

Interior Model Pack Documentation

[O5]

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Asset List

Models Included

(Compatible with all render pipelines)

- **Common Furnitures (x184):**
 - Televisions, Bar Stools, Stools, Chairs, Sofas, Office Chairs, Counters, Desks Tables, Buckets, Trash Cans, Hanging Lights, Desk Lamps, Lamps, Wardrobes, Cabinets, Display Stand, Drawer Units, Nightstands, Safe Vault, Refrigerated Display Shelf, TV Stands, Beds, Pillows, Blanckets, Easel, Fence, Heater, Fans, Fire Extinguisher, Podium, Mic, Speakers
- **Kitchen Furnitures (x20):**
 - Microwave, Range Hoods, Refrigerators, Sinks, Gas Stoves, Espresso Machine, Counters, Cabinets
- **Toilet Furnitures and Items (x27):**
 - Bathtubs, Shower Heads, Toilet Stools, Toothbrushes, Brooms, Mops, Mop Washer, Hand Washer, Toilet Paper Holders, Rubber Duck, Plunger
- **Kitchen Items (x65):**
 - Cups, Cocktail Glasses, Foods, Fruit Plate, Plates, Frying Pans, Trays, Knifes and Cleavers, Pots, Seasoning Bottles, Spatulas, Spoons, Rolling Pin, Clip, Teapot, Bowls, Chopsticks, Blenders, Fork, Salt Shaker, Cauldron
- **Food & Drinks (x109):**

- **Cucumber Chips, Drink Cups, Pizza and Pizza Boxes, Bottled Waters, Bottled Juices, Bottled Yogurts, Cans, Coconut Water, Juice Sodas, Milk Cartons, Yogurts, Wine and Wine Bottles, Soda Cracker, Wafer Cookies, Chocolate, Milk Powder, Bars, Apples, Bread, Potatoes, Biscuit Boxes, Steak, Green Tea, Coffee, Jelly, Gummy, Chip Bags, Snickers, Cocoa, Honey Grapefruit Tea, Instant Noodle, Barbecue Chips, Donut, Champagne, Beer**
- **Digital Devices (x43):**
 - **Mouses, Mouse Mats, Monitors, Curved Monitors, Old Computer, Keyboards, Headsets, Computer Cases, Router, Televisions, Laptop**
- **Clothes (x44):**
 - **Clothes Hangers, Hats, Dress, Coat Racks, Jackets, Pants, Sunglasses, Shirts, Sports Shorts, Suits, Tank Tops, Towel, Hook,**
- **Hanging Furnitures & Items (x40):**
 - **Mirrors, Air Conditioners, Curtains, Picture Frames, Clocks, Electric Sockets, Vents, Hanging Stars, Ukulele, Light Switch, Storage Racks**
- **Personal Items (x6):**
 - **Skateboard, Football, Purse, Luggage, Scooter, Slippers**
- **Tabletop Items (x62):**
 - **Toy Cars, Camera, Trophies, Cosmetic Bottles, Desktop Trash Can, Dice, Envelope, Glass Cover, Gift Box, Globe, Gramophone, Record Player, Magic Sphere Ornaments, Scrolls, Paper & Shopping Bags, Shopping Basket, Stand Mirror, Old Telephone, Base Plate, Barcode Scanner, Payment Scan Barcode, Pos Terminal, Scan to Pay, Vessels, Vases, Urn, Jars, Spray Bottles, Flasks, Beakers, Bottles**
- **Plants & Office Items & Storage (x51):**

- **Cactus, Succulent Plant, Potted Plants, Flower Vase, Flower Pots, Books, Binder, Clipboard, Media Player, Nametag Screen, Pen, Pen Holder, Plastic Storage Boxes, Paper Boxes, Delivery Boxes, Tissue Boxes, Wooden Storage Boxes**
- **Doors & Windows & Related Items (x33):**
 - **Floor-to-Ceiling Windows, Sliding Windows, Casement Windows, Awning Windows, Arched Windows, Vertical Sliding Window, Illuminated Window, Doors, Stylized Door, Cat Mat, Piano Rug, Toast Mat, Watermelon Rug, Other Mats, Carpets,**
- **Structures (x20):**
 - **Indoor 2nd Floor Platforms, Floors, Walls**
- **Stair-like Objects (x5):**
 - **Stair between Floors (x2), Step Stools (Small Stairs) (x2), Elevator**

Effects Included

- **Lights On / Lights Off** (*Supports only Built-in Pipeline and URP*)
 - **Rotatable Objects**
 - **Object Placer**
 - **Fence Placer**
-

Model Usage

Original Models Without Effects

All original models are stored in the **Fries and Seagull/Interior 05/Models/** folder. If you wish to use models without any special effects, you can directly drag and drop the models from this folder into your scene.

Prefabs with Effects

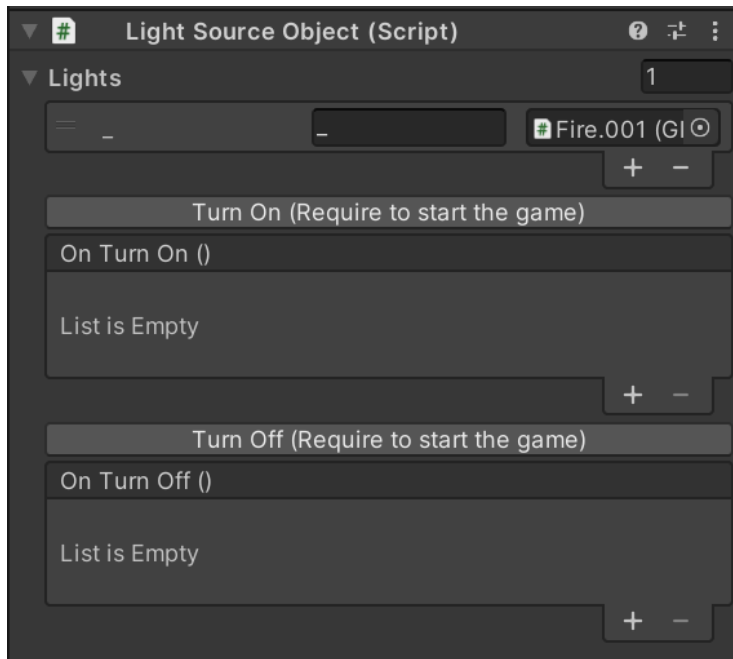
All prefabs are stored in the **Fries and Seagull/Interior 05/Prefabs/** folder. These models may include custom effects, such as turning lights on and off.

Effects and Script Usage

Lights

Each light fixture GameObject has its own **Light Source Script**. These scripts feature **Turn On** and **Turn Off** buttons. During runtime in the editor, you can debug and toggle the lights by clicking these buttons. (Also in order to see it, the scene needs to setup post processing / volume that has Bloom effect first)

- Each button corresponds to a **UnityEvent** instance, where you can see which methods are called to brighten the light.
- Under **Lights**, all glow objects (**GlowLight**) related to the light source are listed. The left side shows the glow object ID, and the right side shows the glow object instance.



In Scripts:

- To turn all lights on or off:

```
gameObject.GetComponent<LightSourceObject>().turnOnAll();
```

```
gameObject.GetComponent<LightSourceObject>().turnOffAll();
```

- To use the **UnityEvent** instance to turn lights on or off:

```
gameObject.GetComponent<LightSourceObject>().onTurnOn.Invoke();
```

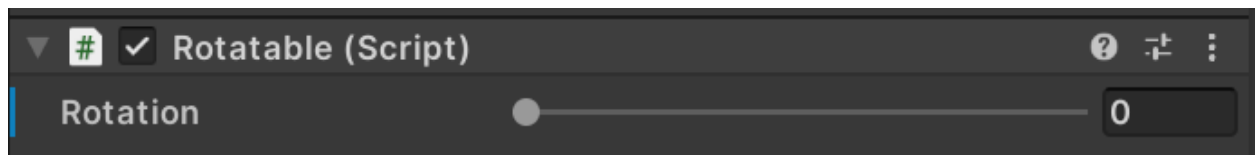
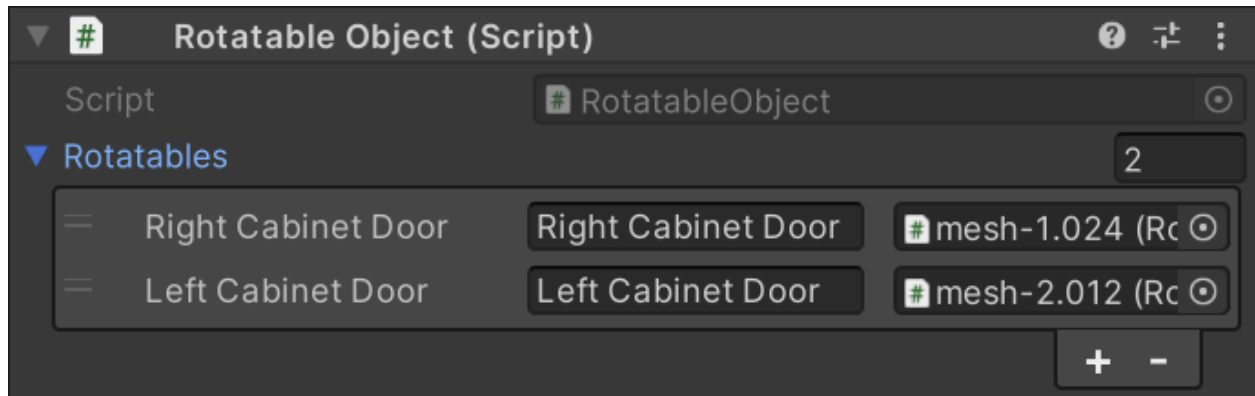
```
gameObject.GetComponent<LightSourceObject>().onTurnOff.Invoke();
```

- To turn on a specific glow object:

```
gameObject.GetComponent<LightSourceObject>().turnOn("specificGlow  
ObjectID");
```

Rotatable Object

Each GameObject that contains a rotatable object has a **Rotatable Object Script**. The component records the name of the child-rotatable and the child-rotatable instance. In both of the **Editor Mode** and **Play Mode**, you can go to the child and rotate it with a slider from 0 to 1.



In Scripts:

- To change the rotation of a specific child-rotatable:

```
gameObject.GetComponent<RotatableObject>().rotate(string id,  
float angle01);
```

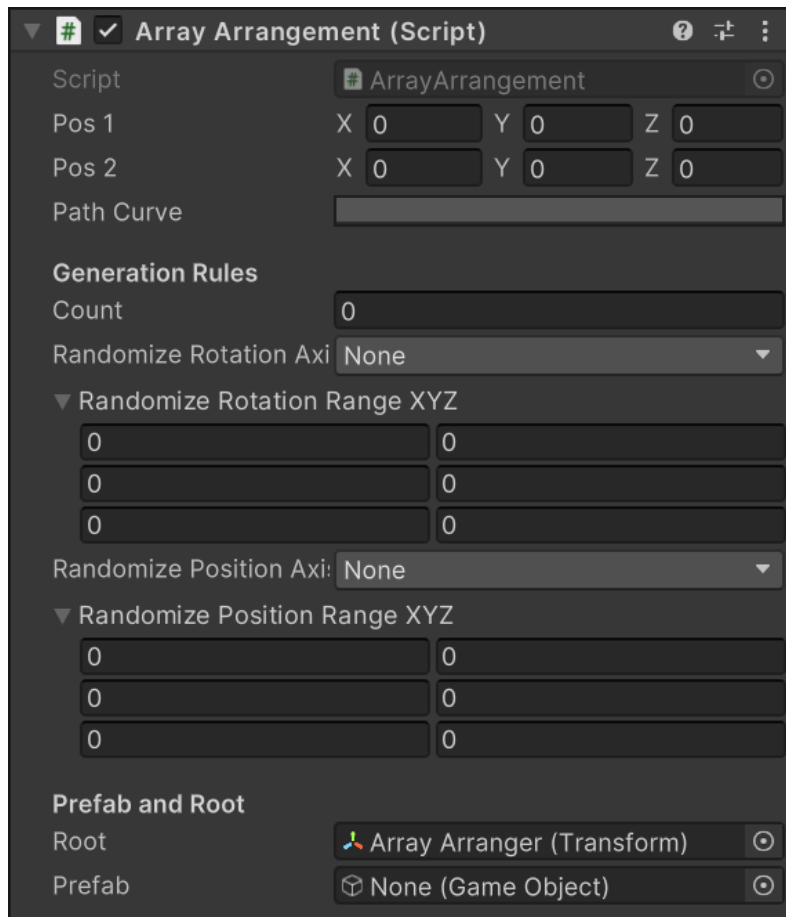
- To rotate all children rotatable:

```
gameObject.GetComponent<RotatableObject>().rotate(float angle01);
```


Array Tool

The **Array Tool** is an automated prefab arrangement tool, located in **Fries and Seagull/Interior 05/Array Arranger**.

The Array Tool becomes inactive during runtime (generated prefabs remain, but changes to the Array Tool won't apply).



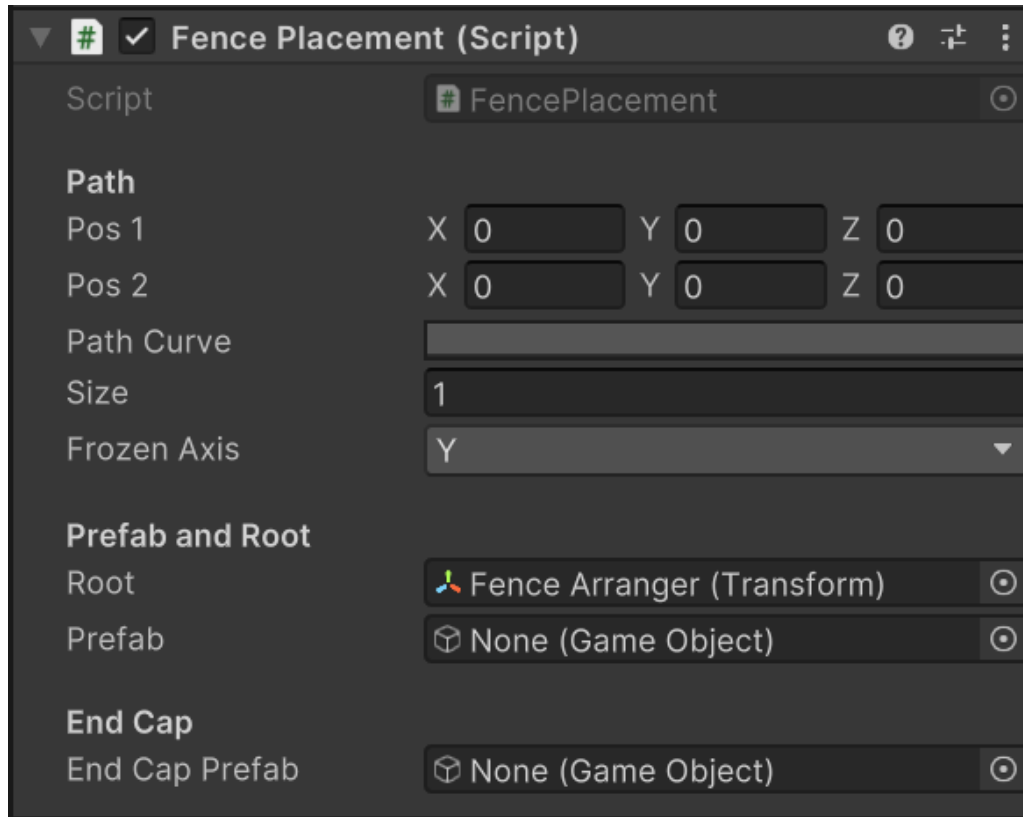
Parameters:

- **Pos1 and Pos2:** Control the start and end points of the array tool.
- **Path Curve:**
 - **X Range:** 0-1 (0 represents the start point, 1 represents the end point).

- **Y Range:** Unlimited. Y represents the offset at the current X value.
- **Count:** Number of specified prefabs to generate evenly along the existing path.
- **Randomize Rotation Axis:** Choose which axes to apply random rotation.
- **Randomize Rotation Range XYZ:**
 - **First Row (X):** Enter **Min Angle** and **Max Angle**.
 - **Second Row (Y):** Enter **Min Angle** and **Max Angle**.
 - **Third Row (Z):** Enter **Min Angle** and **Max Angle**.
- **Randomize Position Axis:**
 - **First Row (X):** Enter **Min Offset** and **Max Offset**.
 - **Second Row (Y):** Enter **Min Offset** and **Max Offset**.
 - **Third Row (Z):** Enter **Min Offset** and **Max Offset**.
- **Root:** Specify the GameObject under which the generated Prefabs will be placed.
- **Prefab:** Specify which prefab to generate (supports Prefab Groups, randomly selecting from them).

Fence Tool

The **Fence Tool** is an automated fence prefab arrangement tool, located in **Fries and Seagull/Interior 05/Fence Arranger**. The Fence Tool becomes inactive during runtime (generated fences remain, but changes to the Fence Tool won't apply).



Parameters:

- **Pos1 and Pos2:** Control the start and end points of the fence tool.
- **Path Curve:**
 - **X Range:** 0-1 (0 represents the start point, 1 represents the end point).
 - **Y Range:** Unlimited. Y represents the offset at the current X value.
- **Size:** Controls the scale of all generated prefabs.
- **Frozen Axis:** Choose which axis rotation to disable when connecting fences along the curved path.
- **Root:** Specify the GameObject under which the generated Fence Prefabs will be placed.
- **Prefab:** Specify which fence to generate (supports Prefab Groups, randomly selecting from them).
- **End Cap Prefab:** Prefab for individual fence posts.

Method to Switch Render Pipelines

Different render pipelines primarily affect the glow effects and some material properties of models.

1. In **Tools/Fries/Interior 05/**, find and click the setup option for the render pipeline you wish to switch to and wait for it to load.
2. You can also manually upgrade all the material into another pipeline

