

15 HQ textures, 185Kb.
15 LQ textures, 84Kb.
81 Unique models, 684Kb

Stone & Sword Modular Manor

Contents

- Modular manor, a set of dozens of modular assets a definitive resource for medieval terraining.
 - * Contains resources suited for both in-game use thanks to interactive properties and animations while offering unmatched flexibility for terraining purposes.
- A comprehensive picture guide with tips and tricks aimed both at inexperienced users and skilled terrainers with detailed documentation of the assets and their vast properties.

Interaction

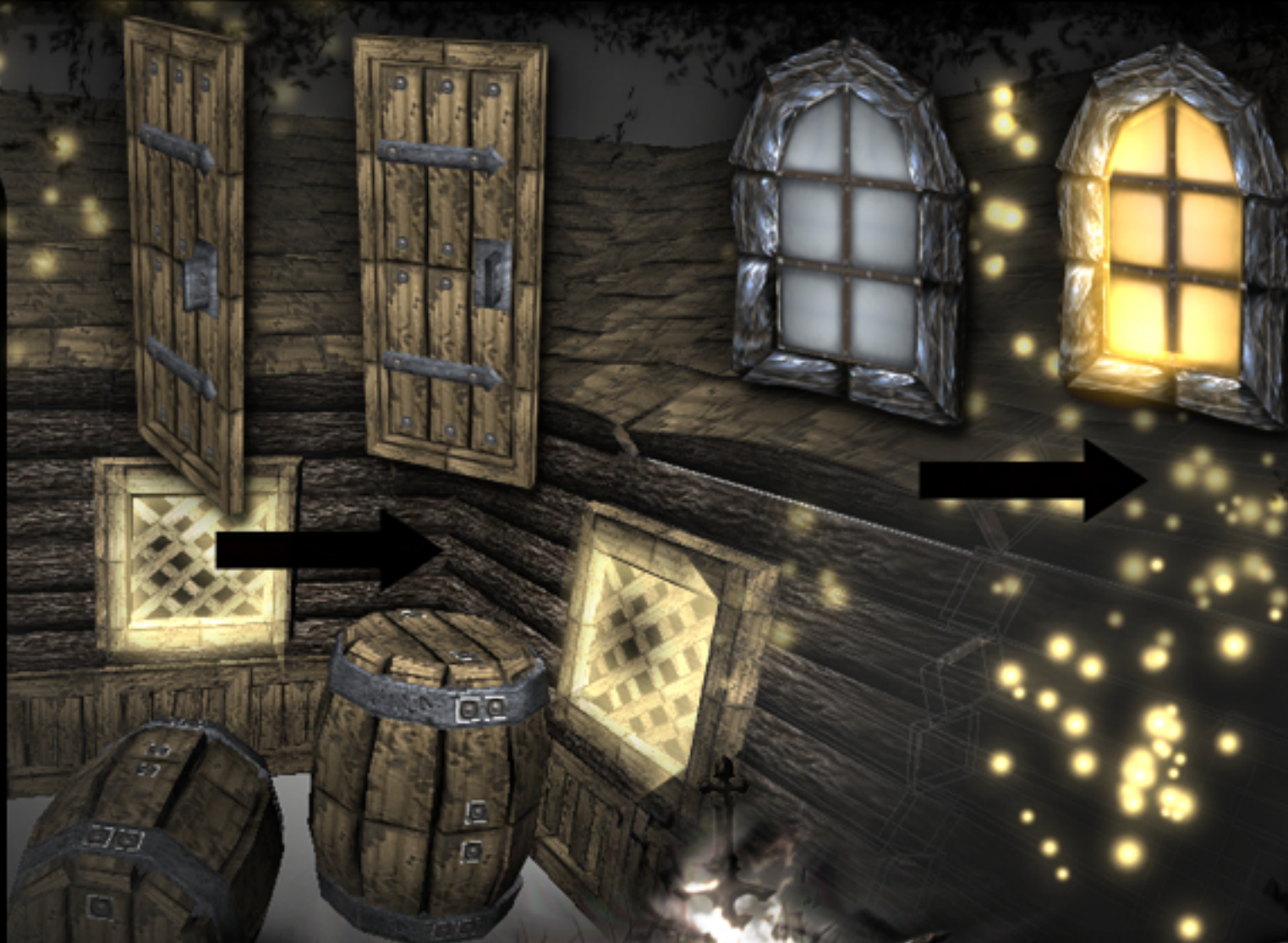
Interactive and dynamic environment is one of the most effective ways of how to immerse players into a game's world.

Modular Manor pack offers a library of *interactive doodads with unique animations that you can trigger to either, react to player interaction or to occur during certain parts of the day to make the environment feel alive.

Simply trigger the animations in a following way:
[Animation] - Play Animation For Doodads In Region for the doodad type you want to make interactive.
Set it up as a response to events or to occur as a periodic event during a set time of day.

*To see the list of interactive doodads and available animations, consult the asset list.

*Currently windows, window shutters and doors have interactive properties.



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Dynamic Snowfall

Have you ever wanted to amaze your fans by fully dynamic weather system ?

Wait no more !

Modular Manor offers mappers a unique ability to dynamically affect the look of their doodads to fit the frozen environment, not only that this change can also be triggered to occur during gameplay !

*Certain assets are bundled with unique animations death/birth to either cover your doodads in snow or thaw it away.

Coupled with the use of triggers such as [Environment] - Create Weather Effect you can change the look of your environment as if it was affected by the environmental effects in a real way.

All you have to do is to set up a trigger to:
[Animation] - Play Animation For Doodads In Region
Select your doodad type that you want to cover in snow and watch it slowly appear as you play !

*For a list of assets compatible with Dynamic Snowfall consult the asset list.

*It takes 60 seconds for snow to fully appear or thaw away.

Stone & Sword Modular Manor

Powerful & flexible

- 4 materials, hundreds of designs.
- over 5 dozens of fully modular and interchangeable assets for your mapmaking and terraining.
- suitable for both outdoor and indoor architecture.
- incredible amount of variation for incredibly low filesize.
- high quality, "cartoon" shared texture pack, no more style and quality inconsistencies in your level design.
- build, craft and assembly structures the way you want, the way you need, the way you desire.
- do not let resources limit your creativity, build playable indoor environments of the size and shape you need.
- multiplayer friendly thanks to very low filesize.
- bundled with Low-Poly meshes and LQ textures for extra performance and even less filesize.

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