# Thank you for purchasing our asset!

If you run into any issues, have feedback, or wish to contact us, please send us an email at:

## Polygasm3D@gmail.com

Visit our website at

Polygasm3d.wordpress.com

# Dinner Set Pack

| Includes: | Utensils | Furniture | Plates/Bowls | Cups |
|-----------|----------|-----------|--------------|------|
| | ButterKnife | 2 Tables | 2 Bowls | 3 Cups |
| | Steak Knife | 1 Chair | 6 Plates | 1 Mug |
| | Fork | | 1 Saucer | 1 Teacup |
| | Spoon | | | |

\* We have also included a table cloth with some detail textures for you to choose different patterns and colors with.

# Triangle Count:

## Utensils:
Spoon - 342
Butter Knife - 116
Steak Knife - 164
Fork - 376

## Cups:
Cup_1 - 284
Cup_2 - 284
Cup_3 - 392
Mug - 646
Teacup - 840

## Plates/Bowls:
Bowl_1 - 412
Bowl_2 - 284
Plate_1 - 220
Plate_2 - 124
Plate_3 - 236
Square_Plate_1 - 60
Square_Plate_2 - 136
Saucer - 572

## Furniture:
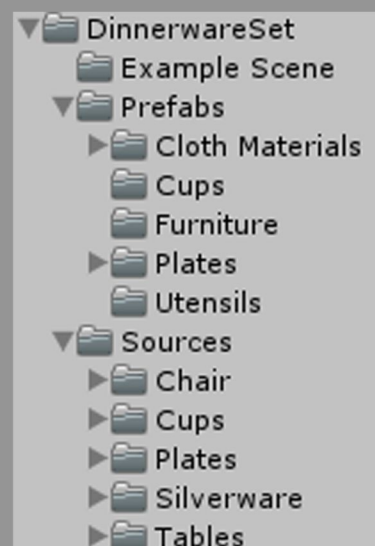Tables - 3,508 each
Chair - 2,456

Every object is atlas'd/batched in the same material and textures with those in the same catagories. The Saucer however, is batched with the Cups. There are also two Tablecloth materials that you can use.

There are three main folders included:

Example Scene -
(an example scene with all the objects)

Sources - All the source files for the assets including textures, materials, and the OBJ and FBX files

Prefabs - Contains all the Meshes with materials applied. The Cloth Materials folder contains two types of materials you can apply to the tablecloth.

▼ 📁 DinnerwareSet
　　📁 Example Scene
　　▼ 📁 Prefabs
　　　▶ 📁 Cloth Materials
　　　　📁 Cups
　　　　📁 Furniture
　　　▶ 📁 Plates
　　　　📁 Utensils
　　▼ 📁 Sources
　　　▶ 📁 Chair
　　　▶ 📁 Cups
　　　▶ 📁 Plates
　　　▶ 📁 Silverware
　　　▶ 📁 Tables

# Using the
# Tablecloth materials

The cloth pattern for the tablecloth is interchangable with any
set of tiling textures via Unity 5's Standard Shader. All you have to do
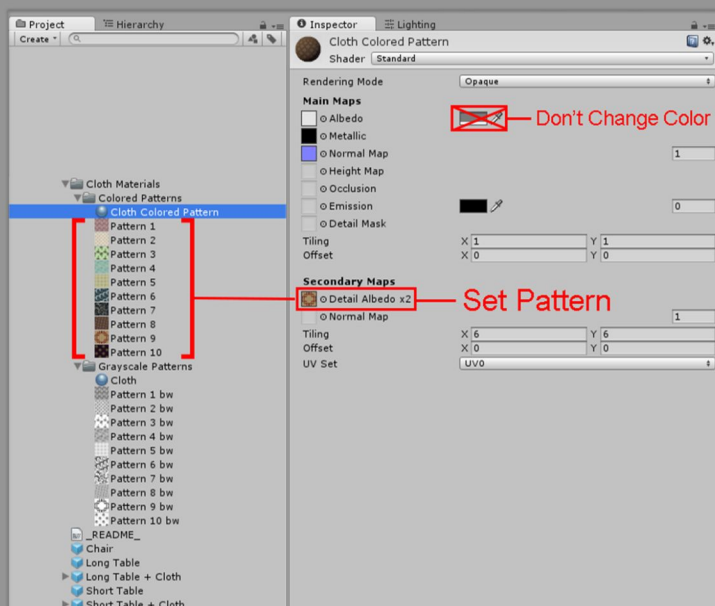is switch out the Detail Albedo for the Secondary Maps.

Using a greyscale vs a texture:
You can use a greyscale image instead of a texture for the Detail Albedo
which will allow you to change the color of the texture to anything you want,
rather than a static texture.
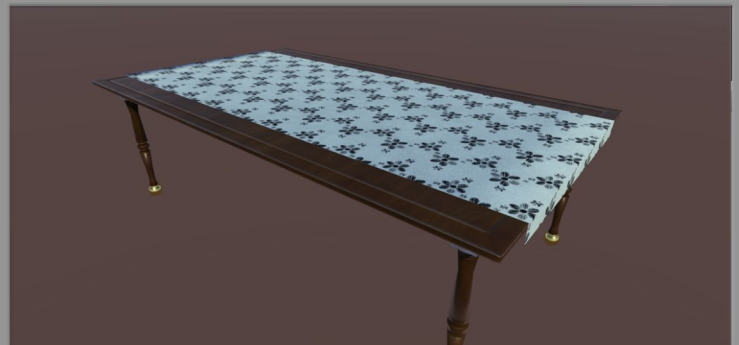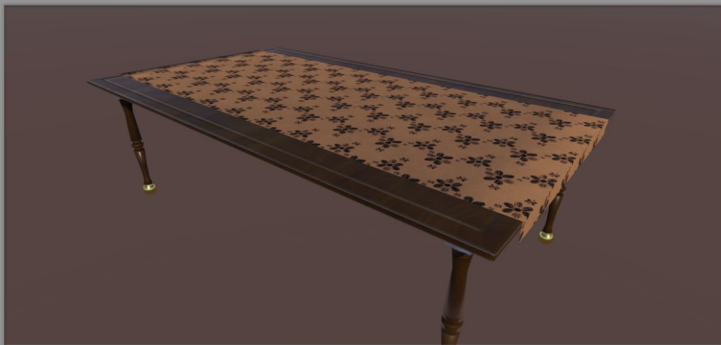




# Examples

If you want to use a Textured Albedo:



If you want to use a Greyscale Pattern: