FREE MiDPOLY STYLIZED SWAMP REMASTERED

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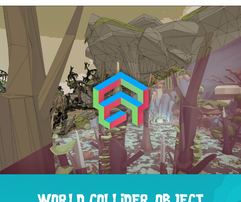
THANKS FOR DOWNLOADING MY PROJECT
ITS A REMASTERED SWAMP PROJECT

FOR YOUR COMMERCIAL GAME
FOR YOUR EDUCATION!



WORLD COLLIDER OBJECT

THE PROJECT WAS SUPPORTED BY
A COMPLETE WORLD COLLIDER FOR FPP GAMEPLAY

YouTube WATCH GAMEPLAY

HOWEVER, IF YOU ARE CREATING AN FTP GAME WITH CHARACTERS, THE RESOLUTION OF PROBUILDER OBJECT IS NOT SUFFICIENT.

YOU JUST NEED TO EDIT THIS OBJECT MANUALLY BY INCREASING THE RESOLUTION AT YOUR DISCRETION WITH PROBUILDER TOOL SUPPORT

ON THE SCENE "WORLD_COLLIDER_MESHRENDERER" YOU WILL FIND OBJECTS CALLED "WORLDCOLLIDER_EDIT THIS"

BEFORE YOU START EDITING IT
TURN ON ITS COMPONENT 'MESH RENDERER'.

YouTube WATCH HOW

OPTIMIZATION

YOU CAN USE THE SWAMP LEVEL IN YOUR GAME AT ONCE WITHOUT THE NEED OF OPTIMISATION.

ASSETS FROM EACH GROUP ON THE SCENE ARE MERGED WITH THE USE OF MESHBAKER TOOL IN ORDER TO LOWER THE BATCHING VALUE WHICH DRASTICALLY ENHANCES THE EFFICIENCY.

IN THE SWAMP PROJECT YOU CAN FIND GROUPS OF MERGED OBJECTS WITH AND WITHOUT COLLIDERS IN CLEAR AND ORDERLY STRUCTURE

ADDITIONAL SCENES

THE PROJECT HAS BEEN DIVIDED INTO SEVERAL SCENES FOR THE CONVENIENCE OF USE.

REMOVE THE DEFAULT SCENE NAMED "UNTITLED" FROM THE HIERARCHY TO GET RID OF LIGHT BURNOUT.

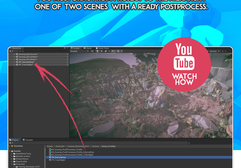
A) "SWAMP_MAINSCENE"
ONE BATCH SCENE WITH THE MAIN WORLD MODELS, POSTPROCESS, COLLIDERS AND LIGHTING SETTINGS.

B) "SWAMP_NOCOLLIDER" & "SWAMP_WCOLLIDERS"
TWO SCENES WITH ASSETS THAT MAKE UP THE WHOLE WORLD POSITION.

C) "T9_DACTYLEDAY" & "T9_TOXICNIGHT"
TWO SCENES WITH READY POST PROCESS PROFILES

READY POSTPROCESS

THE POST-PROCESSING STACK V2



YOU MUST DRAG FROM PROJECT TO THE HIERARCHY ONE OF TWO SCENES WITH A READY POSTPROCESS.

YouTube WATCH HOW

GOOD LUCK!
GOOD EDUCATION!
GOOD GAME!