Modular Sci-fi Hangar (Unity 5)

v. 1.1

This package includes a variety of models for creating a modular sci-fi hangar. Also included is a demo scene of the hangar, an animated crates demo scene, and a scene with all prefabs laid out.

This package also includes our Animated Sci-fi Crates & Barrels pack for free.

For reviews, questions, or comments, please visit www.assetstore.unity3d.com/#!/content/18446 or contact us at support@cunningforcegames.com.

Key Features

- 132 prefabs (computer consoles, beams, pre-built wall sections, props, and much more) to fill your levels with
- Import your own images for holographic screens
- Animations can be customized in Unity
- 4K PBR textures (set to 2K by default)
- Includes albedo, metallic, normal, occlusion, and emission maps

Note: To reduce the total size of this asset, the included demo scenes do not include lightmaps.

How to Use Custom Images on Holographic Screens

1. Open the included zip file in the "Screen Guide" folder.
2. If you have Photoshop, use the PSD files (*Console01-SmallScreens-UV.psd* or *Console01-LargeScreen-UV.psd*). Otherwise, use the png files. The small screens are the left and right screens for Console 01. The large screen is the large center screen if you prefer to use one large screen instead of two smaller ones.
3. Place the image you want to put on a holographic screens within the specified gray box.
4. Make sure the image fills the entire space in the box.
5. Hide the guide layers so that only your custom image remains.
6. Save your image as one of the file extensions accepted by Unity.
7. Import your image into Unity.
8. Locate the materials named "Console_01_Screen_01", "Console_01_Screen_02", and "Console_01_Screen_03" in the Materials folder. See below for which screen belongs to which material.
9. Replace the texture on the material for the screen you want your new image to be displayed.

Console_01_Screen_01 – this is the small screen on the left.
Console_01_Screen_02 – this is the small screen on the right.
Console_01_Screen_03 – this is the large center screen.

Custom Shaders

This package includes a custom shader:

Unlit-Transparent – An unlit shader with the ability to adjust the color tint and alpha. This is used for the holographic screens.
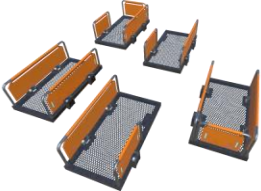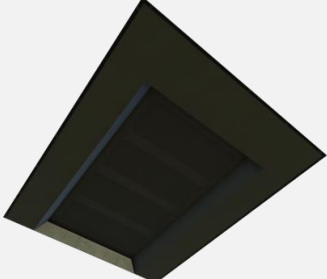
Texture Resolutions

The textures included with this pack are 4096, but set to 2048 in the texture import settings in Unity. If you would like to use these textures at their original resolution, simply set it to 4096 in the settings for those textures.
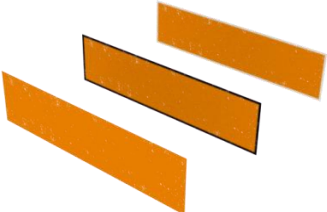
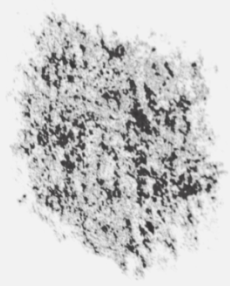## Models Included

	Ammo Box 76 tris, 104 verts An ammo box for spaceship ammo.
	Beam 01 456 tris, 407 verts A basic support beam with holes. Can be used with Beam Base.
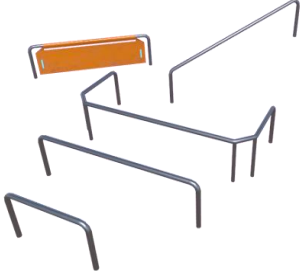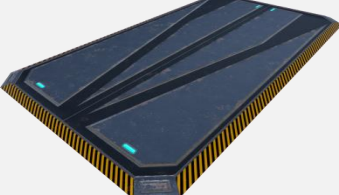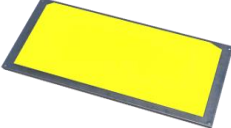
	Beam 02 44 tris, 50 verts A basic support beam. Can connect to Beam 03.
	Beam 03 68 tris, 96 verts An angled beam that can be connected to Beam 02.
	Beam 04 60 tris, 66 verts A basic beam with a track on top. Designed for use with the Bridge Crane.
	Beam Base 212 tris, 256 verts A base designed for use with Beam 01.
	Bridge Crane 863 tris, 860 verts A crane with a trolley and hook. Designed to operate on tracks (Beam 04).
	Cart 01A 384 tris, 452 verts A pushcart with no panels.

	Cart 01B 544 tris, 660 verts A pushcart with panels. The two side panels can be animated to open.
	Cart 02 708 tris, 664 verts A large power-operated transport cart.
	Catwalk 01A – Catwalk 01O 552 tris, 504 verts – 844 tris, 772 verts Catwalk sections with a variety of handrail placements.
	Ceiling 16 tris, 24 verts A ceiling for use with the hangar as seen in the demo scene.
	Clamp 01 42 tris, 52 verts A clamp designed for catwalks.
	Clamp 02 56 tris, 78 verts A clamp designed for beams.

	Console 01A – Console 01B 462 tris, 613 verts Large console with holographic screens of various sizes.
	Console 02 450 tris, 526 verts A mobile console.
	Console 03 538 tris, 612 verts Mobile monitoring system with detachable remote.
	Control Room 262 tris, 346 verts A wall section that represents the outside of a control room.
	Coupling / Joints / Flange / Pipes 48 tris, 54 verts – 144 tris, 142 verts Pipes of varying lengths with connectors.

	Decal 01A – Decal 01C 2 tris, 4 verts A text decal that can be placed on flat surfaces.
	Decal 02A – Decal 02C 2 tris, 4 verts A stripe decal that can be placed on flat surfaces.
	Decal 03A – Decal 03C 2 tris, 4 verts A logo decal that can be placed on flat surfaces.
	Decal 04 2 tris, 4 verts An oil stain decal that can be placed on flat surfaces.
	Decal 05 2 tris, 4 verts A grunge decal that can be placed on flat surfaces.
	Door 01 1148 tris, 1166 verts A security door that can be animated to open upwards.

	Door 02 440 tris, 336 verts A large hangar door with two door pieces that can be animated.
	Fan Unit 10 tris, 16 verts A box fan designed to be placed against a wall.
	Fence 01A – Fence 01B 12 tris, 16 verts A transparent fence to protect wall equipment.
	Fuel Panel 01A – Fuel Panel 01B 18 tris, 12 verts Fuel panels that can be placed on flat surfaces.
	Floor 01 2 tris, 4 verts A floor for use with the hangar as seen in the demo scene.

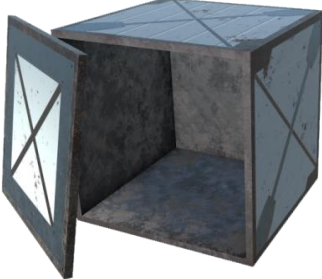|	
	Handrail 01A – Handrail 09C 144 tris, 90 verts – 400 tris, 270 verts Handrails of various sizes and with or without safety guards.
	Keypad 01 168 tris, 202 verts A keypad with a stand.
	Ladder 268 tris, 344 verts A basic ladder designed for the catwalk.
	Landing Pad 54 tris, 32 verts A large landing pad for spaceships.
	Light 01A 26 tris, 32 verts A small yellow light that can be placed on flat surfaces.
	Light 01B 26 tris, 32 verts A small red light that can be placed on flat surfaces.
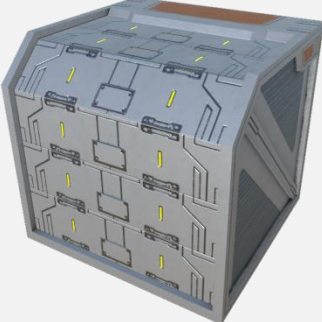
	Light 02 48 tris, 64 verts A large light that can be attached to walls or other objects.
	Missile 01 352 tris, 320 verts A missile that can be stacked when placed on missile racks.
	Missile Rack 200 tris, 269 verts A rack for storing missiles.
	Pillar 01 110 tris, 132 verts A support pillar that can be placed against walls.
	Pillar 02 16 tris, 24 verts A support pillar designed for use with stairwells.

	Platform Connector 12 tris, 24 verts A connector used to connect the catwalk to a Viewing Platform.
	Rail Cable 60 tris, 70 verts A catwalk support cable that connects to a handrail and ceiling.
	Raised Platform 22 tris, 30 verts A large raised platform that can be placed against a wall.
	Safety Guard 01 – Safety Guard 05 64 tris, 74 verts Safety guards of various lengths that can be used with handrails.
	Server 28 tris, 40 verts A large server rack.

	Stairs 01A 708 tris, 1096 verts A prebuilt set of stairs.
	Stairs 01B 708 tris, 1096 verts A prebuilt set of stairs that are narrower than Stairs 01A.
	Step 01A – Step 01B 60 tris, 92 verts A step that can be used to build stairs.
	Step Support 20 tris, 30 verts Can be used to connect steps.
	Storage Tank 01A – Storage Tank 01B 152 tris, 168 verts Storage tanks that can be attached to walls.
	Tube 01 – Tube 02 510 tris, 308 verts Large tubes used to transport fuel to spaceships.

	Vent Cover 10 tris, 16 verts A basic vent cover that can be placed on walls.
	Viewing Platform 01A – Viewing Platform 01C 100 tris, 132 verts – 104 tris, 136 verts Platforms that can be connected to staircases to make stairwells.
	Wall 01 – Wall 03 2 tris, 4 verts – 12 tris, 16 verts Walls that are used for the demo scene hangar.
	Wall Part 01 – Wall Part 06 10 tris, 12 verts – 44 tris, 60 verts Objects that can be used to build a modular wall section.
	Wall Section 01 70 tris, 90 verts Prebuilt modular wall section.

	Wall Section 02 264 tris, 354 verts Prebuilt modular wall section.
	Crate 01 112 tris, 176 verts A basic square crate with lights and animated lid.
	Crate 02 112 tris, 176 verts A basic rectangular crate with animated lid.
	Crate 03A 648 tris, 704 verts A toolbox with animated lock, lid, and tray.
	Crate 03B 648 tris, 704 verts A medical toolbox with animated lock, lid, and tray.

	Crate 04 40 tris, 63 verts A basic square crate with removable lid.
	Crate 05 272 tris, 307 verts A crate with animated segmented door.
	Container 01 1322 tris, 1663 verts A large container with animated door.
	Barrel 01 48 tris, 52 verts A basic barrel that is Unity tintable.
	Barrel 02 224 tris, 238 verts A barrel with lights and caps on both ends.

	Barrel 03 438 tris, 480 verts A barrel with a control panel and an animated fan on top.