



Shaded
Spectrum

Cozy Interiors: Demo Pack

Publisher: Shaded Spectrum

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Introduction

Thank you for trying the Cozy Interiors: Demo Pack! This free sample includes 6 high-quality, tileable materials designed to bring charm and authenticity to your Unity interiors, these handcrafted surfaces - from warm woods to natural clay and aged plaster - are perfect for rustic cabins, inviting cottages, and stylized home environments. Discover how these materials can add character, texture, and warmth to your projects before diving into the complete pack.

Contents

This pack includes the following materials, totalling 6 materials:

Coarse Burlap Upholstery
Cracked Terracotta Floor
Gingham Kitchen Linen
Mossy Flagstone Floor
Oak Ladder Shelf Panels
Painted Beech Wall Boards

Texture Formats

Each material includes the following texture maps to ensure maximum visual fidelity:

- **Albedo Map (Base Color)**
- **Normal Map**
- **Occlusion Map**
- **Specular Map**
- **Height Map/Displacement Map**

These textures are designed to work well with Unity's Standard Shader (PBR) and provide excellent results with real-time lighting.

How to Use

1. Importing the Pack:

- Import the package using the Unity Package Manager.



Shaded Spectrum

- All materials will automatically appear under a folder named Cozy Interiors Demo Pack inside of the Shaded Spectrum folder.

2. Assigning Materials:

- Select any 3D object in your scene, then drag and drop the desired material from the Materials folder onto the object in the Inspector window.
- Modify the material properties (e.g., height, smoothness) directly from the material inspector in Unity.

3. Tiling & Scaling:

- All materials in this pack are seamless and can be tiled across large surfaces without visible seams.
- You can adjust the tiling and offset values in Unity by navigating to the material settings in the Inspector and modifying the "Tiling" values to match the desired scale of your object.

Recommended Settings

To get the best visual results, we recommend the following Unity settings:

- **Shader:** Use Unity's Standard (PBR) shader for optimal performance. These materials are also compatible with other shaders that support PBR.
- **Lighting:** Ensure proper scene lighting to highlight material details such as reflection and roughness. Consider using HDRI images and reflection probes to enhance realism.
- **Tiling:** Adjust the tiling values based on the object's size. For large surfaces, increase the tiling amount to maintain sharp detail without visible repetition.

Support & Feedback

If you encounter any issues or need assistance, please don't hesitate to reach out via email at shadedpectrumunity@gmail.com. We value your feedback and would love to see how you're using our materials in your projects! Suggestions for future updates are also welcome.

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