Low Poly Portal Pack Documentation

- Presentation

Firstly we would like to thank you for purchasing our package. The package is designed for low poly scenes and it contains more than 6 different portal meshes and more than 15 ready to use portals. Also, in the package you can find every portal cut in pieces so you can customize and create your own portals based on our models.

***Important note:** Due to possible compatibility issues between Unity versions we removed the Standard Assets images effects from the project folder. To achieve the camera effects, presented in screenshots and video presentation you will have to import the Image Effects Package from Unity Standard Assets. You can find more information about importing packages here: https://docs.unity3d.com/Manual/HOWTO-InstallStandardAssets.html

- Project folders

The project folder is divided in the following folders:

- **Animations** - built in animations that can help you create portal effects. We have used those animations to create particles paths.
- **DemoScenes** - in this folder you will be able to find 5 demo scenes, with lightning examples. In those scenes you will be able to find all the portals.
- **Docs** - documentation file.
- **Materials** - all materials used to build the portals and all the other assets. The folder is divided in 2 other subfolders: **Particles**, which contains all materials used for particles and **Portals** for portals materials.
- **Meshes** - contains all 3d models used in our package. The folder is also cut in 3 subfolders: **Bonus Assets**, containing all rocks, planes, mountains, terrains used for building the demo scenes, **PortalFragments**, containing all portals sectioned, so you can create your own custom portals and the most important **Portals**, containing our portals.
- **Prefabs** - also split in 3 different folders, containing all ready to use portals, particles and portal fragments.
- **Scripts** - containing all scripts used in our scenes, To not disturb you somehow we have created our own namespace, called

TornadoBanditsStudio and all our scripts are integrated in the namespace.

- **Skyboxes** - a skybox, ready to use in your scenes
- **Textures** - all textures used for creating particles effects and portals textures.

- Portals customization

For an easier way to customize the portals, each portal comes with 5 different materials, using a different texture. Our artists chose the following options: Dark Blue, Dark Green, Dark Grey, Dark Red, Dark Yellow and Green. All these materials are available in the project and you can find them under the materials folder (Materials/Portals). After choosing the right material you will have just to drag and drop the material on the mesh renderer.

In the prefabs folder you can find 17 portal examples. Every portal comes in at least 2 options: simple (only the mesh with a collider) and with particles and point lights attached. You can create any combination using the existing particles with different portals. Also, for each particle you can change the color, scale, speed etc, using Particle System Editor provided by Unity.

For portals noted with 4,5 and 6 we have used an animated texture to create a beautifull effect. You can change the texture with your own animated textures just by dragging your texture in the material's texture spot. Also, you will be able to use the script called "TBS_TextureAnimator.cs" to play and set correctly the texture's animation. You can check the documentation for this scripts below.

- Demo scenes

Our package comes with 5 demo scenes showing different lightning options that matches the portals art direction.

In the first three scenes you will find different portals while the 4th is showing all the portals. In the 5th scene you will be able to find a demo scene where some wisps are teleporting from portal to portal.

- Scripts

All the scripts contained by our package are integrated in the namespace called TornadoBanditsStudio. If you will want to use them you will first have to include the namespace in your own scripts. Every class/method is commented and ready to use.

TBS_RotateableObject - script that helps the developer to rotate an object based on the chosen axis. You can drag and drop the script on any object, choose the rotation axis, speed and direction.

TBS_TextureAnimator - script that let you scroll a texture on it's material. It is used for creating a nice effect for portals. We have used an animated texture to create such an effect. You can set the number of rows and columns, the speed of the animation and choose if you would like to scroll the normal texture or not.

TBS_WispBehaviour - wisp behaviour is used to make the wisps from the demo scene number 5, to move to a portal and then teleport to another. It uses a nav mesh agent, provided by Unity for pathfinding. You will have to bake the navigation map before using it. More informations can be found here: https://docs.unity3d.com/Manual/Navigation.html .

TBS_WispsManager - with the help of this script you will be able to spawn a number of wisps that are moving on a scene. You will be able to set the number of wisps to be spawned, their movement speed (min and max) and the number of portals (you will need more than 2 portals in the scene to make the script run).

TBS_CameraMovement - script for a smooth camera transition. It is used in the scene Demo_04, for a short presentation of portals. You can set the duration and the target point. It also has enabled the draw gizmos function showing the path of the camera.

All scripts used are exemplified in the project.

- Tehnical stuff

All the meshes have between 348 and 1736 triangles. Every mesh is scaled in meters.

All the portals textures are 8x8 pixels. We chose not to make an atlas, containing all the textures, to let can change the color of portals anytime you need.

Particles textures are between 128x128 and 1024x1024 and they can be rescaled.

Portals and portal fragments prefabs have a mesh collider attached. You can disable them or create basic colliders for each prefab.

Particles are optimized for mobile devices.

All the scenes use a lot of camera effects, so if there is any problem on mobile devices try to reduce the number of image effects. Also, all lights in the project aren't baked.

Also, we have created an editor script for Unity, that you can acces from the TornadoBanditsStudio tab in Unity (near Window). You can access it and keep in touch with our latest updates. Don't forget to follow our facebook page and don't hesitate to contact us for any information/problem that you have.

Kindest regards,
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