

Fairy Town Kit



Volume 1

Fairy Town Volume 1 - ELEMENTS



Foundation, stone

V1_floor_S_11
V1_floor_S_12
V1_floor_S_13

V1_floor_S_21
V1_floor_S_22
V1_floor_S_23

V1_floor_S_31
V1_floor_S_32



Floor framing

V1_floor_W_11
V1_floor_W_12
V1_floor_W_13

V1_floor_W_21
V1_floor_W_22
V1_floor_W_23

V1_floor_W_31
V1_floor_W_32



Roof



Pillars and beams

V1_Beam1
For 1st Floor

V1_Beam2
For Upper Floor

V1_Beam3
V1_Beam4
For Other



Arbitrary placement



Fairy Town Volume 1 - ELEMENTS



Stone walls for First floor



Stone walls if placed on Foundation or for Upper floors



Roof



Arbitrary placement

Fairy Town Volume 1 - ELEMENTS



Wooden walls
if placed on
Foundation
or for Upper
floors



V1_Wall_S_4Room



V1_Wall_W_Win2



V1_Wall_W_Door



V1_Wall_W_1



Stone walls
if placed on
Foundation
or for Upper
floors



V1_Wall_S_3Win



V1_Wall_W_Roof



V1_Wall_W_RoofL

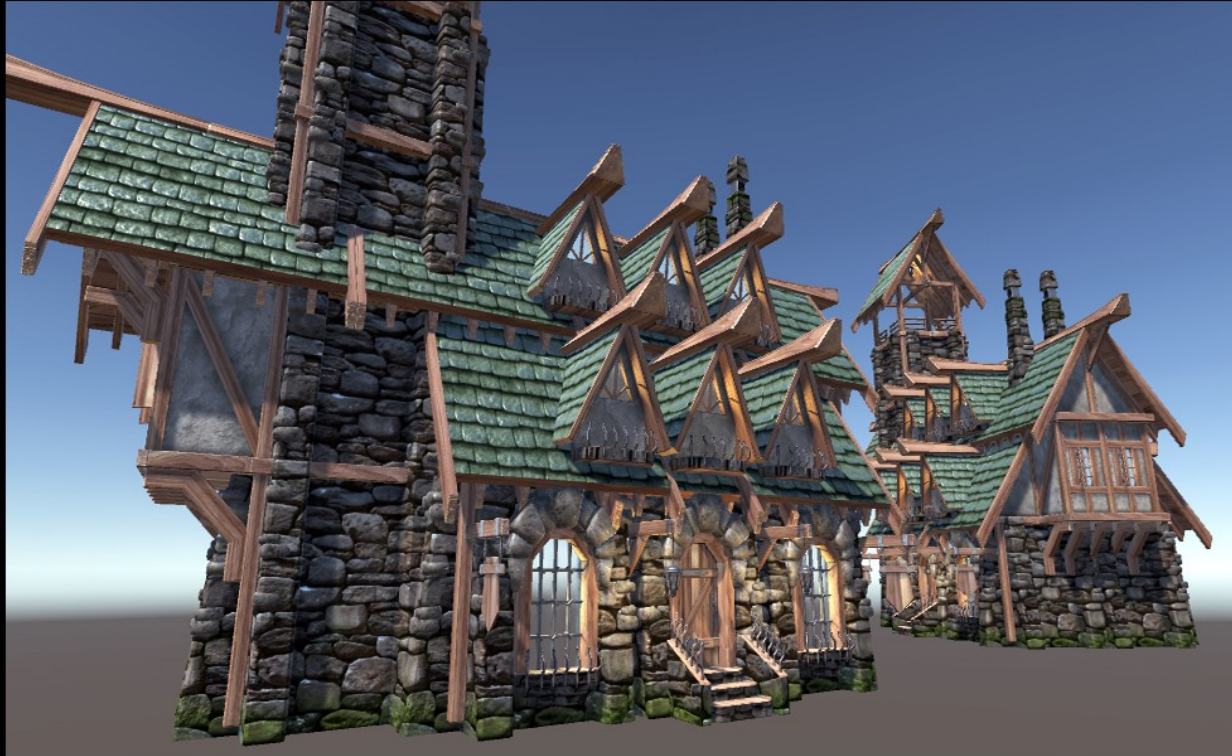


V1_Wall_W_Win1



Roof

Quick look



Process of building was set with some things in mind.
Setting Walls first, makes placing foundations or floor frames easier.

Basic Info

Floor frames are meant to be slightly over walls, in outside direction. It is done for the sake of looks.

Because of this there are frames with extra length - for using at "outside" or at more open side of the building (like balcony or annex).

While floor frames with normal length may be "stitched" together to increase space of the building.

Basic info on building is:

2 metres is length of One Wooden wall

4 metres is length of Two Wooden walls or One Stone Wall

For houses of 2 metres wide use Floor frames 11, 12, 13, 31.

For houses of 4 metres wide and bigger, use Floor frames 21, 22, 23, 32.

Houses of 2m

2x8m



V1_Floor_S_32

V1_Floor_S_12

V1_Floor_S_32

2x10m



V1_Floor_S_13

V1_Floor_S_13

V1_Floor_S_13

2x2m



V1_Floor_S_31

2x4m



V1_Floor_S_11

2x6m



V1_Floor_S_12

V1_Floor_S_31

For houses of 2 metres wide use Floor frames 11, 12, 13, 31.

V1_Floor_S_11
V1_Floor_W_11

V1_Floor_S_12
V1_Floor_W_12

V1_Floor_S_13
V1_Floor_W_13

V1_Floor_S_31
V1_Floor_W_31

full width

full width

full width

full width



reduced width

reduced width

reduced width

reduced width



V1_Floor_S_21
V1_Floor_W_21

V1_Floor_S_22
V1_Floor_W_22

V1_Floor_S_23
V1_Floor_W_23

V1_Floor_S_32
V1_Floor_W_32

Naming

Second number in the naming of Foundation or Floor frame means type of length:

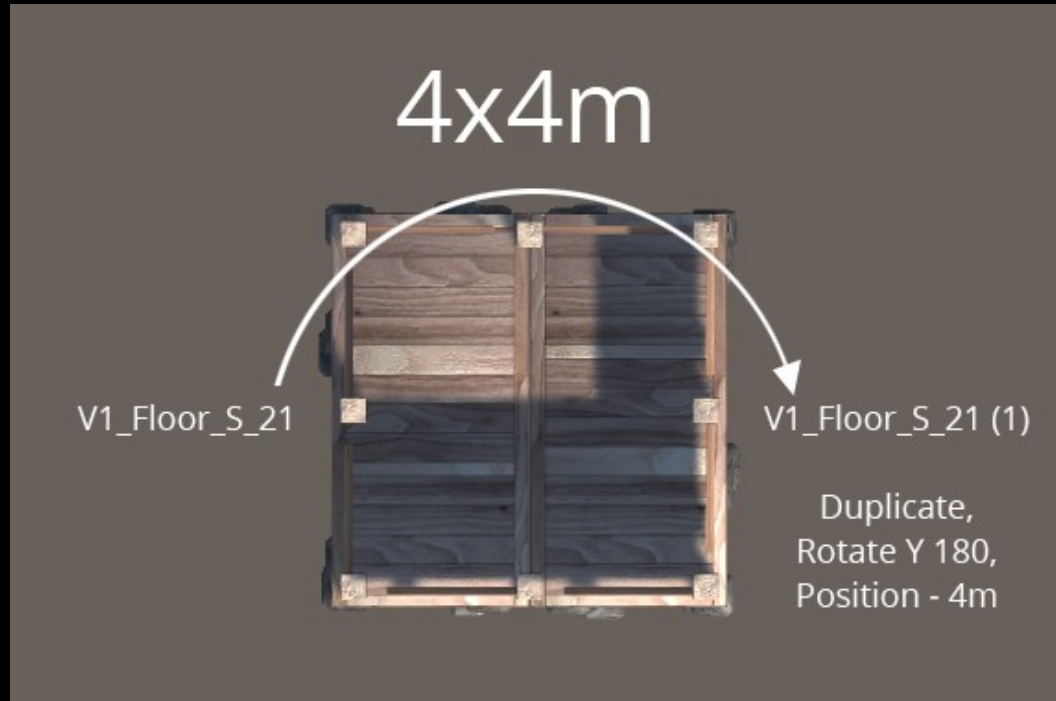
[1] is for length, that overlap beams of both sides of the wall.

[2] is for length, that stands in the middle of beams.

[3] is for length, that stands between beams.

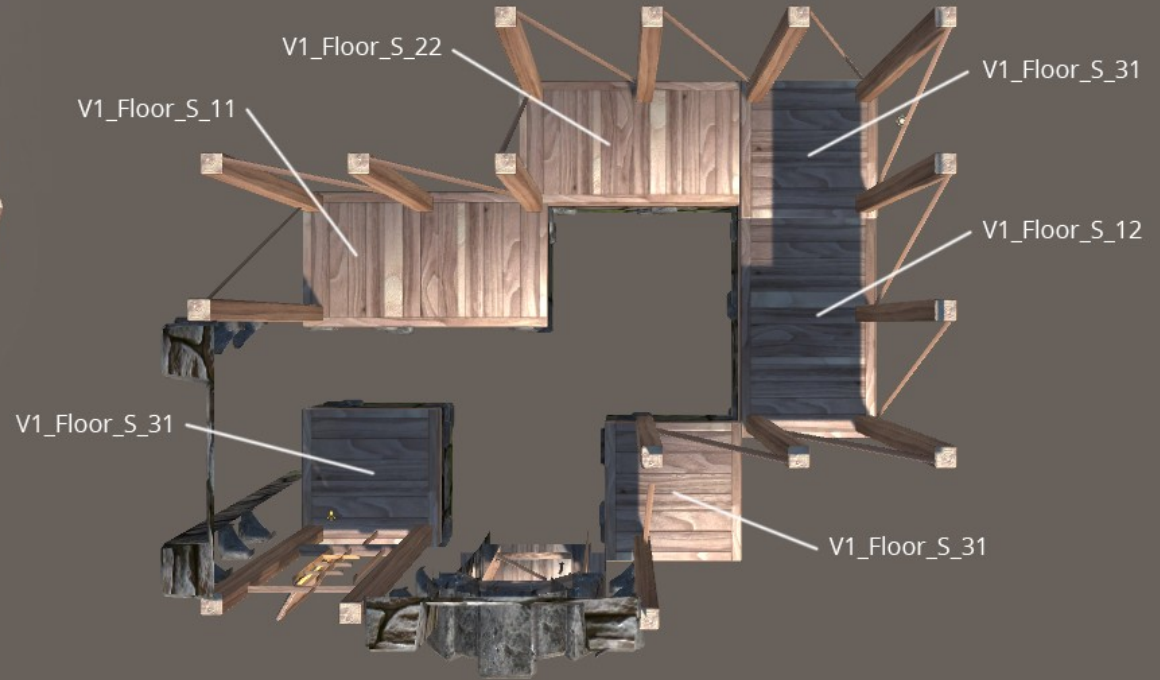
Pic. shows variety of size of Foundations and Floor frames.

Bigger House



If you are building, say, 4x4 metres house, then you should put two prefabs (Foundation or Floor frame) with name 21 starting on 0,0,0 position. This will make 2x4 metres house. Now, just duplicate them and rotate by 180, and place on Wall coordinates.

Advanced Building



For more advanced info on building, please refer to picture.

First floor



Walls with foundation should be placed at 0m height.

Walls without foundation should be placed at 1m height.

Foundation should be placed at 0m height.

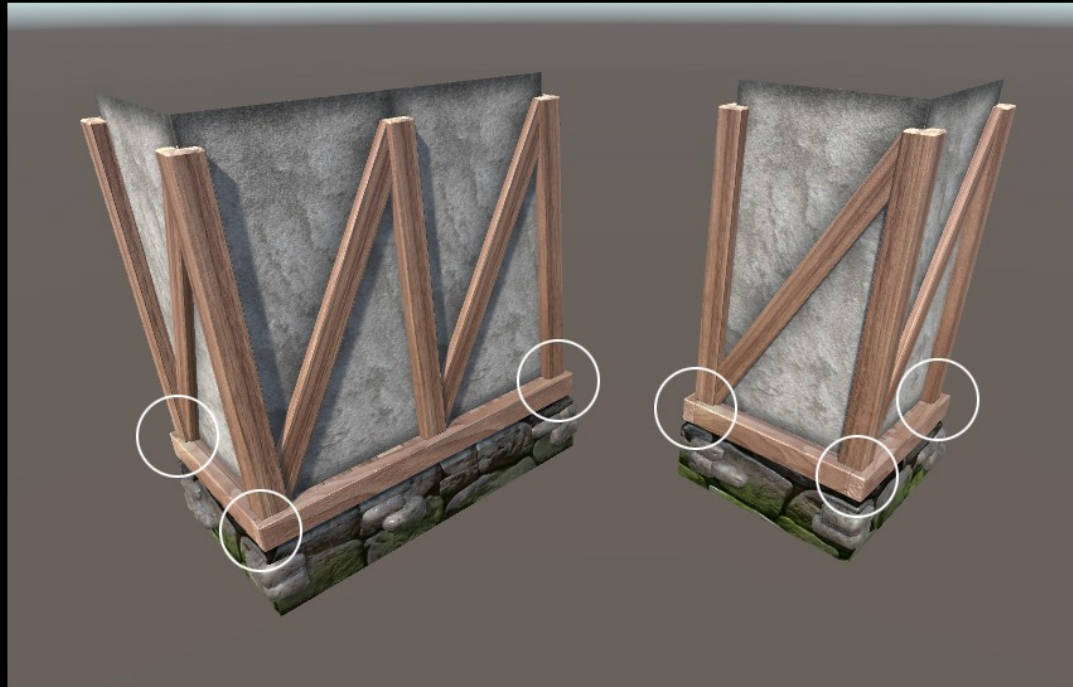
Looks of whole building depends on how First floor was setup.

Foundation and Floor framings



Foundation and framings, as well as Walls, has their Pivot Point (Origin, etc.) so placing is easy.

Check for Mesh overlay

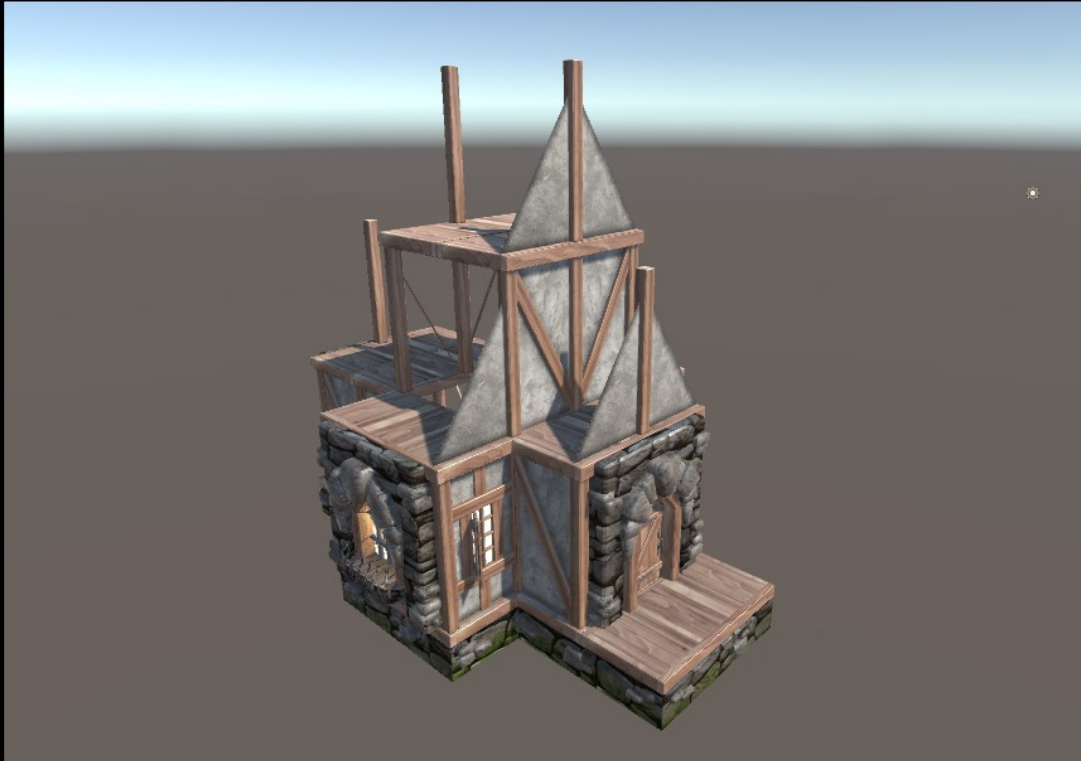


Overlaying faces of mesh are causing graphical artifact - in area of overlay mesh is "blinking".

To prevent this, Foundation and Floor framing elements should be moved slightly over Walls and in the same time, do not intersect with each other.

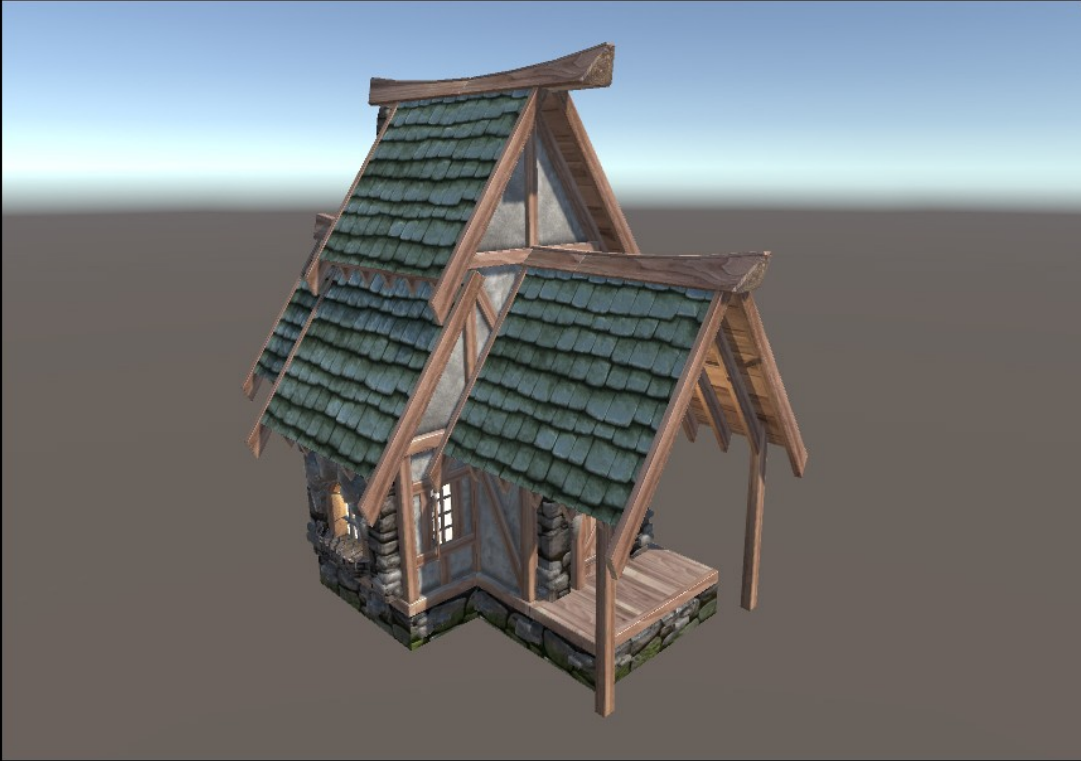
Number of Foundation and Floor framing elements should be enough for choosing one that suits your needs.

Walls and Floor framings on Upper floors



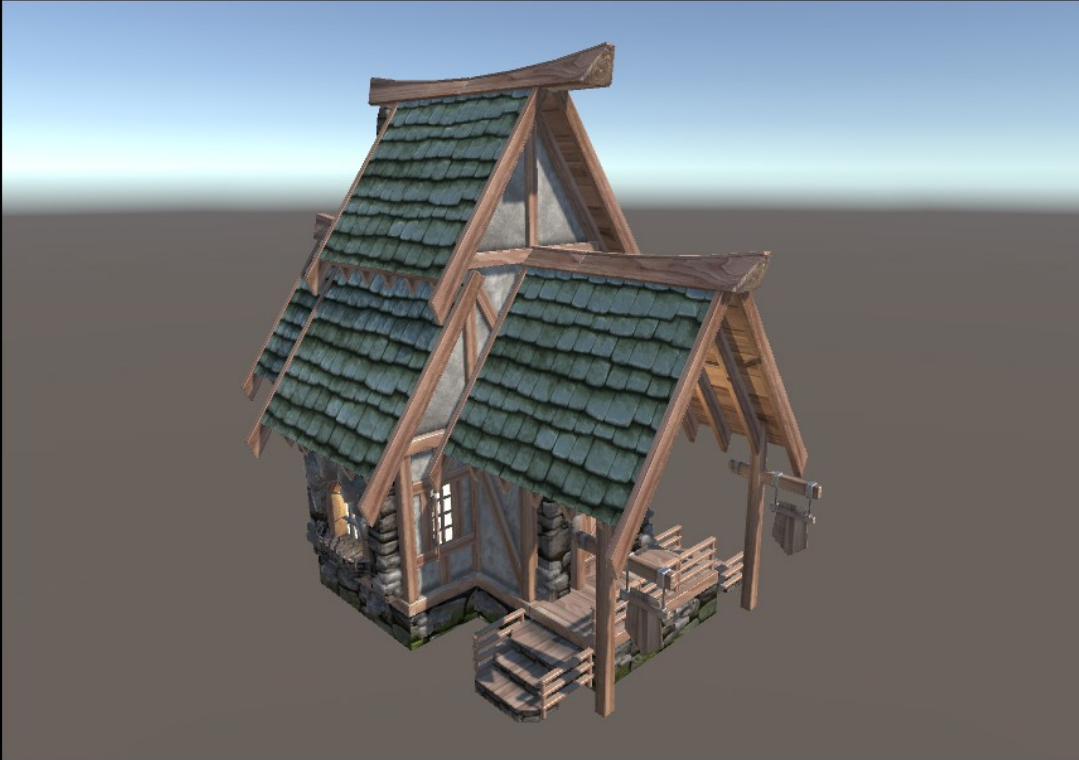
5m is height of first floor.
4m is height of upper floors.

Roof mounting



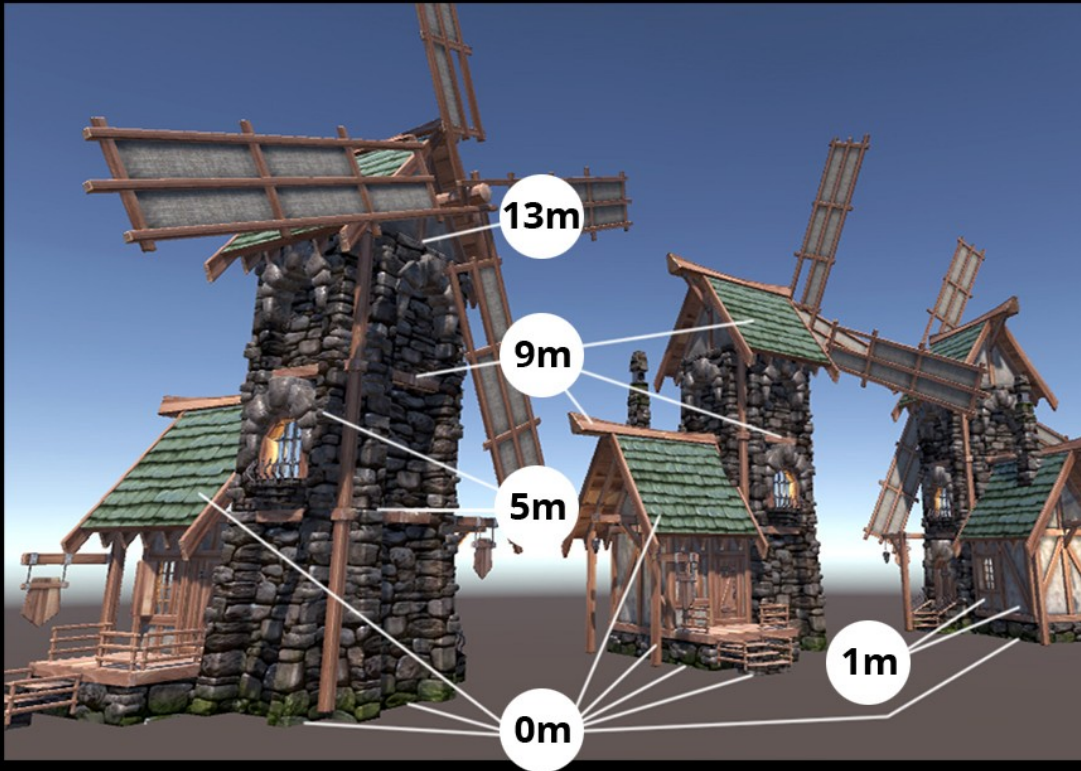
Element of Roof should be easily aligned with Walls and has Pivot point at height of its floor.

Decoration elements



Now it may be a good time adding Stairs, Railing, Lantern and other decoration elements.

Positioning Guidelines

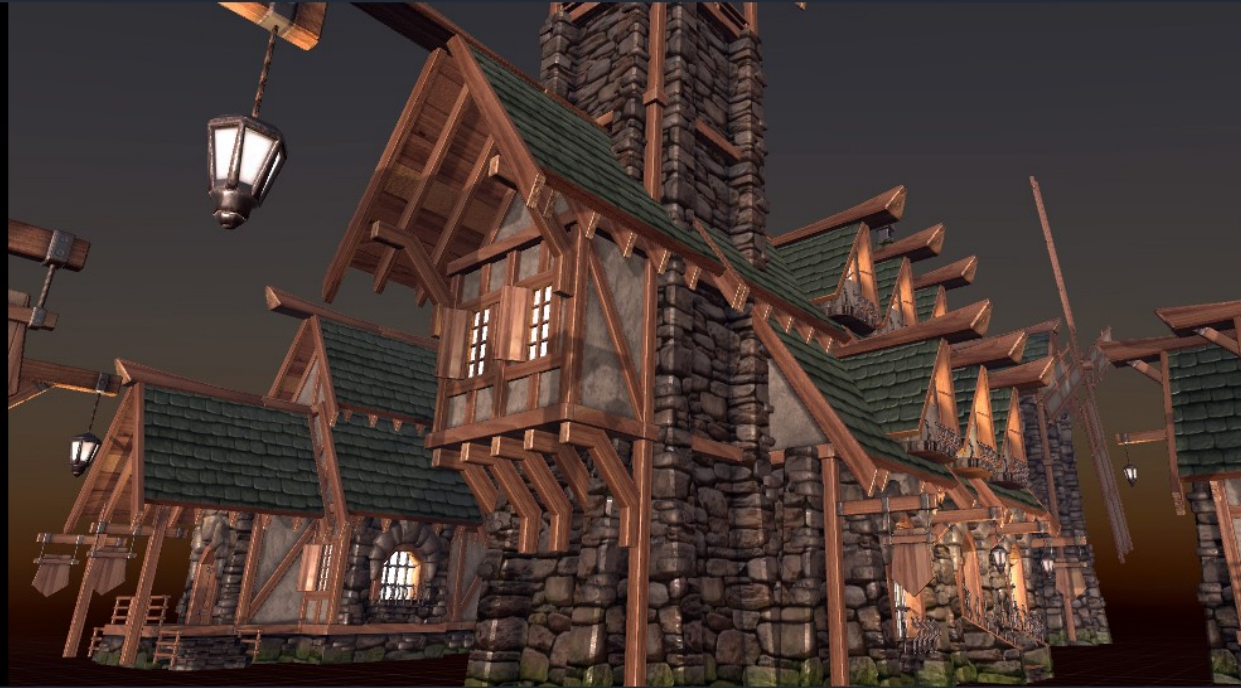


All elements within Kit are placed by integer numbers, such as 1, 2, 3, 4, ...

A good starting point will be placing first element of building (for example Stone door for First floor) at 0, 0, 0.

At left side there are typical heights for placement of various elements.

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