GameReady Kitchen

GameReady Kitchen contains both versions for HDRP and Default Renderer.

When you import this asset, the version included is using HDRP, while the Default Renderer version is inside the GameReadyKitchen_DefaultRenderer package in GameReadyAssets/Apartment folder.

To use the Default Renderer version, when first importing the original package, only import the texture assets in GameReadyAssets/Apartment/Textures and Tiles, plus the textures inside GameReadyAssets/Apartment/Misc/Textures and Tiles.

After the textures are imported, you can now import the GameReadyKitchen_DefaultRenderer package.

After this package is imported, the scene and all materials and prefabs will be working correctly for the Default Renderer.

For either version, open the kitchen scene inside GameReadyAssets/Apartment/Kitchen/Scene to see the full scene included in this asset.

Note: The scene was made in Unity 2020.1, so if you try to use the scene in older Unity versions, some assets might be misplaced in the scene. All prefabs, materials, models will still work in previous versions.

The apartment structure was made of the modular pieces included in the asset, and then merged together using my other asset Advanced Merger Toolkit (http://u3d.as/1k1d). Combining the geometry not only reduces performance cost, but also produces much better lightmapping results, which you can observe in the scene.