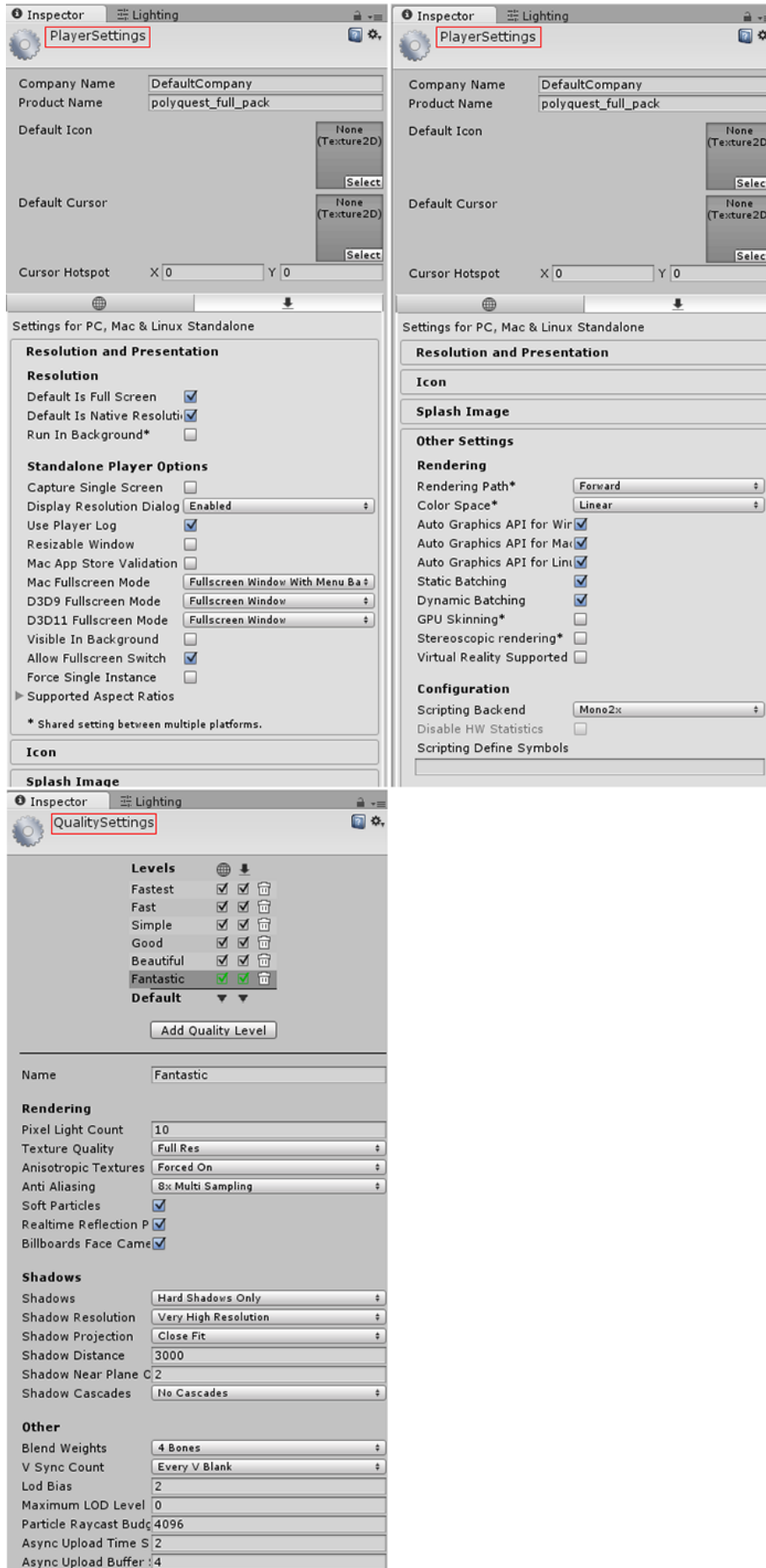# Polyquest Guidelines:

## 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**		📖 ⚙,

Company Name	DefaultCompany
Product Name	polyquest_full_pack
Default Icon	None (Texture2D)
	Select
Default Cursor	None (Texture2D)
	Select
Cursor Hotspot	X 0 Y 0

🌐   ⬇

Settings for PC, Mac & Linux Standalone

Resolution and Presentation

Resolution

Default Is Full Screen	☑
Default Is Native Resoluti	☑
Run In Background*	☐

Standalone Player Options

Capture Single Screen	☐
Display Resolution Dialog	Enabled
Use Player Log	☑
Resizable Window	☐
Mac App Store Validation	☐
Mac Fullscreen Mode	Fullscreen Window With Menu Ba
D3D9 Fullscreen Mode	Fullscreen Window
D3D11 Fullscreen Mode	Fullscreen Window
Visible In Background	☐
Allow Fullscreen Switch	☑
Force Single Instance	☐
▶ Supported Aspect Ratios	

* Shared setting between multiple platforms.

Icon

Splash Image

ⓘ Inspector	≡ Lighting	🔒 ⚙
⚙ **PlayerSettings**		📖 ⚙,

Company Name	DefaultCompany
Product Name	polyquest_full_pack
Default Icon	None (Texture2D)
	Select
Default Cursor	None (Texture2D)
	Select
Cursor Hotspot	X 0 Y 0

🌐   ⬇

Settings for PC, Mac & Linux Standalone

Resolution and Presentation

Icon

Splash Image

Other Settings

Rendering

Rendering Path*	Forward
Color Space*	Linear
Auto Graphics API for Wir	☑
Auto Graphics API for Mac	☑
Auto Graphics API for Lint	☑
Static Batching	☑
Dynamic Batching	☑
GPU Skinning*	☐
Stereoscopic rendering*	☐
Virtual Reality Supported	☐

Configuration

Scripting Backend	Mono2x
Disable HW Statistics	☐
Scripting Define Symbols	

ⓘ 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 P	☑
Billboards Face Came	☑

Shadows

Shadows	Hard Shadows Only
Shadow Resolution	Very High Resolution
Shadow Projection	Close Fit
Shadow Distance	3000
Shadow Near Plane C	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 Budç	4096
Async Upload Time S	2
Async Upload Buffer	4

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):
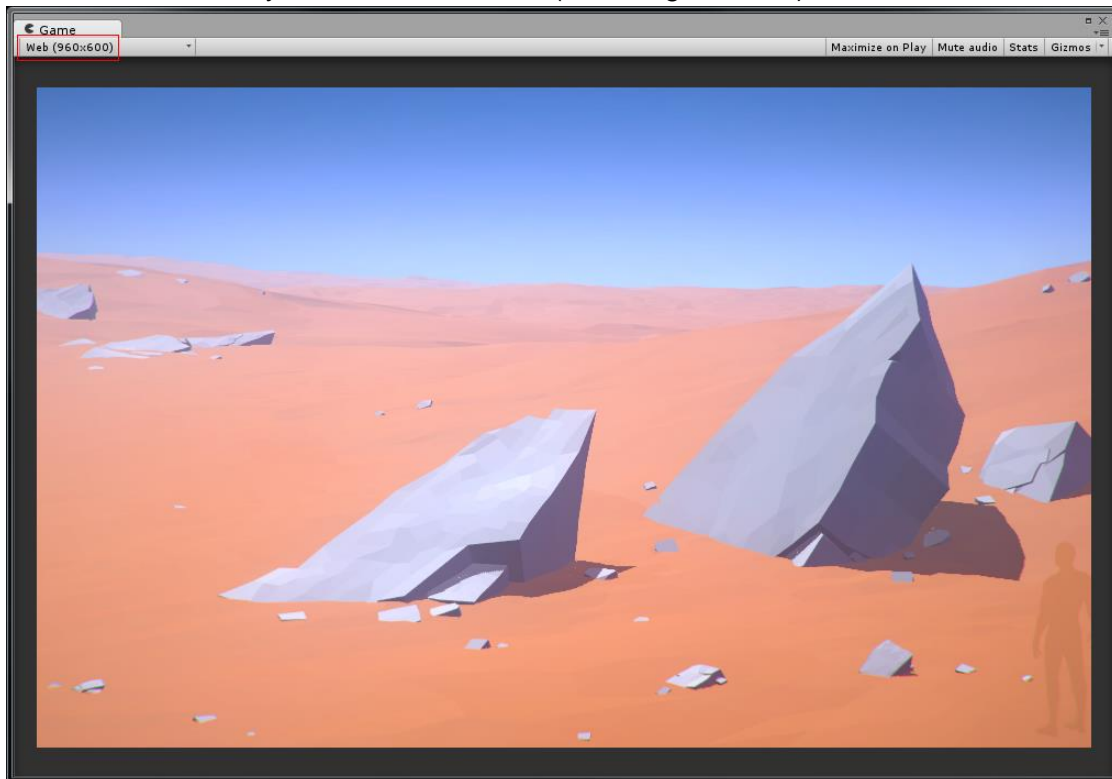
Or you can set it to any resolution that has the 1.6 resolution, for instance like the 16:10 preset (see image below):
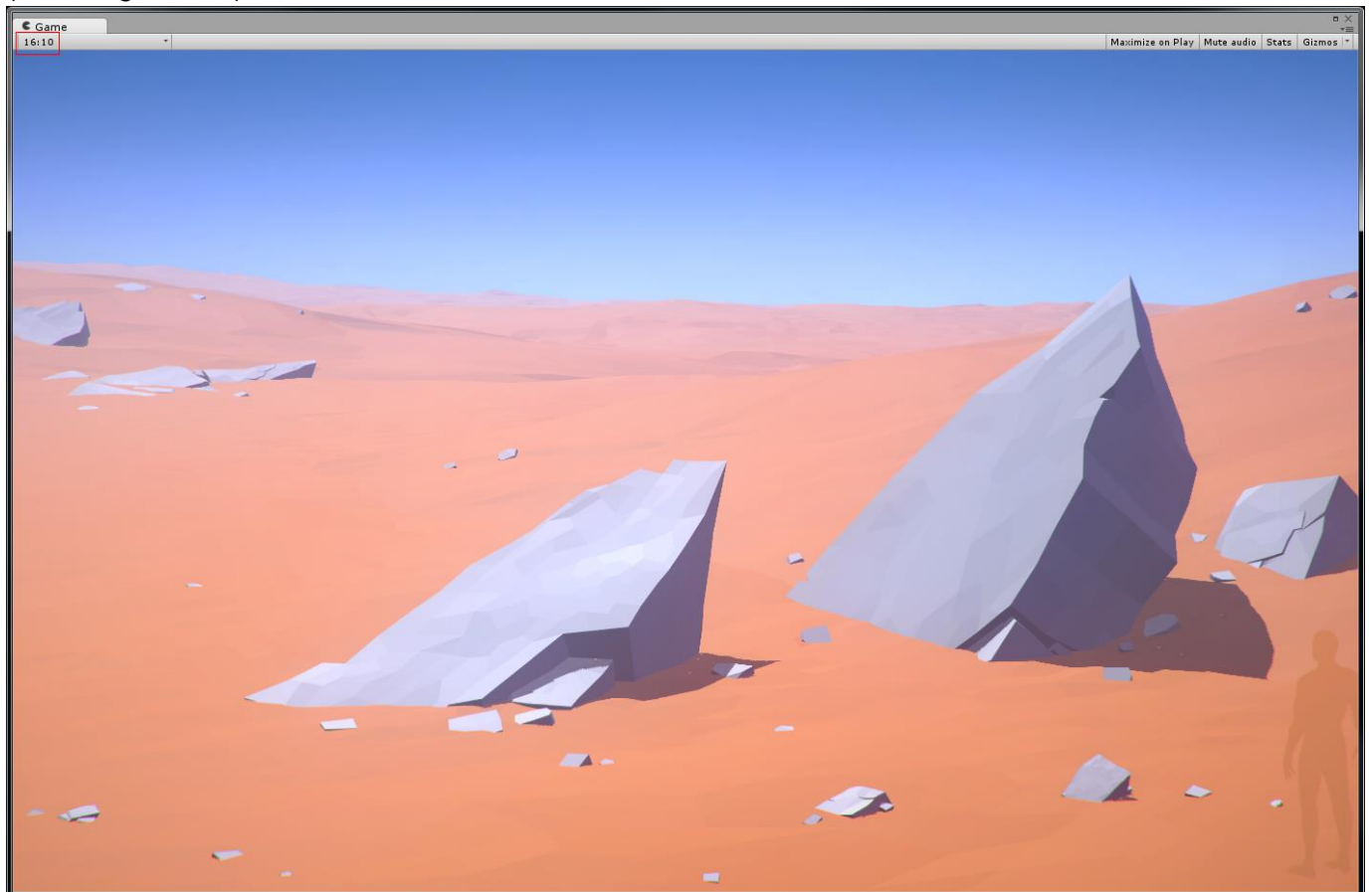
C- Vistas:

The vista cut-out cards could be combined in all kind of different ways and they have a very low impact on performance since they don't use transparency. They are also very versatile and can adapt to different visual styles. They also can represent all sort of different landscapes from deserts to mountains to arid mars hills to name a few.

Ideally one would start with a big vista cards and then start placing smaller cards to give more definition to the outline by scaling, translation and rotating those smaller cards.

D- Special Notes:

1-"Simple Pixelizer" camera shader used to make the pixelated looking effect in the screenshots is not included in the package but could be feely downloaded here:
https://www.assetstore.unity3d.com/en/#!/content/3579

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