snap to the opposite side.

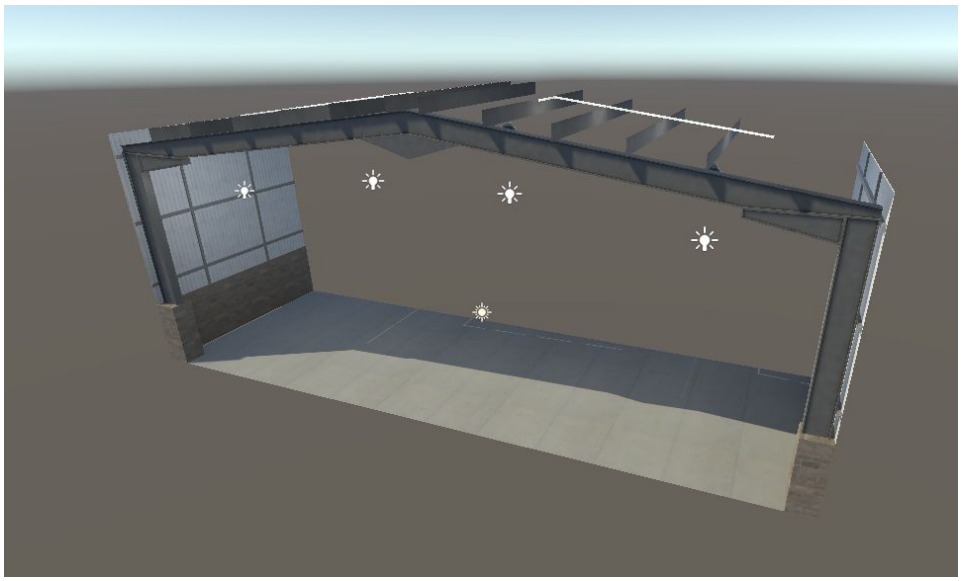


Ceiling
Drag the desired pref_WHCeiling piece into the scene view. This does not need to be a child of the pref_WHFloor.

Using vertex snapping, snap the ceiling support column vertex (shown below) to the outer floor vertex. Vertex snapping usage explained here.



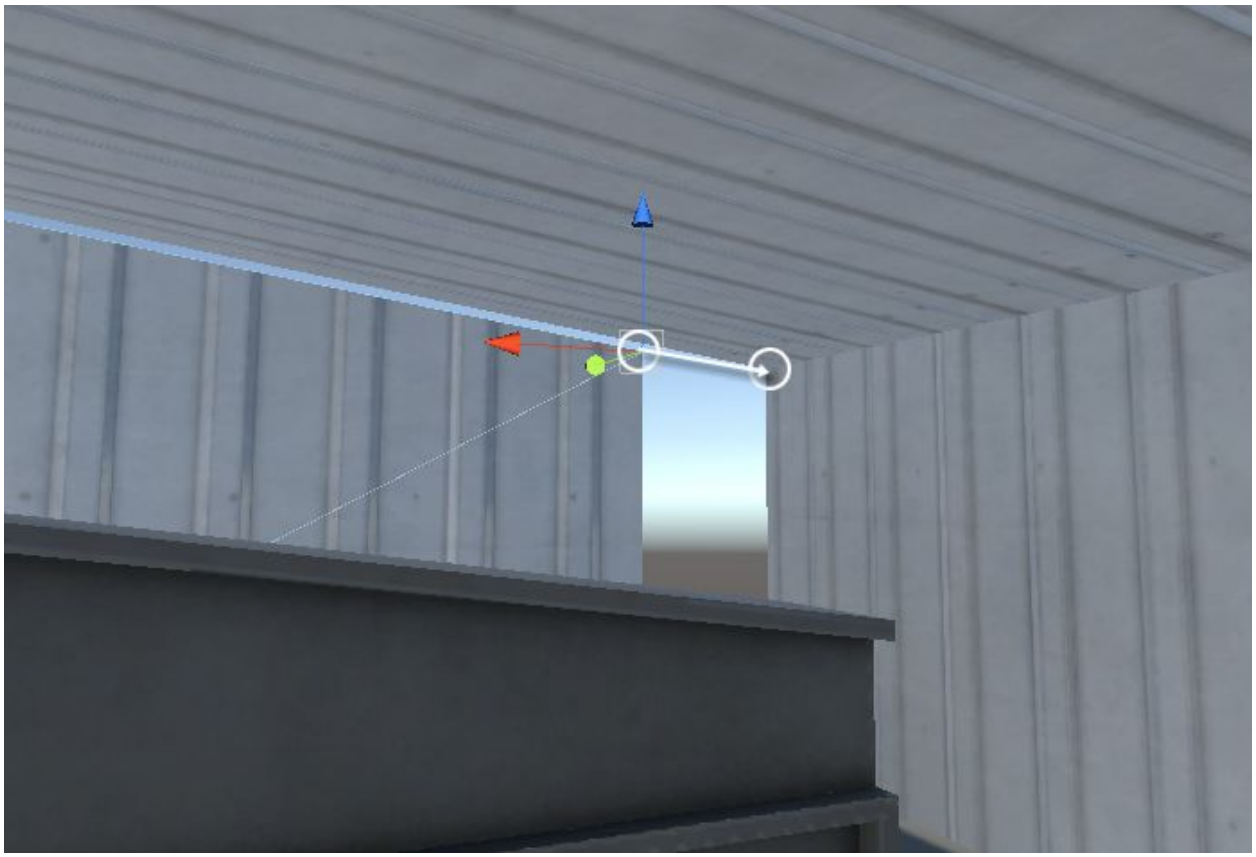
Final section of warehouse should look like this:



From here you can duplicate out a single section (floor/walls/ceiling) and then vertex snap the floor pieces to extend out your warehouse. One it's the desired length you'll need to add the end caps.

Wall End Caps

There are two end cap variants, one with and one without ceiling supports. For each end cap drag it into the scene and vertex snap the top corner to the junction of the ceiling and wall as shown below.



From Pre-Assembled Pieces

The warehouse kit offers several pre-assembled pieces to aid in quick construction of the warehouse architecture.

Pre-Assembled Warehouse Architecture Pieces Location
WarehouseKit\Prefabs\Preassembled\Warehouse\(Aged/Clean)

Full Warehouse
There are two full warehouse prefabs that can be placed down as a quick starting point. These are pref_Warehouse and pref_WarehouseDoubleWide. After placing these down you can easily delete and replace any walls using the method shown in the Walls section shown earlier.

Sections

Under the sections folder are several pre-made floor/wall/ceiling sections that can be placed down and connected together to make a warehouse of the desired length. Each section will need to be snapped to the previous using vertex snapping or grid snapping and moving each new section over by 5 units.

Using the pre-assembled sections will still require end cap walls on either side. These can be attached as shown earlier under the Wall End Caps section of the guide.

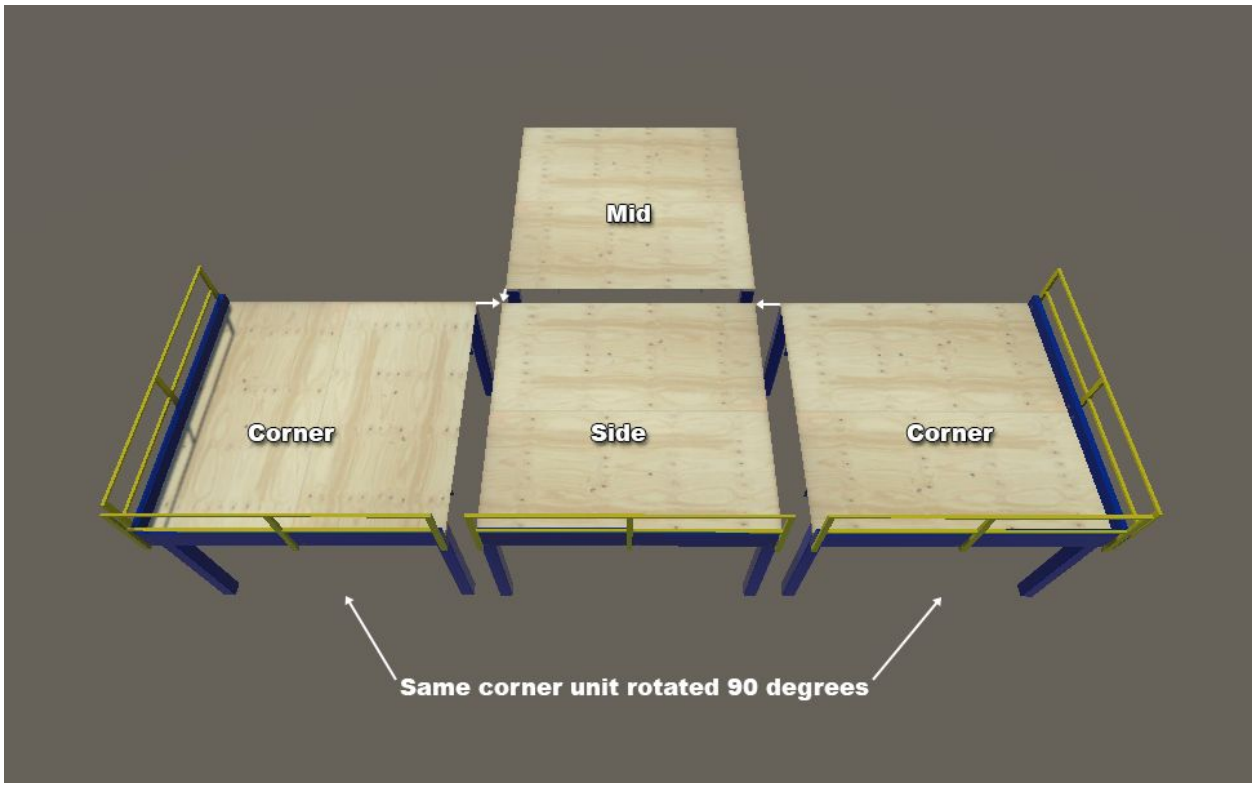
Mezzanine Construction

From Individual Pieces

Mezzanine Pieces

Mezzanine Pieces Location
WarehouseKit\Prefabs\Mezzanine\(Aged/Clean)

The Mezzanine pieces once again utilize vertex snapping for easy assembly. The below illustration shows how the mezzanine pieces can be snapped together.



Mezzanine Walls

The mezzanine wall partitions snap between two support columns. The intended usage is to drag a wall into the scene and snap its lower corner vertex to the column as shown below.