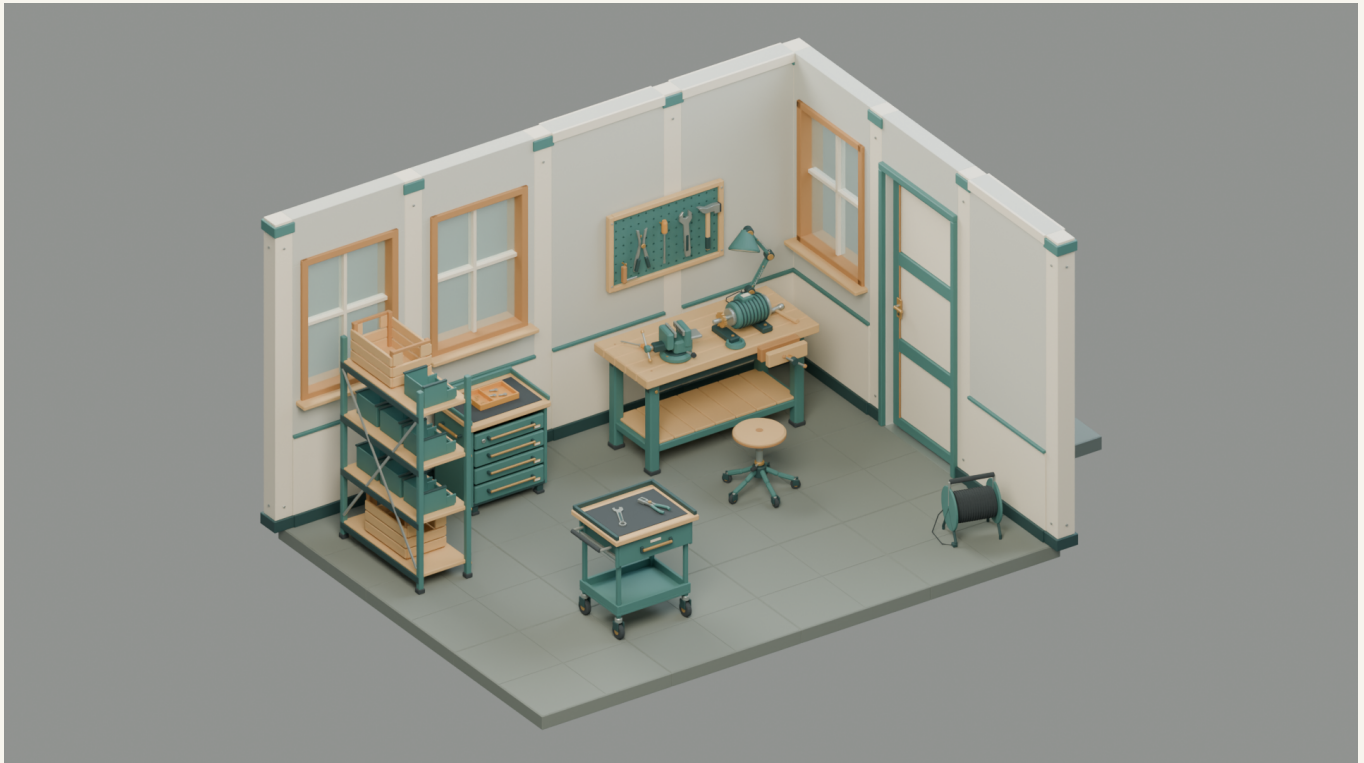


24 ASSETS / TWO FURNISHED ROOMS

Full Workshop

A small repair workshop you can rearrange, inspect and use as a starting point for your own scene.



Actual editable geometry, rendered in Blender. Roof and selected walls hidden.

24

reusable assets

2

furnished layouts

13

shared materials

Open the workshop

1 Extract and import

Extract the complete download. In Godot 4.7.2, import Godot/project.godot and let its first import finish.

2 Press F5

Choose a room, open the door or cart drawer, or use the asset selector. Drag empty space to orbit; scroll to zoom; press R to reset.

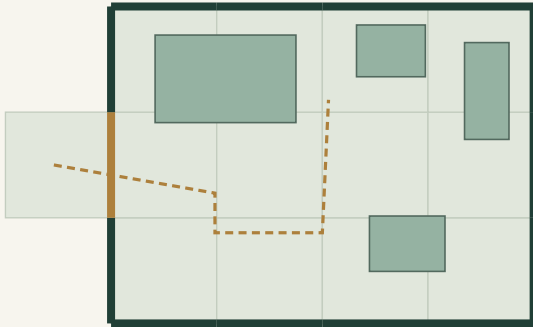
3 Reuse a scene

Copy the whole Godot/workshop folder into your project. Keep its paths together; keep your own project.godot.

ASSEMBLY

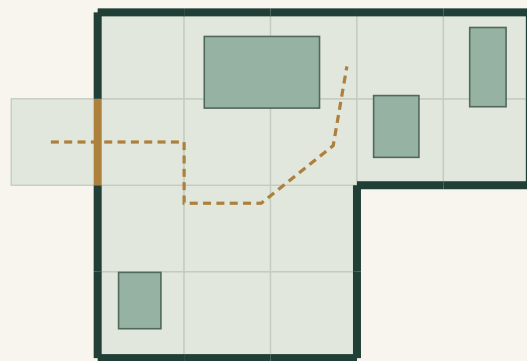
A 1.2 metre grid

Use one floor tile per cell, one wall infill per exposed edge and one post per perimeter vertex. A window or doorway replaces its wall infill.



THE REPAIR BAY

4.8 x 3.6 m / 12 interior cells



THE TOOLMAKER'S L

6.0 x 4.8 m outline / 16 cells

Each room also has one entrance landing. Gold marks the doorway and the tested walking route; the green blocks locate larger furniture.

Place the structure

Floor: root at $((x+0.5) \times 1.2, 0, (z+0.5) \times 1.2)$. Its support plane is $Y=0$; the 0.12 m slab lies below it.

Walls and posts: 1.04 m wall infill between 0.16 m posts; overall height 2.7 m. Put a single post at each join, including inside corners.

Orientation: local front -Z faces into the room. Back edge yaw 0; front 180; left -90; right +90 degrees.

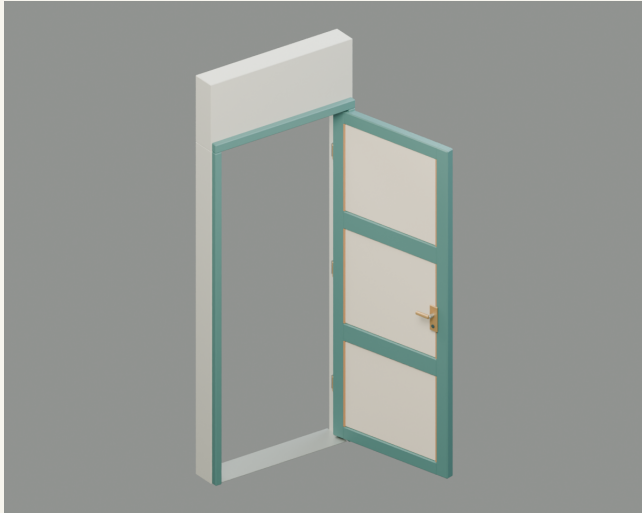
Roof and lights: ceiling origins sit at $Y=2.7$ above the floor centres. Strip lights mount at that height and extend downwards.

Place the contents

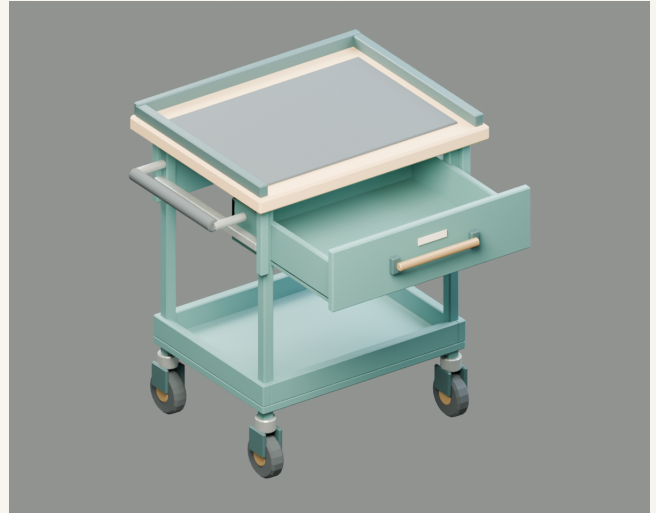
Bench top: 0.900 m. Cart mat: 0.909 m. Cabinet tray: 0.823 m. Shelf tops: 0.1575, 0.6275, 1.0975, 1.5675 m. Loose props use their base support plane. Exact placements and axis notes are in the JSON inventories.

INTERACTION

Two useful moving parts

**SERVICE DOOR**

Hinge at $(-0.45, 0, 0)$.
Local +Y rotation: 0 to 105 degrees.
Travel time: 0.85 seconds.

**SERVICE CART DRAWER**

Slide root at $(0, 0.745, 0)$.
Local -Z translation: 0.30 m.
Travel time: 0.65 seconds.

Choose the appropriate native variant

visual contains reusable geometry without scripts or physics. static adds simple collision in the closed pose. interactive contains the door or cart with an AnimatableBody3D and the small example controller. Call `set_open(true/false)` or `toggle()` on its root.

Collision follows the moving group

The door uses one moving leaf proxy; the drawer uses five moving shapes around its open interior. The frame and cart body remain static. Handles, bolts and some narrow visual gaps have deliberately simplified collision; each asset has an explicit scope note in `Asset-Inventory.json`.

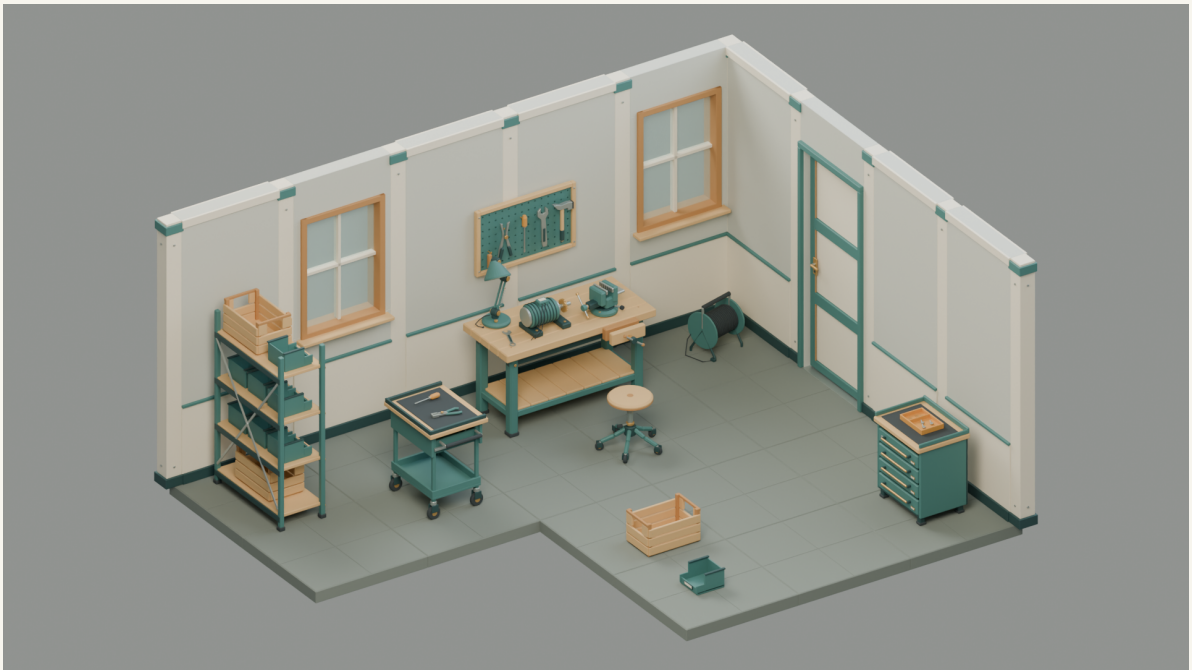
Walk and inspect

The demo body is 0.40 m wide and 1.72 m tall. WASD moves, the mouse looks, E operates a nearby mechanism and Escape returns to inspection. In walking mode the complete roof and walls are visible. Inspection cutaways hide meshes while retaining collision.

Assets use layer 1; the walking body uses layer 2. The controller pauses when its next small step would overlap that body and resumes when it clears. Adapt this bounded example for your own gameplay, fast bodies, networking and persistence. Other drawers, wheels and tools are static.

EDITABLE SOURCE

One palette, linked components



The L-shaped room uses the same assets with a separate staging area.

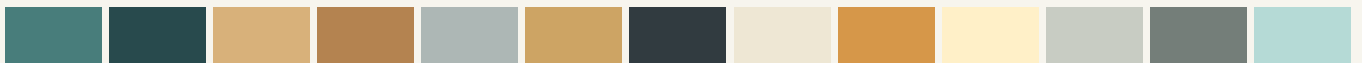
Open the Blender source

Blender/Repair-Corner-Full-Workshop.blend contains 26 scenes: two rooms and 24 standalone assets. Its 670 component meshes are shared across room instances. Edit a shared mesh to update its instances, or make it single-user first for a unique variant.

Blender uses Z up and front +Y; glTF and Godot use Y up and front -Z. Metres are used throughout. Rotate DoorPivot around Blender Z from 0 to 105 degrees. Slide DrawerSlide along Blender +Y from 0 to 0.30 m. Manual limit constraints are included.

For a standalone glTF export, select the model root and its components, enable Selected Objects and Active Scene, and omit the PRESENTATION lights and camera. The supplied exchange exports are already closed and ready to import.

Shared materials



Thirteen flat PBR materials cover paint, wood, metal, rubber, plaster, floor, diffuser and frosted glass. No image textures, UV texture layout, linked libraries or external HDRI are needed. The window uses alpha blending. Cycles lighting and Godot lighting give different presentations of the same palette.

INVENTORY

24 reusable assets

Dimensions below are the actual closed geometry bounds in metres, ordered X x Y x Z in the glTF/Godot coordinate system. Meshes are native material batches; parts are editable components.

Asset	Triangles	Meshes	Parts	Shapes	Dimensions / m
Floor tile	220	1	5	1	1.200 x 0.120 x 1.200
Wall panel	396	4	9	1	1.040 x 2.700 x 0.218
Window wall	924	7	21	5	1.040 x 2.700 x 0.310
Service door	2,540	9	42	4	1.040 x 2.701 x 0.220
Corner post	516	4	11	2	0.200 x 2.700 x 0.200
Ceiling tile	220	2	5	1	1.200 x 0.090 x 1.200
Storage shelf	2,632	6	50	8	1.100 x 1.770 x 0.505
Parts bin	484	3	11	5	0.291 x 0.197 x 0.310
Slatted crate	1,612	3	33	5	0.572 x 0.330 x 0.389
Service cart	3,748	10	51	18	0.858 x 0.941 x 0.629
Parts tray	1,080	3	15	6	0.360 x 0.051 x 0.240
Motor service	3,984	6	40	4	0.511 x 0.303 x 0.416
Combination spanner	240	2	3	1	0.083 x 0.012 x 0.289
Bench hammer	656	4	4	2	0.150 x 0.053 x 0.271
Flat screwdriver	476	3	6	2	0.050 x 0.050 x 0.272
Bench pliers	776	4	15	1	0.110 x 0.035 x 0.278
Cable reel	4,952	5	30	5	0.493 x 0.512 x 0.356
Strip light	272	4	6	1	1.010 x 0.101 x 0.160
Joiner bench	3,720	7	52	20	1.600 x 0.901 x 0.994
Task lamp	6,892	7	53	16	0.390 x 0.674 x 0.313
Tool cabinet	3,584	7	70	10	0.782 x 0.871 x 0.588
Wall pegboard	7,884	8	36	5	1.063 x 0.665 x 0.116
Bench vise	3,356	5	40	7	0.457 x 0.266 x 0.290
Rolling stool	6,360	7	62	18	0.604 x 0.535 x 0.608

Unique asset totals: 57,524 triangles, 121 native mesh batches, 670 editable components and 148 simple collision shapes. Layout instances reuse the shared resources.

Complete room totals: Repair Bay: 79 instances, 79,492 triangles, 282 mesh instances and 252 shapes. Toolmaker's L: 98 instances, 87,796 triangles, 339 mesh instances and 287 shapes. Counts include the full roof, boundaries and entrance landing.

Asset-Inventory.json gives exact bounds, pivots, material use, collision notes and hashes. Layout-Inventory.json lists every placement. The six earlier props retain their accepted GLB bytes.

USE AND SUPPORT

What has been checked

Native and source imports

Tested in Godot 4.7.2 and Blender 4.5.14 LTS on Linux. The native project uses standard shared resources and no add-ons. Source re-export comparisons cover every asset, both moving endpoints and both complete room layouts.

Interaction and clearance

The native checks cover repeated door/drawer operation, endpoint transforms, moving collision, obstruction pause/resume and a standing demo body following both documented routes. These checks do not establish general gameplay, navigation or engineering accuracy.

Files and presentation

The model files have no texture downloads or runtime account dependency. Gallery views are renders or native captures of delivered geometry. Selected walls and roofs are hidden in cutaway views and retained in the actual room scenes.

Version and feature limits

Other engine versions, Unity, Unreal, mobile and console builds are not validated. No LOD chain, navigation mesh, baked animation, skeletal rig, texture maps or printing-ready fused mesh is supplied. Only the door and service-cart drawer are demonstrated as moving parts.

If something does not open

Extract the ZIP fully before importing. Keep the complete workshop folder together. Import project.godot with the tested Godot version and wait for its first import to finish. Use Source-and-Exports.txt for Blender selection/export settings.

Report a reproducible issue

Use the support route shown on your acquisition page. Include edition 2.0.0, the engine version, asset filename, exact error and the smallest scene or steps that reproduce it. Custom features and additional assets are outside this edition.

Licence and disclosure

Read LICENSE.txt for terms by acquisition channel. The geometry, code, room arrangements, native scenes, scripts and documentation are AI-generated using OpenAI Codex, with subsequent automated refinement and testing. No human modelling or human usability study is claimed. See PROVENANCE.txt and THIRD-PARTY-NOTICES.txt.