

THE AXIS SOURCE

README

My name is Jean Carlos Miguel and I want to thank you for buying my first package from the Asset Store. Below is a short review of this package.

This package is designed to be developed in the long term.

➤ **What does this mean?**

This means that over time this same package will grow new models, sounds, scripts, prefabs, etc. And it will always cost a very small price.

➤ **And why a small price?**

It will cost little because I really enjoy doing this, I'm an engineering student and I like programming and modeling.

➤ **Before listing the package I would like to clarify something.**

All these models were created thanks to a great tool that is currently in the Assets Store. The name of the tool is: "SabreCSG Level Design Tools".

I want to imply that this tool does not belong to me, I have contacted the author and this author has authorized me for the current use that I am giving the tool.

This tool allows you to create geometry within Unity (which helps a lot). If you have some time, I invite you to try it and share it with your friends.

➤ **What's inside this package?**

In the package you will always find a lot of FBX models ready to use, with their respective prefabs, new sounds, new scripts with specific functionalities, etc.



➤ **How is the process of creating the models?**

First of all, the model is created in Unity with the tool mentioned above. The tool will export the created model to an .obj file that is stored inside Unity. This file is taken to "Maya" to polish things like the pivot or the name of the base mesh.

Once these details are corrected, it is returned to Unity in FBX format, where it is assigned the material and the corresponding collision.

➤ **Why is the material divided into 4 units?**

Something to note is that the positions of the models in the project are created with a space of 0.25. Each frame in the material should measure 0.25.

So I have assigned this measure to all models, including the location of the model in the workspace.

➤ **There are certain models that have 0.125, 0.375, 0.625, and 0.875 in decimals. Why?**

In some cases I was forced to increase or decrease that small amount so that some models fit into the workspace. If you realize 0.125 is half of 0.25, so in very few models interferes with this measure.

What is possible and does not affect anything is the position of the models. These will mostly have that small decimal added in their transform position.

➤ **I see that there is a kind of structure with landscapes and paths?**

Yes, this structure uses all the models currently in the package. I have created a kind labyrinth-like pathways, where the intention is to walk and explore this abstract site that may influence mystery or perhaps something scary.

➤ **Will I always have to explore or interact?**

For now it's just exploration, but as I said at the beginning, as time goes on, this project will grow and include a lot of additional things.

➤ **What kind of things you will add?**

New chapters for the project, new functionalities, new paths, some puzzles, models, sounds and functionalities for each chapter.

If you have noticed the project will be divided into chapters, which I hope to create a lot.



- **I have noticed that some model is poorly modeled or something is not right with it.**

As you see this work is done by a single person (myself) so it is very possible that something is wrong. So I personally invite you to report the problem without any concern.

- **How do I contact if there is a problem?**

If you have any or problems about the project please send me an email and I will be happy to assist you.

My Email: jeancmiguellb@gmail.com

“Nothing more to say, I want to thank you for supporting me by buying this package. You really help me a lot. Again I insist if you have any questions or want to report any details, please do so without any problem. It will be a pleasure to assist you”.

