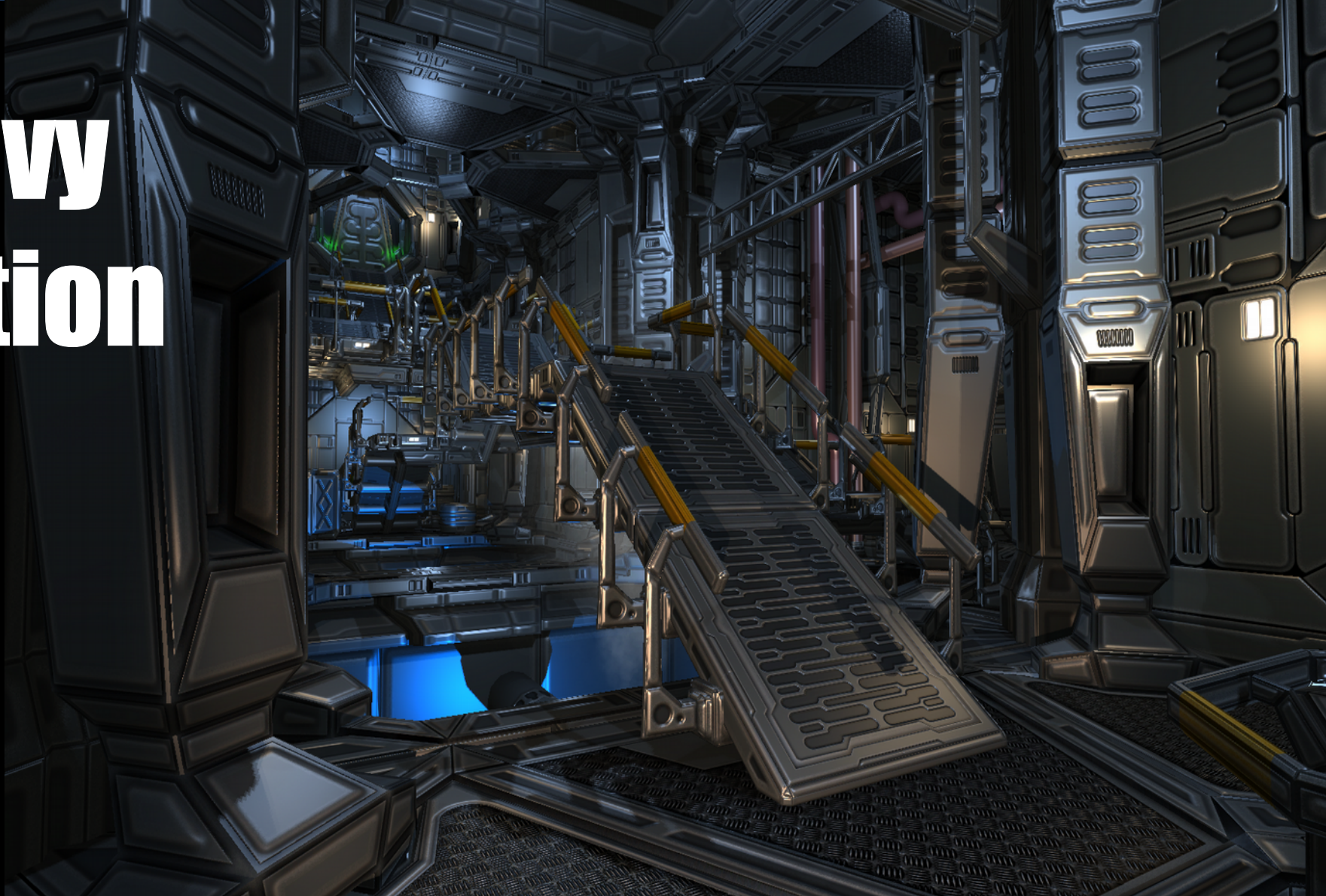


# Heavy Station KIT base





# About the Kit

## Heavy Station Kit **base**

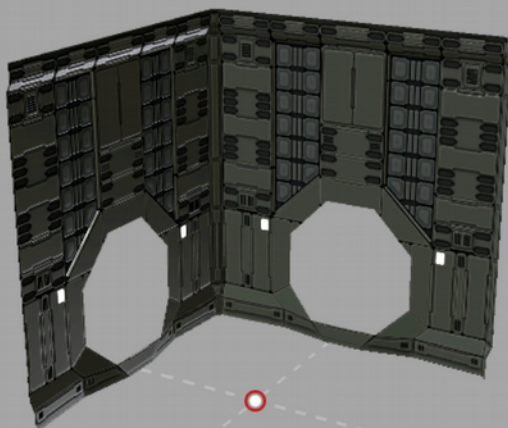
made for creating architectural structures and can be used for games of different genres such as Adventure, Horror, FPS and more.

Used for making space stations as well as building on-ground, underground and underwater structures.

This base kit contains the necessary objects you will need for the creation of your rooms.

In the upcoming editions we are looking to continue series, expanding the possibilities of the set and its various components.

# Walls



Tris: 116 - 432

Wall units can be placed in the scene with the shift of 10m along any of the x, y or z - axis.

Wall blocks can have 1 to 4 walls to make structures of different sizes.

Not all walls have space for a door placement.

The set consists of 20 different wall blocks.

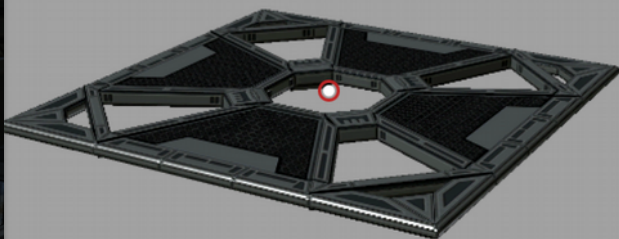


The Pivot Point (Origin) of the blocks is located in the center of the floor.

# 4

available  
wall colors

# Floors



Tris: 620 - 736

Floor objects can be placed in the scene with the shift of 10m along any of the x, y or z - axis.

There are 4 designs. The two of them are used for connecting walls in extra high rooms of 20+ metres.

Floor blocks placement has to match wall blocks placement.



The Pivot Point (Origin) of the blocks is located at the center of the floor.

# Floors Fill



Tris: 368 - 2720

Floor filler segments (if necessary) are used to fill the floor space to make up a solid surface for movement.

There are 3 designs. One is with the filled center, the next one is with the open, but gated center, and the final one is open with no gate for inserting the ladder.

Floor filler block placement needs to match the floor block placement.



The Pivot Point (Origin) of the blocks is located at the center of the floor

# Support



Tris: 424 - 1696

Support blocks can be used graphically to give an appearance of strengthening the whole architectural structure.

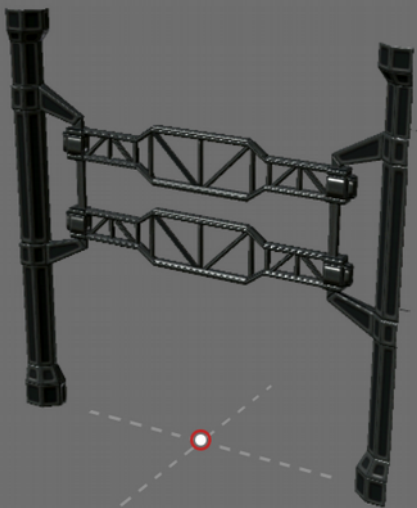
One, two, three or four pillar blocks can be used in the corners and big rooms in the center.

The fitting of the support blocks and the floor blocks needs to match.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Arches



Tris: 254 - 1948

In large rooms arch blocks are used for filling the gaps between the wall blocks.

There are a few types of arch blocks. Some do and some don't have steelworks. The steelworks have a different set-up and are varied in height.

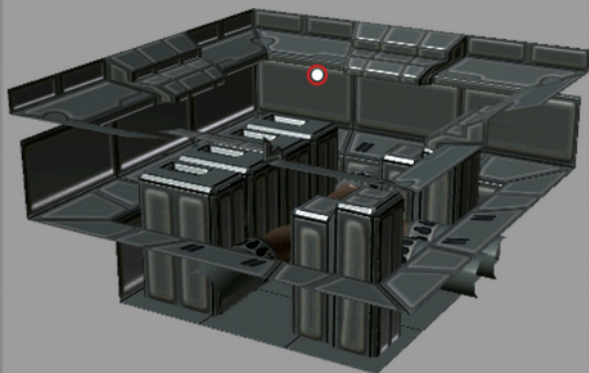
Arch blocks are placed in relation to the wall blocks in shifts of 5 m along the x or y-axis.

Some steelworks have no arches and can be used at your own discretion.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Top Bottom



Tris: 1254 - 1806

Top Bottom blocks are used for visual depth of field in the scene.

Combining the turns and angles of rotation, you can get many different combinations of floors and ceilings.

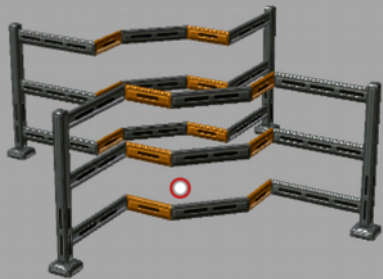
The Top Bottom block placement has to match the Floor block placement.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



# Partitions



Tris: 316 - 984

Partition blocks are useful for partitioning rooms.

Partition blocks are designed to be placed in the center of the wall blocks; they can also be used freely in any place you would like. There is a variety of Partition blocks that can be arranged in different combinations to give a unique look to your scene.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Partitions 2



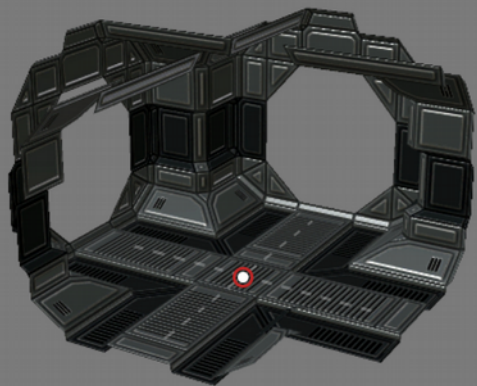
Partition blocks 2 are designed to be placed next to the walls and can be used to create a high tech look of the structure. They come in many different styles, some with tubing (pipes) and some without.

The placement of the Partition blocks 2 has to match the wall block placement.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Channels



Tris: 240 - 686

Channel blocks are used for creating smaller-sized rooms (corridors). Just like the Wall blocks, Channels have to be placed in the scene in shifts of 10 m along x, y or z-axis.

Channel blocks come in a few different configurations, some with openings for door fitting and some without.

There are 7 different Channel block styles and one is specifically used for room decoration or room separation.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# 4

available  
wall colors

# Stairs



Stair blocks can be placed freely.

With the availability of tilted and horizontal parts, you can make an assortment of forms for transitions and platforms.

The 2 m length and width of every stair block makes it easier for you to plan out and design your own system of transitions and platforms.

There is a total of 25 different stair blocks.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Doors



Tris: 500

Door blocks have to be placed in the door openings.

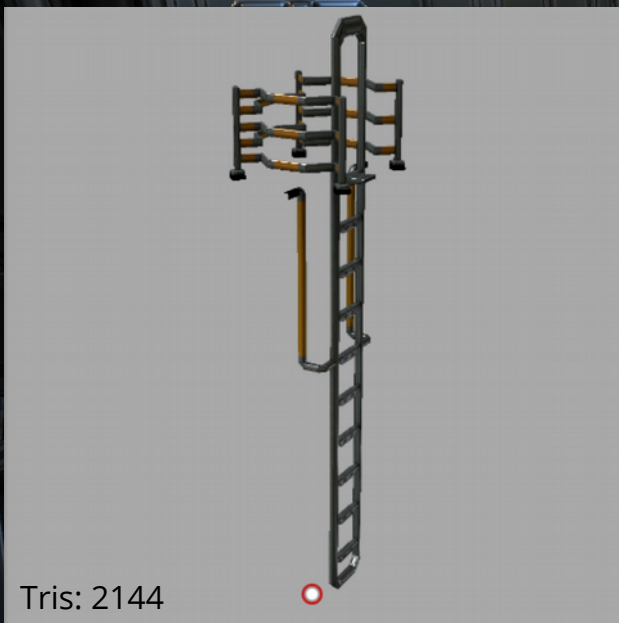
There are a few different styles of door blocks: functional, blocked and damaged.

The placement of the door blocks has to match the Wall or Channel block placement with a 5 m offset.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Ladder



Tris: 2144

A ladder block is used for the character's vertical movement between the floors.

The ladder block is designed to be set up in the center of the floor block.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Props



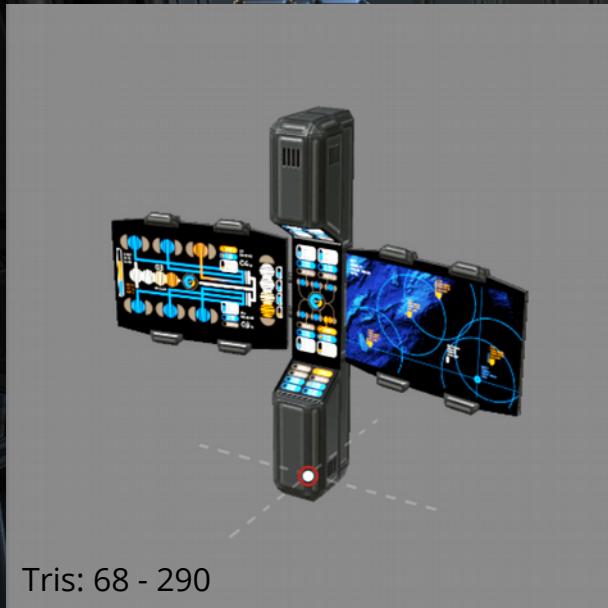
Tris: 332 - 1116

Prop blocks are free to place and are useful for enhancing the atmosphere of your project.



The Pivot Point (Origin) of the blocks is located in the center of the floor.

# Equipments



Equipment blocks are free to place and are useful for enhancing the atmosphere of your project.



The Pivot Point (Origin) of the blocks is located in the center of the floor.



# Scripts



## C#

A script for the automated  
Door control.

A script for working  
with the ladder

A modified FPS  
Controller Script.

Both scripts are  
operating properly in

## Unity3D 5.x

