

Fantasy Food Pack (Unity 5)

v. 1.0.0

This package includes a variety of detailed food models for use in your games. Also includes a demo scene with all prefabs laid out.

Does not include tables or background environment. This pack is included with our [Modular Fantasy Inn](#), but with 2K textures instead of 4K.

For reviews, questions, or comments, please visit <https://assetstore.unity.com/packages/slug/138433> or contact us at support@cunningforcegames.com.

Key Features

- 90+ prefabs consisting of cups, pitchers, plates, bowls, candles, bottles, and various foods
- Can use our prepared dishes as is or create your own
- Includes candle flame particle effect as well as a light breathing script
- 4K PBR textures
- Includes albedo, metallic, normal, and ambient occlusion maps

This asset is intended for use by those who want something higher poly and may not be suitable for mobile without further optimization.

Scripts

This asset includes a custom light breathing script that is being used for candle light. There are several options in this script which you can change to your liking:

Random – Having this checked will make the light intensity fade in and out at random intervals between the min and max intensity setting. If this setting is unchecked, the light intensity will fade in and out from the min intensity to the max intensity over the amount of time specified in the Non Random Duration setting.

Non Random Duration – The time it takes to fade from the min intensity to the max intensity. This setting has no effect when the Random option is checked.

Min Intensity – Lowest light intensity for fade animation.

Max Intensity – Highest light intensity for fade animation.

