

Suburban Assets Pack - Unity Documentation

| By Nonsense Studio

Introduction

This pack is designed around a **512 cm grid (5.12 meters in Unity units)** to ensure seamless modular construction. It includes modular meshes, props, vegetation, and custom shaders for easy color/material variations.

Render Pipeline

The pack is designed to make switching between Unity Render Pipelines as simple as possible.

By using **custom shaders**, materials can seamlessly switch between **URP** and **HDRP** without extra setup.

URP / HDRP

- All shaders are fully supported.
- No manual changes are required when switching between URP and HDRP.

Built-in Pipeline

Most shaders will work correctly in the Built-in Render Pipeline.

However, some foliage shaders require manual material changes:

- Replace all materials using:
 - **Nonsense Studio/NS_Foliage** → **Nonsense Studio/NS_Foliage_BuiltIn**
 - **Nonsense Studio/NS_Grass** → **Nonsense Studio/NS_Grass_BuiltIn**

✚ This ensures correct rendering of foliage and grass in the Built-in pipeline.

Building Workflow

Grid Sizing

To ensure correct placement in Unity:

1. Open **Grid Snapping**
2. Set the **Grid Size** to a power-of-two(e.g., **0.32 / 0.64 / 1.28 / 2.56 / 5.12**)
3. Open **Increment Snapping**
4. Set the **Move** value to the same power-of-two

When placing assets in your scene, always snap them to the grid to avoid gaps or misalignments:

- Open **Grid Snapping**, and use the button **All axes**
- Or Use **CTRL - ** with the object selected

Rotation

When placing modular pieces, make sure their **rotation values are aligned to the grid** (multiples of 90°).

- Use **Increment Snapping** (set Rotation to 90°).
- Keep walls, floors, roofs, and props rotated in **90° increments** to avoid gaps or misalignment.

This ensures all modular meshes connect seamlessly without floating edges or overlaps.

Materials & Shaders

The pack uses its **own custom shaders** to ensure full compatibility with **all Unity Render Pipelines** (Built-in, URP, and HDRP).

Most shaders are based on an **ORM texture workflow** (*Occlusion, Roughness, Metallic packed into a single texture*), which improves performance and saves texture memory.

HSL Shader

The **Mailbox** uses a custom shader that allows you to change its color.

- To create variations, **duplicate the existing material** and adjust the shader parameters.
- You can modify:
 - **Hue**
 - **Saturation**
 - **Brightness**
 - **Contrast**

Alpha Mask

Some wall materials (such as **plaster, plaster baseboard, plaster baseboard crown, paint, paint baseboard,**) use an **Alpha Mask Shader**.

- This shader lets you **recolor the surface** without editing the texture.
- You can adjust:
 - **Color**
 - **Color Intensity**
 - **Saturation**

- **Brightness**

This allows you to quickly create material variations while keeping texture usage optimized.

World Aligned Material (Triplanar)

A set of **tiling materials with Triplanar Mapping** is included in the pack.

- These materials automatically project textures based on the object's world position, ensuring **seamless continuity across modular meshes**.
- Use them when building houses with pieces such as `wall_05x1` (or other smaller modular piece) to avoid visible seams or UV stretching.

 You can find these materials in the `Materials/WorldAlign` folder.

Folder Structure

The pack is organized to make navigation and asset usage as simple as possible. Below is an overview of the main folders:

```
NonsenseStudio/SuburbanStylizedPack/
|
|— Materials/
|   |— Meshes/ → Materials assigned to props and unique meshes
|   |— Shaders/ → Custom shader files
|   |— Tiling/ → Reusable tiling materials (walls, floors)
|   |— Trimsheet/ → Materials that use trimsheets for detail optimization
|   |— Utility/ → Helper materials (glass, placeholder, etc.)
|   |— Vegetation/ → Materials for trees, bushes, and grass
|   |— WorldAlign/ → → Materials using world-aligned (triplanar) projection
|
|— Meshes/
|   |— Modular/ → Modular architecture meshes (walls, roofs, floors, trims,
windows)
|   |— Props/ → Furniture, appliances, exterior details
|   |— Vegetation/ → Trees, bushes, grass
|
|— Prefabs/
|   |— Modular/ → Prefabs of modular house pieces
|   |— Props/ → Ready-to-use props
|   |— Vegetation/ → Prefabs for vegetation placement
|
|— Scenes/
|   |— Demo/ → Example scene showcasing the pack
|   |— Overview/ → Example prefab layout and usage
|
|— Utils/
|
```

```
└─ Documentation/
   └─ README.md → This documentation file
```

✦ *Each category is separated to help you quickly find modular pieces, props, vegetation, and materials.*

Support & Updates

Support

If you encounter any issues or have questions about using the Suburban House Modular Pack, **Nosense Studio** is here to help.

Email: contact@nosense.studio

Updates

This pack is currently in **Early Access**, and more content will be added over time.

- **Planned Additions:**
 - Additional **modular pieces** for more house variation
 - New **props** for interiors and exteriors
 - Extra **materials** and shader variations
- **Free Updates:** All bug fixes, content additions, shader improvements, and compatibility updates are provided at no additional cost.
- **Changelog:** Each update includes a detailed changelog.

✦ *Tip:* Always back up your project before updating the pack to avoid overwriting any custom changes.