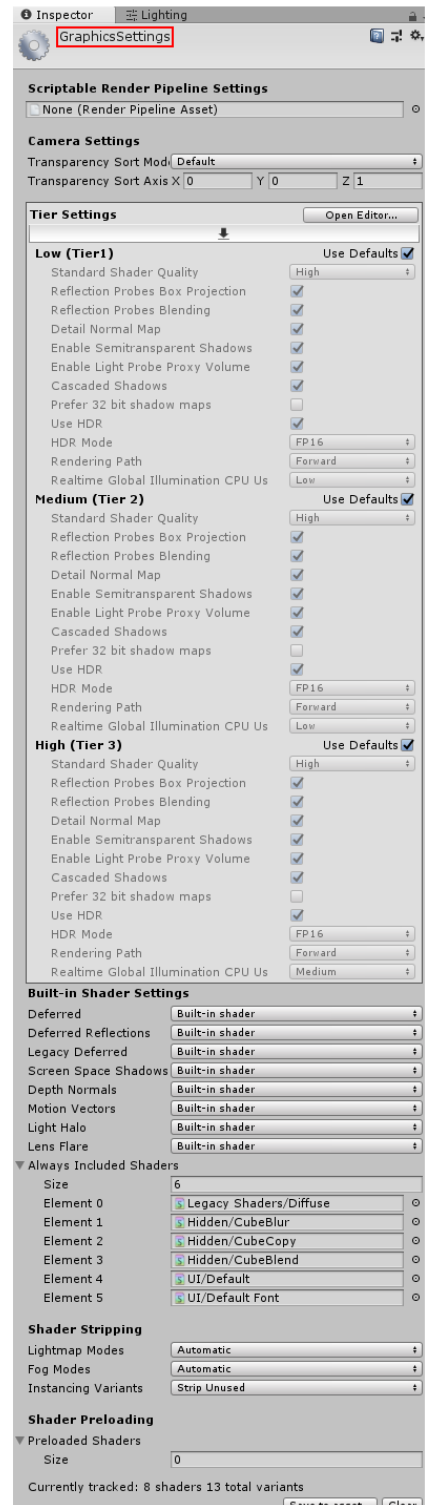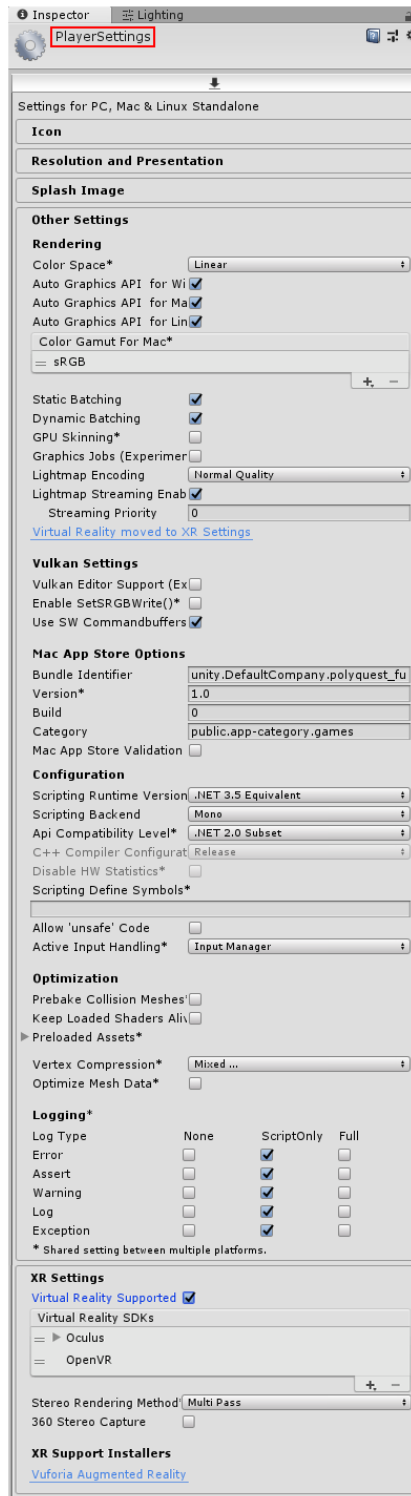# Polyquest Guidelines:

## A- Project Quality and Player Settings:

Before you start using the pack, make sure you have the right player & quality setting (see below):

Inspector | Lighting

PlayerSettings

Settings for PC, Mac & Linux Standalone

Icon

Resolution and Presentation

Splash Image

Other Settings

Rendering

Color Space*	Linear
Auto Graphics API for Wi	☑
Auto Graphics API for Ma	☑
Auto Graphics API for Lin	☑
Color Gamut For Mac*	
= sRGB	+ −
Static Batching	☑
Dynamic Batching	☑
GPU Skinning*	☐
Graphics Jobs (Experimer	☐
Lightmap Encoding	Normal Quality
Lightmap Streaming Enab	☑
Streaming Priority	0

Virtual Reality moved to XR Settings

Vulkan Settings

Vulkan Editor Support (Ex	☑
Enable SetSRGBWrite()*	☐
Use SW Commandbuffers	☑

Mac App Store Options

Bundle Identifier	unity.DefaultCompany.polyquest_fu
Version*	1.0
Build	0
Category	public.app-category.games
Mac App Store Validation	☐

Configuration

Scripting Runtime Version	.NET 3.5 Equivalent
Scripting Backend	Mono
Api Compatibility Level*	.NET 2.0 Subset
C++ Compiler Configurat	Release
Disable HW Statistics*	☐
Scripting Define Symbols*	
Allow 'unsafe' Code	☐
Active Input Handling*	Input Manager

Optimization

Prebake Collision Meshes	☐
Keep Loaded Shaders Aliv	☐
▶ Preloaded Assets*	
Vertex Compression*	Mixed ...
Optimize Mesh Data*	☐

Logging*

Log Type	None	ScriptOnly	Full
Error	☐	☑	☐
Assert	☐	☑	☐
Warning	☐	☑	☐
Log	☐	☑	☐
Exception	☐	☑	☐

* Shared setting between multiple platforms.

XR Settings

Virtual Reality Supported ☑

Virtual Reality SDKs

= ▶ Oculus

= OpenVR

+ −

Stereo Rendering Method	Multi Pass
360 Stereo Capture	☐

XR Support Installers

Vuforia Augmented Reality

Inspector | Lighting

QualitySettings

Levels ⬇

Fastest	☑ 🗑
Fast	☑ 🗑
Simple	☑ 🗑
Good	☑ 🗑
Beautiful	☑ 🗑
Fantastic	☑ 🗑
Default	▼

Add Quality Level

Name	Fantastic

Rendering

Pixel Light Count	10
Texture Quality	Full Res
Anisotropic Textures	Forced On
Anti Aliasing	8x Multi Sampling
Soft Particles	☐
Realtime Reflection Probe	☑
Billboards Face Camera F	☑
Resolution Scaling Fixed	1
Texture Streaming	☐

Shadows

Shadowmask Mode	Distance Shadowmask
Shadows	Hard Shadows Only
Shadow Resolution	Very High Resolution
Shadow Projection	Close Fit
Shadow Distance	3000
Shadow Near Plane Offse	2
Shadow Cascades	No Cascades

Other

Blend Weights	4 Bones
V Sync Count	Every V Blank
Lod Bias	2
Maximum LOD Level	0
Particle Raycast Budget	4096
Async Upload Time Slice	2
Async Upload Buffer Size	4

Inspector | Lighting

GraphicsSettings

Scriptable Render Pipeline Settings

None (Render Pipeline Asset)

Camera Settings

Transparency Sort Mode	Default
Transparency Sort Axis X	0 Y 0 Z 1

Tier Settings Open Editor...

⬇

Low (Tier1) Use Defaults ☑

Standard Shader Quality	High
Reflection Probes Box Projection	☑
Reflection Probes Blending	☑
Detail Normal Map	☑
Enable Semitransparent Shadows	☑
Enable Light Probe Proxy Volume	☑
Cascaded Shadows	☑
Prefer 32 bit shadow maps	☐
Use HDR	☑
HDR Mode	FP16
Rendering Path	Forward
Realtime Global Illumination CPU Us	Low

Medium (Tier 2) Use Defaults ☑

Standard Shader Quality	High
Reflection Probes Box Projection	☑
Reflection Probes Blending	☑
Detail Normal Map	☑
Enable Semitransparent Shadows	☑
Enable Light Probe Proxy Volume	☑
Cascaded Shadows	☑
Prefer 32 bit shadow maps	☐
Use HDR	☑
HDR Mode	FP16
Rendering Path	Forward
Realtime Global Illumination CPU Us	Low

High (Tier 3) Use Defaults ☑

Standard Shader Quality	High
Reflection Probes Box Projection	☑
Reflection Probes Blending	☑
Detail Normal Map	☑
Enable Semitransparent Shadows	☑
Enable Light Probe Proxy Volume	☑
Cascaded Shadows	☑
Prefer 32 bit shadow maps	☐
Use HDR	☑
HDR Mode	FP16
Rendering Path	Forward
Realtime Global Illumination CPU Us	Medium

Built-in Shader Settings

Deferred	Built-in shader
Deferred Reflections	Built-in shader
Legacy Deferred	Built-in shader
Screen Space Shadows	Built-in shader
Depth Normals	Built-in shader
Motion Vectors	Built-in shader
Light Halo	Built-in shader
Lens Flare	Built-in shader

▼ Always Included Shaders

Size	6
Element 0	Legacy Shaders/Diffuse
Element 1	Hidden/CubeBlur
Element 2	Hidden/CubeCopy
Element 3	Hidden/CubeBlend
Element 4	UI/Default
Element 5	UI/Default Font

Shader Stripping

Lightmap Modes	Automatic
Fog Modes	Automatic
Instancing Variants	Strip Unused

Shader Preloading

▼ Preloaded Shaders

Size	0

Currently tracked: 8 shaders 13 total variants
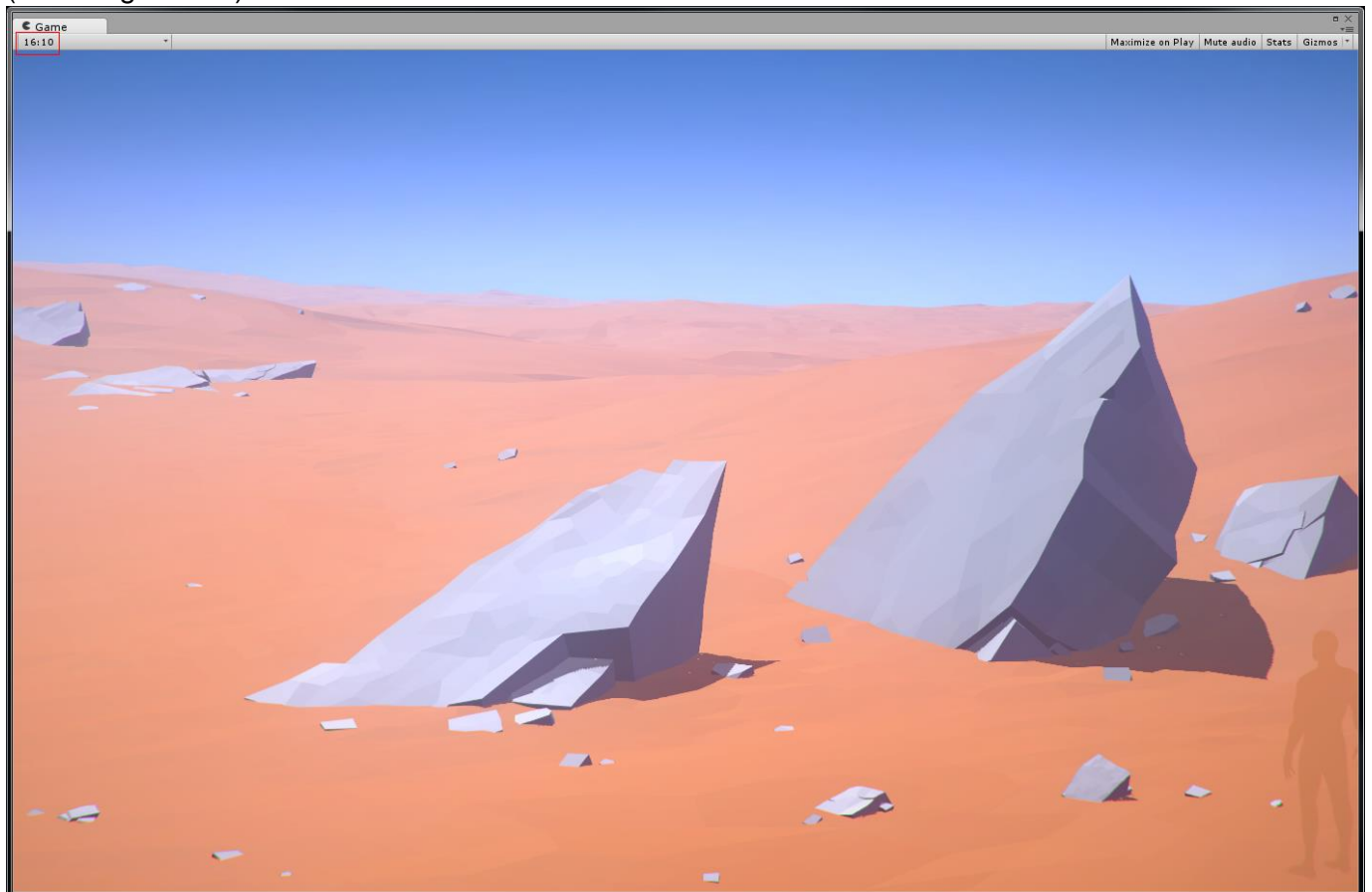
Save to asset... Clear

B- Project Resolution:

Before you start using the pack, make sure you have the right resolution settings in the game window, make sure you set it to 960x600 (see images below):
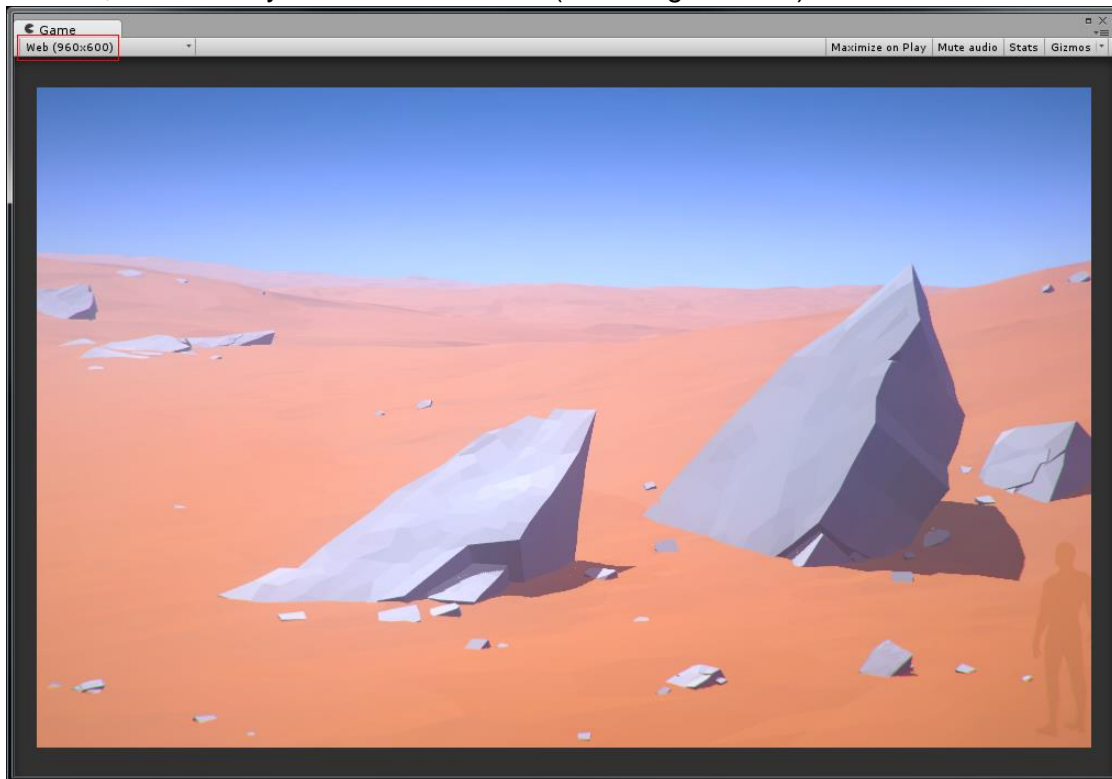
Or you can set it to any resolution that has the 1.6 resolution, for instance like the 16:10 preset (see image below):

C- Fog Shader:

1-intro:
This is a very simple and powerful shader, that has a very low impact on performance and runs great even on low end mobile devices.

You can mimic a variety of different effects and materials with it like height fog, mist, sub surface scattering, murky waters, glowing light, overheated material, gel, plastic, wax…

2-propreties:
color: choose the color and always **set the alpha to 255.**
Height fog Start: where the vertical fog starts in world units.
Height fog End: where the vertical fog ends in world units.

Note that you can have the fog start from the bottom or the top, this depends on the numbers you enter in the "Height fog Start" and "Height fog End" whether they are positive or negative.

To keep track on new updates & upgrades, follow us on Facebook & on Twitter.

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