

Modular Fantasy Inn (Unreal Engine)

v. 1.0.0

This package includes a variety of models for creating modular fantasy inns. Also included are an overview map and 5 customizable demo maps with unique pre-built inns.

Key Features

- 600+ meshes consisting of walls, beams, food, tables, cabinets, beds, and much more
- 171 Blueprints consisting of premade props such as tables with food, walls with windows and doors, filled cabinets and shelves, lanterns with candles, etc.
- Blueprint for candle flame light flicker with customizable intensity and flicker rate
- Filled tables and shelves include both a Blueprint variant for customization, and a merged as a single mesh variant for optimization
- Completely modular allowing you to create your own unique inns
- Custom materials allowing for adjustments for base color tint, and metallic, roughness, emissive, normal, bump, UV offset, tiling, and rotation values
- Particle systems for fire and candle flame
- Includes base color, normal, ambient occlusion/roughness/metallic (ORM), and emissive maps

Does not include outdoor environment.

Structural Notes

Walls

There are prebuilt wall prefabs with both exterior and interior sides in the demo maps which you can use, but if you'd like to make your own, please note that window frames, door frames, and doorways are designed to fit into a ¼ meter thick wall.

Our walls are 4 and 8 meters long. As such, most other structural elements are also designed to fit in multiples of 4 or 8 meters.

Multi-floor Buildings

You can have ceilings and floors be at the same height with double sided planes, but anything clipping though, even a little, will be visible on the other side. To make this easier, our demo maps with multiple floors are built with a ¼ meter gap between floors.

For example, for multi-floor buildings, the ground and walls of the next floor should be placed ¼ meter above the wall height of the previous floor. So for a three story building, the second floor's ground and walls should be placed 5 ¼ meters above the first floor's ground level, and

the third floor's ground and walls should be placed 5 ¼ meters above the second floor's ground level. There will be a ¼ meter gap between each floor, which can be hidden with beams.

Ceilings and Ground

The models for ceilings and grounds are mostly a 4x4 meter plane with tileable textures. Although you can use these models to make your buildings, you may end up with many 4x4 planes and have light leaks or problems with shading. We recommend merging all these planes into one mesh, which is what was done for the demo maps.

Paintings

This asset includes several paintings which are public domain Courtesy National Gallery of Art, Washington. The models for these paintings have their own UV's which are separate from the picture frames. This makes it easier for you to modify and create your own pictures to put in the picture frames if you'd like.