

Colorful city - Low poly models with multiple color schemes

3Δ

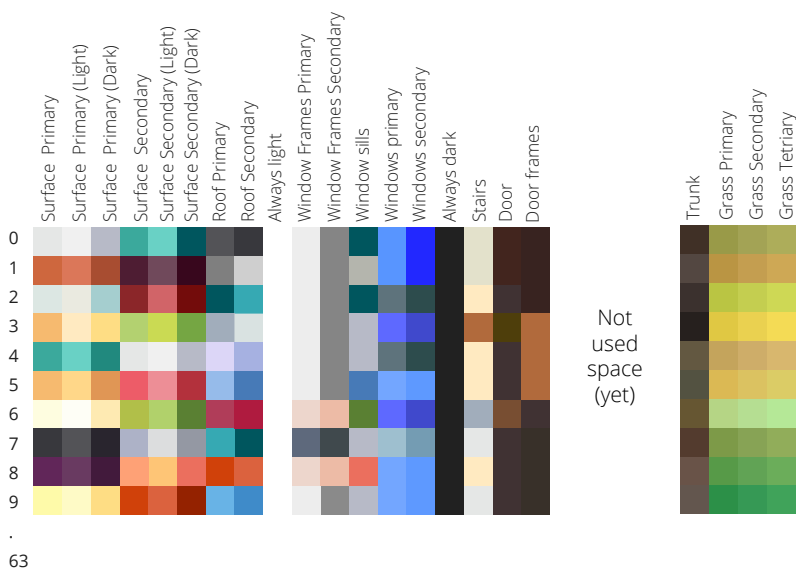
Overview

By using this asset you gain pack of buildings and props with customizable color schemes. The entire package is based on only 1 Diffuse texture and 1 Material. Colors are switched with the use of the library which makes operations on models wireframe.

How to change the color scheme?

After placing prefab on the scene, you have to change the value of the **Current Scheme** setting, provided by the **Color Scheme Switcher** script attached to the model.

How do color schemes work?



Texture explanation

Columns are corresponding to the specific elements in the models.

Each row is one color scheme.

By default, texture has size 32 x 64

32 columns

64 rows = 64 color presets

Rows can be extended (with even number), **columns CANNOT**

How to add new color presets?

Source files (vector) are attached to the package. It allows for adding changes easier. You can override one of the premade schemes or add a new one in blank space in the texture. Have in mind an overall coloring structure while doing that.

The same flow applies for metallic/smoothness map (Smoothness is stored in the Alpha channel of metallic texture).

How to import a color texture?

In case of providing an entirely new texture file for the project, remember to:

- **turn off** compression
- **turn off** generate mipmapping
- set filter mode to **Point**

How to prepare new models (using the library)?

If you would like to import new or modified models, make sure that you enable the read/write option. If this option won't be checked, you may experience issues with rendering models after building the game.

To unlock switching schemes functionality, you have to attach **ColorSchemeSwitcher** script from the **ColorSchemeManager** library.

After attaching the script to the object, you have to:

- provide an original mesh of the object under Mesh slot
- provide Scheme Grid value which indicates the total number of possible schemes that the texture can contain (for example texture with a height of 64 px can store 64 schemes in rows with a height of 1 px). Even if the texture is filled with 40 schemes you still have to provide the total number: 64)

How can I adjust the library code?

You cannot. The content of this package, which contains editor integration as well as the basic functionality, is precompiled into a DLL library to provide the best quality and experience while using the provided tool. For more information how to use or integrate the API check the documentation attached to the package.

How to change the scheme for a group of objects?

First of all, all models you want to group should have assigned **ColorSchemeSwitcher** script each. Then assign **GroupColorSchemeSwitcher** script to parent game object, which will take control of color scheme for all objects.

Currently, there is no other way for group scheme change as the library doesn't support multi-object editing.

Using colliders as LOD

Stay tuned for the LOD topic, but...

You can use Colliders as LOD as models are mapped on texture too!

Models scale

By default, models are imported in scale 0.1, but all of them are created in a 1:1 meter scale. You can still reimport them with the scale set to 1 if you need it.

Library documentation

Everything related to the usage of the library scripts is attached, in the Documentation folder.

Scene settings used for promo arts

Your scene color output may differ if you didn't set **Color space** settings to linear.

Contact

If you have any questions about the package or its road map - please contact me through email **triangularity.store@gmail.com**

Thank you for buying my package. I hope you will find it useful. Don't forget to rate and comment!