Brians House 2.0

Thank you for purchasing Brian's House!

Customizing the rooms

Room1 and Room2 has a different UV layout to match Room1, Room2 and Kids_Room materials. Drag and drop those to change their looks. Everywhere else inside the house you can just drag and drop your own seamless texture sets to replace them. (Bathroom tiles, walls, kitchen tiles, ceiling, carpet, floors, or exterior wall.)

Scripts and interactions

The dummy gameobject called 'Interactions' in the demo scene acts as a raycaster and recognizes interactive classes. It finds your camera, casts ray and recognizes objects. Replace that to your own mechanics to interact with Switchlight.cs and Doors.cs

Every room- and cabinet door uses one script for opening/closing. You can tweak the settings (speed, audio clips, open angle) conveniently for each door. The movement is done simply by a Quaternion.Slerp on up axis. Refer to the script for further details.

Lightswitch class is assigned to the switch models. They need a lamp model with a nested light object, a reflection probe (to update it realtime), a switch on/off audio clip. The enum values (ceiling lamp, table lamp, fluorescent lamp) selector assigns certain properties to a particular light, making it easy and fast to just drag and drop the lights. Note: If you decide to bake a light and set the room reflection probe to Baked, the lightswitch instance will recognize it, and destroy itself, so the light can't be switched during gameplay. (See daytime demo scene.)

Pickupable and destructive classes help identify objects and replace them with fractured models (see the code for details.)

Rendering

Please use linear color space and deferred rendering path for best results! The video and screenshots were created using Unity's default cinematic post-effects (antialiasing, vignette, chr. Aberration, bloom, screen space reflections and tonemapper.)

If you have any questions/concerns/ideas, don't hesitate to send it along with your invoice number to info@gabromedia.com!

Don't go too far! Brian's story will continue in early 2017 with an all interactive suburban environment!