



OLD BRICK HOUSE

DETAILED INFORMATION



List of meshes that come with submeshes and are assembled in a Blueprint, so you can animate parts or interact with them.

- Barbecue grill
 - o Lid
 - o Charcoal (Emissive setting also)
 - o Grill
- Cabinet 4 (Poker room)
 - o 2 doors, 3 drawers
- Cabinet white classy (Bedroom)
 - o 1 drawer, 2 doors
- Candle holder
 - o Animated flames
- Electric box (and meter)
 - o Door can be opened
- Folding screen
 - o 3 parts, each can be rotated with consideration to other parts
- Handsink
 - o All 3 levers
- All kitchen cabinets' and counters' doors and drawers can be opened
- Both lightswitches have separate knobs
- Mailbox
 - o Lid and flag separated
- Microwave oven
 - o Both knobs (power and timer), door
- Pokercase
 - o Case be opened
- Toilet
 - o Both lids open
- Towel holders (poles)
 - o Poles together with the towels can be rotated around
- Turntable stereo player
 - o Needle is separated and can be rotated
- Old wall clock
 - o Minute and hour hands, pendulum are all separate
- Washing machine
 - o Cover lid can be taken off, inside is modeled

Customizable materials (instances)

You can change base color or hue shift the objects' color based on the mask provided in the package.

These apply to the following props:

- *Bathtub porcelain color*
- *Coffee table painted wood*
- *Kitchen counter tile main color*
- *Mailbox painted steel color*
- *Standing lamp fabric/pattern color*
- *Kitchen table cloth (Hueshift only)*
- *Toilet porcelain color*
- *3 towels, 1 stacked towel, 1 rolled towel, have a secondary basecolor texture set (doubling the towel options)*
- *Classy red wallpaper (color and/or hueshift)*
- *Classy blue wallpaper (likewise)*
- *Bathroom wall tile color*
- *Kitchen plaster wall color (plaster only)*

Rug_02 can be made custom completely (see music room screenshot).

Materials with parallax occlusion mapping:

- Rugs/carpets
- House brick exterior wall
- Roof material (very low step count)

Clearcoat materials:

- All plates and vases

Built in game mechanics:

- All doors and small gate open and close in the demonstration maps using Left mouse button when looking at it. The maps use LineTraceByChannel, so the mechanics depend on the map that comes in the package. If you use the house blueprint in a different map, you'll have to set up the map blueprint accordingly to interact with the doors.

Please read the update information PDF listed in the asset's description to see past and upcoming changes/new props!