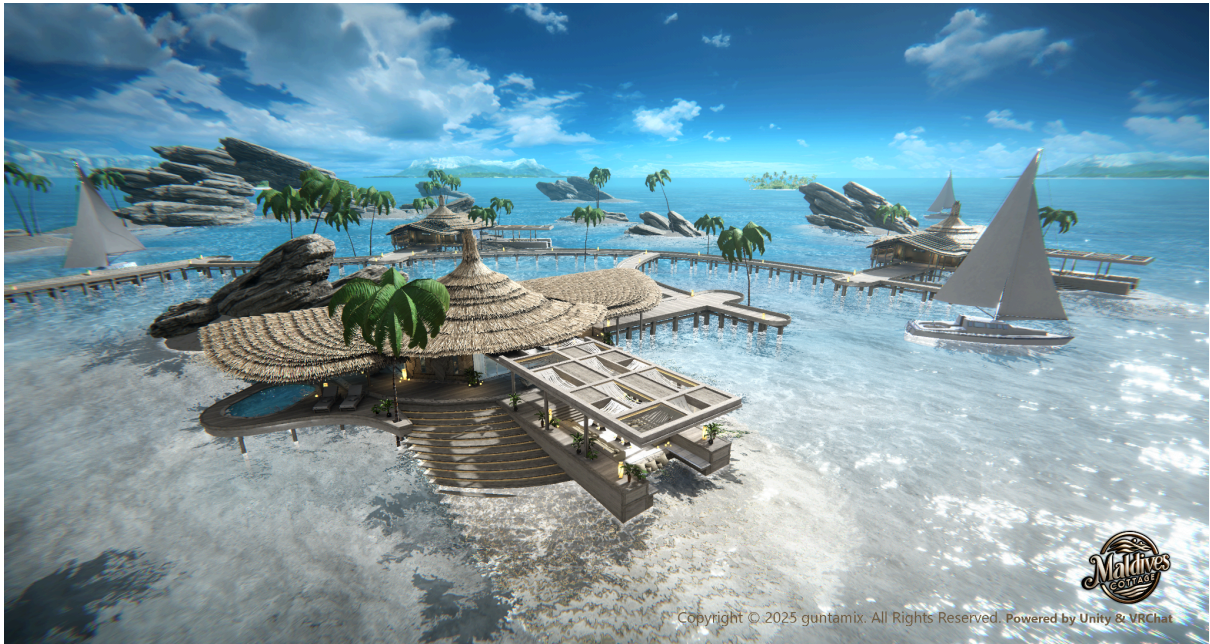


MALDIVES COTTAGE

Quick Guide



Studio : **The Guntamix Project** | Author : **Guntamix** | Last updated : 2025-05-17

1. Introduction

This guide provides a quick overview of the Maldives Cottage 3D asset and its usage. Please use this as a reference for integrating it into your Unity scenes.

Maldives Cottage is a high-quality 3D environment asset inspired by the over-water villas of the Maldives. From the turquoise-blue sea during the day to the deep blue hues of dawn, each time-of-day environment can be experienced in real time.

- **Use cases:** VRChat worlds / Unity PC games / streaming or video backdrops / virtual exhibitions
- **Target users:** Intermediate or advanced Unity and VRChat creators
- **Recommended environment:** Unity 2022.3.22f1 (Built-in RP), VRChat SDK — Worlds 3.7.6, GPU GTX 1070 or higher

Note: Quest and UE5 support will be provided in a future update.

2. Setup Instructions

2-1. Asset Store Version

1. Open **Window** → **Package Manager** and go to the **My Assets** tab. Search for **Maldives Cottage**.
2. Click **Download** → **Import**, make sure all items are checked, then click **Import**.
3. Scene files for each time of day are located in:
Assets / MaldivesCottage / Scenes
4. Opening a Scene
From the **/Scenes** folder, open the time-of-day scene you wish to use:

MaldivesCottage_Daytime.unity(Daytime)
MaldivesCottage_Sunset.unity (Sunset)
MaldivesCottage_Night.unity (Night)

2-2. Unity package Version

1. Select **Assets** → **Import Package** → **Custom Package...**
2. Choose **MaldivesCottage_v1.0.unitypackage** and click **Open**
3. Check all items and click **Import**

2-3. BOOTH & Gumroad Edition

How to extract the files (split RAR)

This project is distributed as a multi-part RAR archive to reduce file size.

Extraction steps

1. Save **all** of the following files in the same folder:

MaldivesCottage_v1.0_PC.part1.rar

MaldivesCottage_v1.0_PC.part2.rar

2. Right-click **part1.rar** and choose **7-Zip** (Windows) or **The Unarchiver** (Mac) to extract it.

Note

part2.rar cannot be extracted by itself—always start with **part1.rar**.

When extraction is successful, a folder named “**MaldivesCottage_v1.0_PC**” will be created.

Opening the Unity project

1. Launch **VRC Creator Companion (VCC)**.
 2. Select “**Add Existing Project.**”
 3. Point to the extracted “**MaldivesCottage_v1.0_PC**” folder and add it.
 4. Start Unity and open the project.
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First-launch considerations (important)

- The package **does not** include a **Library** folder.
Unity will rebuild it automatically on first launch, which may take several minutes.
 - If Unity prompts “**Open in Safe Mode?**”, click “**Ignore**” (do **not** enter Safe Mode).
-

For users of camera apps such as *VirtualLens 2* (important)

This world renders the sky with a **sky sphere (3D model)**.

Some camera apps (e.g., *VirtualLens 2*) use a short **Far Plane** distance, causing the distant sky to clip and appear black.

If you encounter this, follow the official documentation for **adjusting the clipping plane**:

► <https://vlens2.logilabo.dev/ja/docs/functions/other-settings/#far-plane>

2-4. Opening a Scene

Scene	Description
Maldives Cottage_Daytime	Day — high-contrast lighting. The cottage area and pier are baked; the rest uses real-time lighting.
Maldives Cottage_Sunset	Sunset — orange to pink gradient sky and sea, long shadows, golden highlights.
Maldives Cottage_Night	Night (Blue Emotion) — moonlight + warm emissive sources create a beautiful blue ambient scene.

3. Asset Structure

MaldivesCottage

- Animation
 - Document
 - Material
 - Mesh
 - Mochie
 - mp3
 - Prefab
 - Scenes
 - Shaders
 - Textures
-

4. 🏠 MainPrefabs

This asset includes both environment Prefabs and example Scenes. The Prefabs are ready-to-use for building scenes, and the example Scenes are provided for lighting and setup reference.

Prefab	Description
P_MaldivesCottage_Daytime	The complete daytime environment prefab, including the ocean, pier, cottage, and natural elements. Located at Assets/MaldivesCottage/Prefabs/P_MaldivesCottage_Daytime.prefab .
P_MaldivesCottage_Sunset	Complete sunset scene. Includes sunset-themed environmental effects. Located at Assets/MaldivesCottage/Prefabs/P_MaldivesCottage_Sunset.prefab .
P_MaldivesCottage_Night	Complete Night scene. Includes moonlight and warm emissive lighting for a tranquil atmosphere. Located at Assets/MaldivesCottage/Prefabs/P_MaldivesCottage_Night.prefab .
P_Cottage_01	Cottage with furniture (lightmap baked, LOD & occlusion-ready)
P_CottageNoFurniture_01	Cottage without furniture. For layout editing.
P_Pier_01	Modular pier. Each part can be occluded individually.
P_Ocean_01	Ocean surface (materials switch by time of day).

5. Lighting Variations

5-1. Time-of-Day Variations

Time	Description
Day	Vivid ocean reflections, sharp shadows
Sunset	Orange-to-pink skies, long shadows
Night (BlueEmotion)	Moonlight + warm emissive lights, blue ambient lighting

5-2. Light Bake & Reflection

Lighting bake settings are located under **Assets / Scenes / LightingSettings**. Use the preview settings for test bakes and adjustments, and once finalized, switch to the production-quality settings for the final bake.

Lighting Setting Asset	Purpose	Estimated Time
LS_PreviewFast	Low-quality preview	1–3 minutes
LS_HighQuality	High-quality final build	Approximately 2.5 hours

Tip: For optimal baking results, set **M_Emissivelamp_01** → **Intensity** to around **1.5** during the bake to enhance emissive light, then revert to **0.7** after the bake is complete.

The sky in this environment is not represented using Unity's built-in skybox system. Instead, it uses skydome meshes such as:

- **SM_Skysphere_01.fbx**
- **SM_Skysphere_02.fbx**
- **SM_Skysphere_03.fbx**

Because of this setup, Reflection Probes must be baked using custom skybox materials.

When baking Reflection Probes, assign one of the provided skybox materials depending on the time of day:

- **M_Testsky_01.mat**
- **M_Testsky_02.mat**
- **M_Testsky_03.mat**

Go to **Window** → **Rendering** → **Lighting** → **Environment** → **Skybox Material** and assign the appropriate material for the current scene.

Once the Reflection Probe baking is complete, **remove** the skybox material assignment and leave the Skybox Material field **empty**.

6. Custom Shaders

The Maldives Cottage package comes with 7 custom shaders, each crafted to match the mood and lighting of this over-water villa environment. These shaders are tailored for Built-in RP and optimized for both realism and performance.

SH_Cloud_01.shader(for clouds)

- **Albedo** : Albedo texture map
- **Sky Emission Strength** : Self-emission value of the cloud
- **Color Multiplier** : Multiply color applied to the cloud

SH_Emissive_01.shader(for emissive objects)

- **Material Color** : Base color of the material

- **Emission Strength** : Emission intensity
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SH_Gmglass_01.shader (for glass objects like wine glasses)

- **Refraction Chromatic Aberration** : Refraction color aberration value
 - **Normal Map** : Normal map texture
 - **Opacity** : Opacity of the material
 - **Normal Scale** : Strength of the normal map
 - **Index of Refraction** : Refraction index
 - **Cube Map** : Cubemap texture for reflection
 - **Color 0** : Tint color of the glass
-

SH_Island_01.shader (for alpha-cut islands)

- **Mask Clip Value** : Alpha cutoff threshold
 - **Sky Emission Strength** : Sky self-emission value
 - **Color Multiplier** : Multiply color
-

SH_OceanCustomize_01.shader (for ocean surfaces)

- **Wave Speed** : Speed of scrolling waves
- **Wave Tile** : Wave density
- **Wave Height** : Height of the waves
- **Water Color** : Color of the water
- **Top Color** : Color at wave crests

- **Edge Distance** : Width of shoreline foam
 - **Edge Power** : Strength of shoreline foam
 - **Normal Map** : Normal map texture
 - **Normal Speed** : Scrolling speed of the normal map
 - **Foam Speed** : Scroll speed of foam texture
 - **Normal Strength** : Strength of the normal map
 - **Normal Tile** : Tiling density of the normal map
 - **Sea Foam** : Foam texture
 - **Edge Foam Tile** : Tiling density of edge foam
 - **Sea Foam Tile** : Tiling density of surface foam
 - **Foam Mask Strength** : Strength of the foam mask
 - **Depth** : Transparency depth curve
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SH_Sky_01.shader (for skydomes)

- **Albedo** : Albedo texture map
 - **Sky Emission Strength** : Sky self-emission value
 - **Color Multiplier** : Multiply color
-

SH_TreeShaderCutout_01.shader (for foliage and wind)

- **Normal Map** : Normal map texture
- **Mask Clip Value** : Alpha cutoff threshold
- **Normal Scale** : Normal map strength

- **Albedo Map** : Albedo texture
- **Multiply Color** : Multiply blend color
- **Add Color** : Additive color blend
- **Emission Mask** : Mask for emissive areas
- **Metallic** : Metallic texture
- **Emission Color** : Emission color value
- **Metalic Color** : highlight color
- **Wind Amp X/Y/Z** : Amplitude of wind influence
- **Wind Speed X/Y/Z** : Speed of wind animation
- **Wind Wave X/Y/Z** : Shape of wind sway animation
- **Smoothness** : Surface smoothness (specular width)

7. Animations

Clip	Description
AN_Cloud_Loop_01	Cloud scrolling animation
AN_Fan_Loop_01	Ceiling fan rotation loop
AN_Sky_Loop_01	Skydome rotation loop
AN_Yacht_Loop_01	Floating yacht movement

8. VR Optimization

- Supports LOD3 (average 6k → 1k tris)
- Includes Occlusion Culling preset
- Lightmaps: 2048 px (core areas) / 1024 px (background)

- Reflection Probes placed only in key areas
- The following models are LOD-optimized for performance

SM_Beachbed_01.fbx
SM_Bed_01.fbx
SM_Boxseat_01.fbx
SM_Ceilinglamp_02.fbx
SM_Chair_01.fbx
SM_Chair_02.fbx
SM_Chair_03.fbx
SM_Chair_04.fbx
SM_Curtain_01.fbx
SM_Curtain_02.fbx
SM_Curtain_03.fbx
SM_Cushion_01.fbx
SM_Cushion_02.fbx
SM_Cushion_03.fbx
SM_Cushion_04.fbx
SM_Cushion_05.fbx
SM_Cushion_06.fbx
SM_Floor_01.fbx
SM_Floor_02.fbx
SM_Floorlamp_01.fbx
SM_Floorlamp_02.fbx
SM_Floorlamp_03.fbx
SM_Floorlamp_04.fbx
SM_Floorlamp_05.fbx
SM_Floorlamp_06.fbx
SM_Horse_01.fbx
SM_Houseplants_01.fbx
SM_Houseplants_02.fbx
SM_Houseplants_03.fbx
SM_Houseplants_04.fbx
SM_Houseplants_05.fbx
SM_Palm_01.fbx
SM_Palm_02.fbx
SM_Palm_03.fbx
SM_Rock_01.fbx
SM_Rock_02.fbx
SM_Rock_03.fbx
SM_Rock_04.fbx
SM_Rock_05.fbx
SM_Rock_06.fbx
SM_Roof_01.fbx
SM_Roof_02.fbx
SM_Roof_03.fbx
SM_Roomlamp_01.fbx
SM_Roomlamp_03.fbx

SM_Sofabase_01.fbx
SM_Stairs_01.fbx
SM_Sunroof_01.fbx
SM_Wall_01.fbx
SM_Yacht_01.fbx

10. ? FAQ / Known Issues

Question	Answer
SDK TaskCanceledException appears.	Restart Unity.
Some objects appear black after baking.	Reflection Probe not baked.
Quest support is currently not implemented.	A lightweight version under 100 MB is planned for release in the 2025 Q3 update.
Can I use this asset in commercial games or videos?	Yes, as long as the asset cannot be easily extracted and redistributed. Please refer to the standard Unity Asset Store EULA for details.
Can I use the custom shaders in URP or HDRP?	No. The shaders included in this asset are designed exclusively for the Built-in Render Pipeline and are not compatible with URP or HDRP.
What Unity versions are supported?	The asset has been tested with Unity 2022.3.22f1. Other LTS versions in the same series should also work, but are not officially verified.

Unity Asset Store Submission Info

- Package name : **Maldives Cottage**
- Category : 3D › Environments
- **Version** : 1.0.0 (2025-05-17)
- **Refund policy**: Within 14 days of purchase, only if not downloaded

Contact

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