



MODULAR BAKERY SHOP DOCUMENTATION

Hello,

Welcome to the documentation for Modular Bakery Shop. We have prepared this documentation to provide you with details about our product, which is straightforward to use. Now, you can convert the wheat you grow and harvest in Ultimate Farming into flour with Ultimate Windmill and produce bakery products with Modular Bakery Shop. If you have any questions that you couldn't find answers to here or if you want to contribute to the development of the package, please don't hesitate to contact us.

Best regards, CropCraft Studios Team 😊

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Package Included

The package contains a total of 76 static meshes. Among these static meshes, 10 are modular walls for indoor designs. There are 6 bakery products created using the 3D scan method, with more to be added in future updates. Additionally, all bakery products come with material options for both baked and dough versions. For simulating the outdoor environment, there is 1 enviro dome mesh and a corresponding material that uses an HDRI map. Furthermore, various props such as tables, cups, plates, and bakery tools are included in the package.

Material System

There are a total of 7 master materials included in the package. These include the Classic Glass material, an Emissive material for use with LED lights, an HDRI_Background material for creating outdoor scenery, M_Hardsurface for hard surface materials, and M_Foliage, M_Decal.

Additionally, as with all our packages, you will find settings for Brightness, Color Blend, Desaturation, Inside and Outside SSS, Roughness, Specular, and Normal Power.

Project Settings

To achieve the visuals seen in the screenshots and videos, you'll need to make some adjustments to your project settings.

Project Settings - Engine - Rendering - Support Hardware Ray Tracing ✓

Project Settings - Engine - Rendering - Support Hardware Path Tracing ✓

Project Settings - Engine - Rendering - Virtual Shadow Maps

Project Settings - Engine - Rendering - Use Hardware Ray Tracing when available ✓

Project Settings - Platforms - Windows - Default RHI (DirectX12)

Technical Details & Recommended Usage

- This package, used in conjunction with the Ultimate Farming and Ultimate Windmill packages, provides you with a detailed environment to simulate the transformation of wheat seeds into bakery products.
- The diversity in the package allows for various uses beyond just a bakery, such as cafes.
- High-quality models and textures enable you to achieve realistic visuals.
- Thanks to its modular structure, you can design your desired indoor structure without being bound to templates.

Package' triangle counts

- **Lowest triangle count: 12 (SM_Floor_2m_Center)**
- **Highest triangle count: 450,228 (SM_Wall_Oven)**
- **Average triangle count: 4,200**

Note: All objects in the package utilize Nanite, When using this package with Unreal Engine 5.2 and above, it is strongly recommended to utilize the Nanite and Lumen systems.