Low Poly Cannons Pack Documentation

Contacts

If you have any questions, suggestions on what to improve or create. Maybe found any bugs, please send me an e-mail!

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HOW TO SETUP DEMO SCENES IN UNITY 2019.4 LTS AND UP

1.
Make sure that Color Space is set to Linear

Go to Edit > Project Settings > Player In the Other Setting tab, you will find Color Space*, set it to Linear

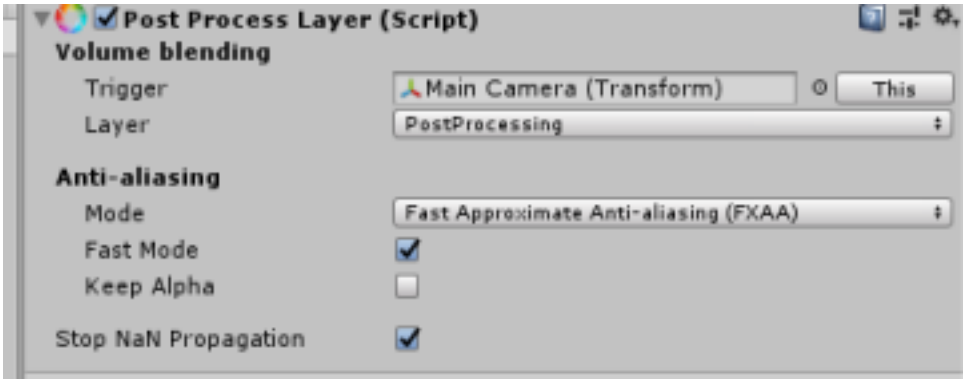
2.
Install the Post Processing package from the Package Manager.

Go to Window > Package Manager - open the tab All packages and search for Post Processing. Select it and hit the Install button.

3.
Apply Post-process Layer to the Camera.

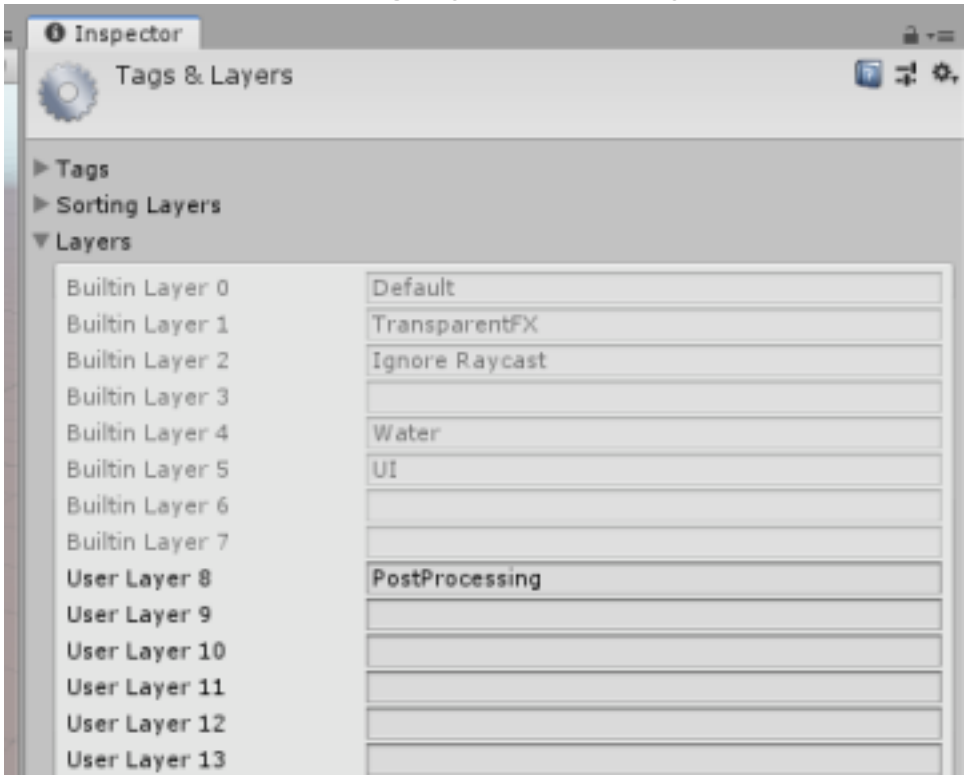
Select the Camera in the Hierarchy, press on Add Component, type post in the search window, and press on Post-process Layer to apply.

Post Process Layer settings:

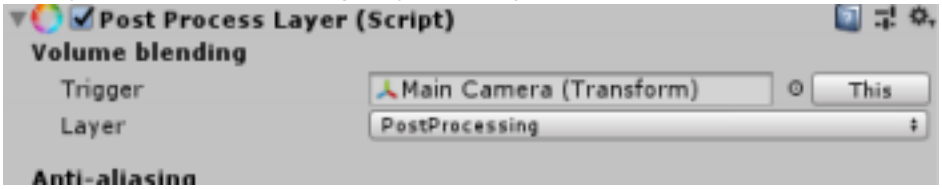


4.

Create PostProcessing layer and apply it to the Camera.



Select the Camera and inside the Post Process Layer – Volume blending – Layer apply PostProcessing layer we just created:



5.
Create a Post-Process Volume.

-Create Empty game object:

-Rename it to something like Post Process Volume

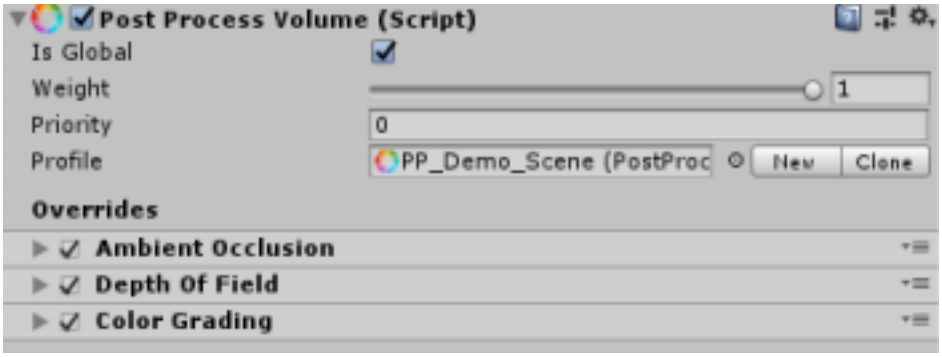
-Set Layer to PostProcessing

-With Post Process Volume selected press on Add Component, search for post and select Post-process Volume to apply

-Enable is Global

-I’ve created Post-Processing Profile for Demo scene. Go to Low Poly Cannons Pack > Bonus Assets > Post Process Settings > Unity_2018.4 and up.

Drag and drop Processing Profile to Profile slot inside the Post Process Volume



UNITY 2019.4 AND UP - UNIVERSAL RENDER PIPELINE (URP)

You might encounter pink textures after importing Low Poly Cannons Pack to your Unity project, which is using Universal Render Pipeline (URP).

It‘s because all of Low Poly Cannons Pack assets use material with a default Standard Unity shader. URP use different materials and shaders. So we need to change all materials from Standard shader to Universal Render Pipeline/Lit shader.

Go to Edit > Render Pipeline > Universal Render Pipeline > Upgrade Project Materials to UniversalRP Materials

UNITY 2019.4 LTS AND UP - HIGH DEFINITION RENDER PIPELINE (HDRP)

You might encounter pink textures after importing Low Poly Cannons Pack to your Unity project, which is using High Definition Render Pipeline (HDRP).

It‘s because all of Low Poly Cannons Pack assets use materials with a default Standard Unity shader. HDRP use different materials and shaders. So we need to change all materials from Standard shader to HDRenderPipeline shader.

Go to Edit > Render Pipeline > Upgrade Project Materials to High Definition Materials

UNITY 2019.4 LTS AND UP - LIGHTWEIGHT RENDER PIPELINE(LWRP)

You might encounter pink textures after importing Low Poly Cannons Pack to your Unity project, which is using Lightweight Render Pipeline (LWRP).

It‘s because all of Low Poly Cannons Pack assets use materials with a default Standard Unity shader. LWRP use different materials and shaders. So we need to change all materials from Standard shader to LightweightPipeline shader.

Go to Edit > Render Pipeline > Upgrade Project Materials to LightWeight Materials

PREFAB FOLDER PREFABS COLOR PINK

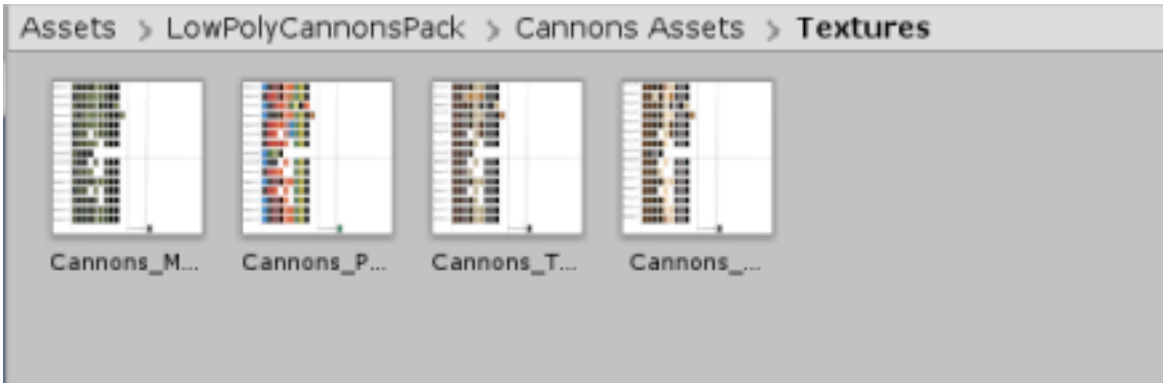
-**You might see all of the prefabs in “Prefabs” folder are Pink color.** To

fix that - press Right Mouse on the „Prefabs“ folder and select Reimport.

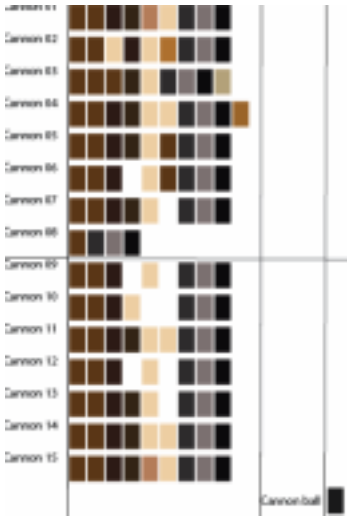
HOW TO CHANGE CANNON COLOR/TEXTURE

In cannons pack we have 4 materials which every has his own texture atlas. So, we need to change colors for that texture to change Cannon prefabs color.

Go to



And open texture you want to change in any image editing software.
Each texture represents color of every cannon. So if you want to change all or few you just change colors and save.



SCRIPTS

In project we have **CannonProjectile** script which is used to fire cannon projectiles and it is there just to show that functionality focus of this pack is on cannon meshes.