

Modular Fantasy Inn (Unity 5)

v. 1.0.0

This package includes a variety of models for creating modular fantasy inns. Also included are 5 customizable demo scenes with unique prebuilt inns.

For reviews, questions, or comments, please visit <https://assetstore.unity.com/packages/slug/137722> or contact us at support@cunningforcegames.com.

Key Features

- 310+ meshes and 640+ prefabs consisting of walls, beams, food, tables, cabinets, beds, and much more
- Completely modular allowing you to create your own unique inns
- Individual props can be used with your own environments
- Most textures are 2K, with a few 4K resolution
- Includes albedo, metallic, and normal maps, and also ambient occlusion maps for models where AO is noticeable

Does not include outdoor environment.

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

Structural Notes

Walls

There are prebuilt wall prefabs with both exterior and interior sides in the demo scenes 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. If you'd like to create your own wall sizes and still use our windows, doors, or doorways, please see the ProBuilder section.

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 scenes 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 $\frac{1}{4}$ 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 $5\frac{1}{4}$ meters above the first floor's ground level, and the third floor's ground and walls should be placed $5\frac{1}{4}$ meters above the second floor's ground level. There will be a $\frac{1}{4}$ meter gap between each floor, which can be hidden with beams.

Ceilings and Ground

The models for ceilings and grounds are 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. Please see the next section for our recommended solution.

ProBuilder

We recommend the use of a free official tool by Unity called [ProBuilder](#), which is available at the Unity Asset Store. With ProBuilder and our tileable textures, you can easily create custom walls, ceilings, floors, and roofs to fit the exact sizes you need.

Scripts

This asset includes a custom light breathing script that is being used for all fire light sources such as the stove and candles. 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.

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.

Demo Scenes

The demo scenes do not include lightmaps and may not be optimal to use as is depending on your target platform. There are many real time lights and shadows which can impact performance without setting up your own baked lighting. The main purpose of the demo scenes is to show some of the different layouts that can be built with this asset.