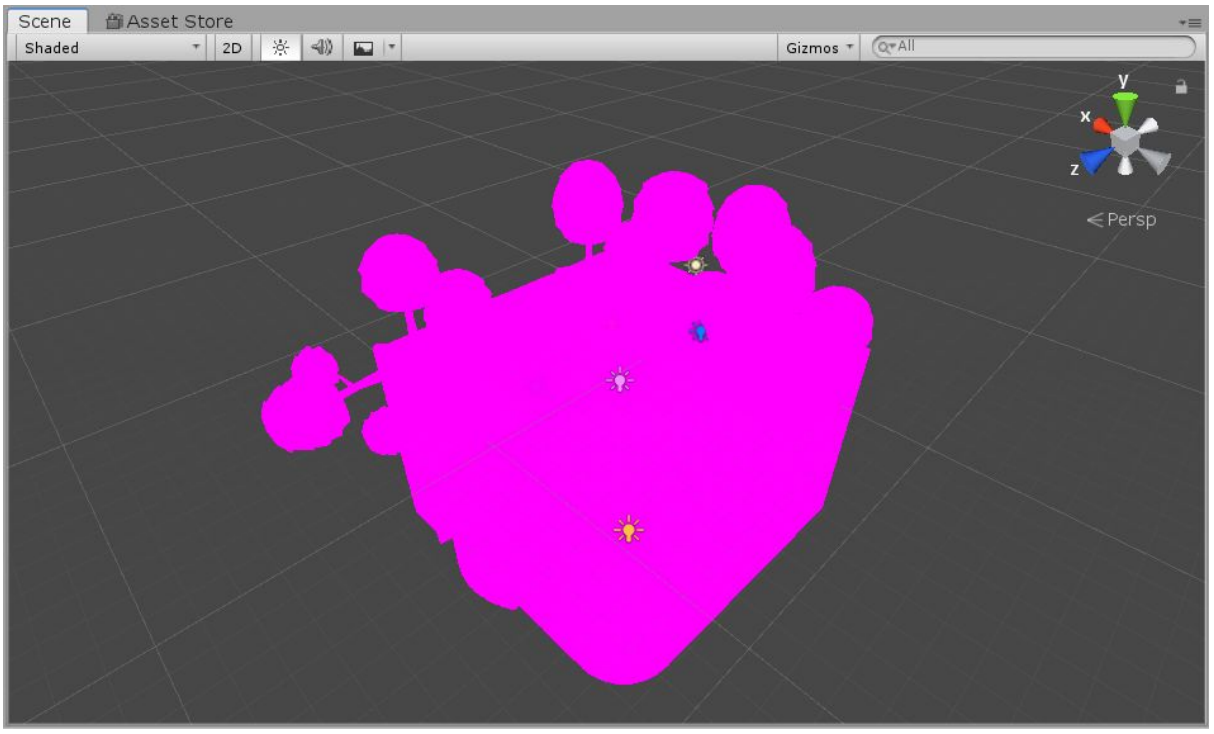
Isometric Cube Environment Documentation

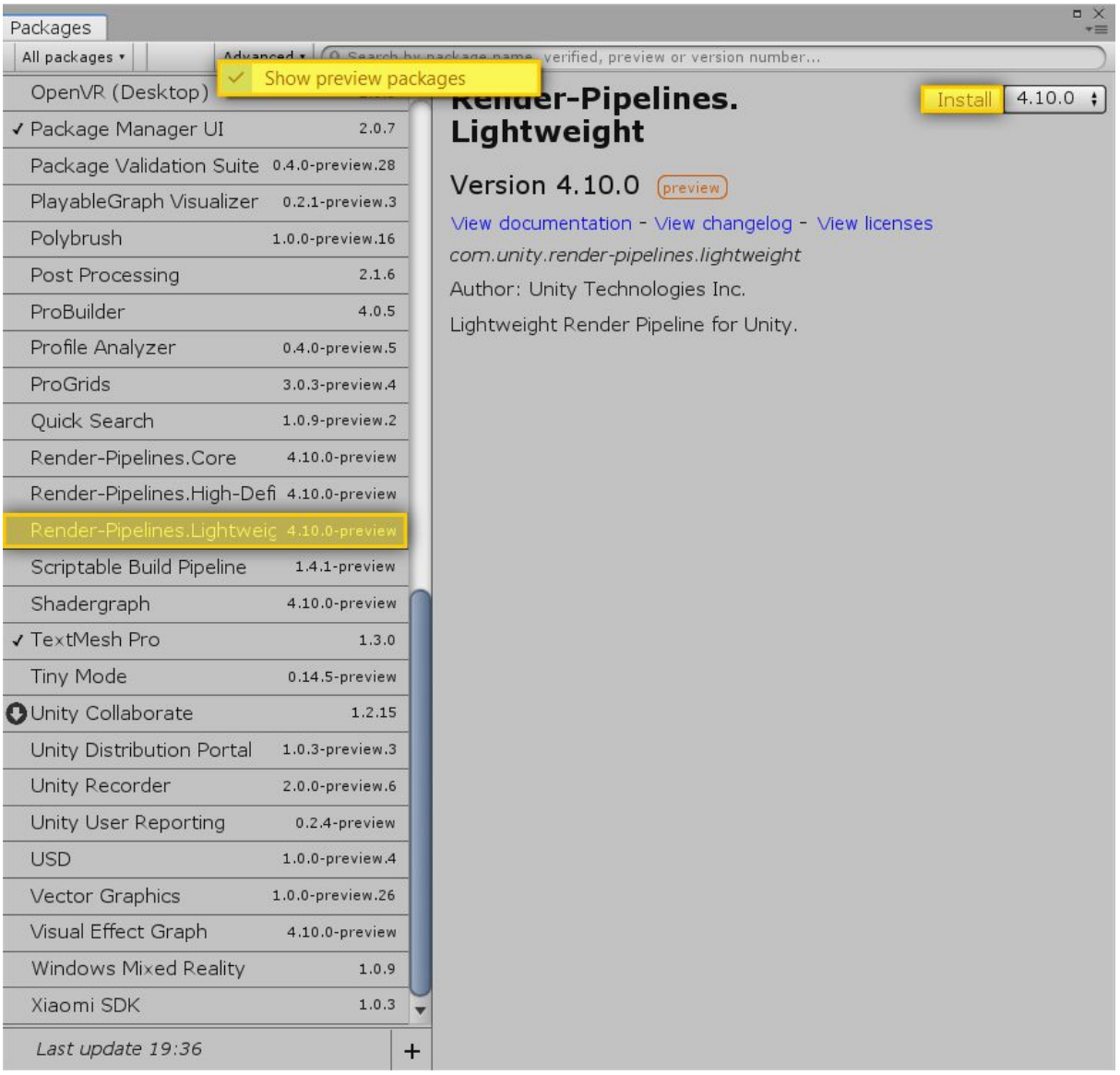
Assets used

This project features the **Shader Graph, Lightweight RP, TextMesh Pro**. All these packages are installed via the Package manager right in the Unity editor. Go to **Window -> Package manager** and search for the packages mentioned above (You must have checked “Show preview packages”).
Click Install.

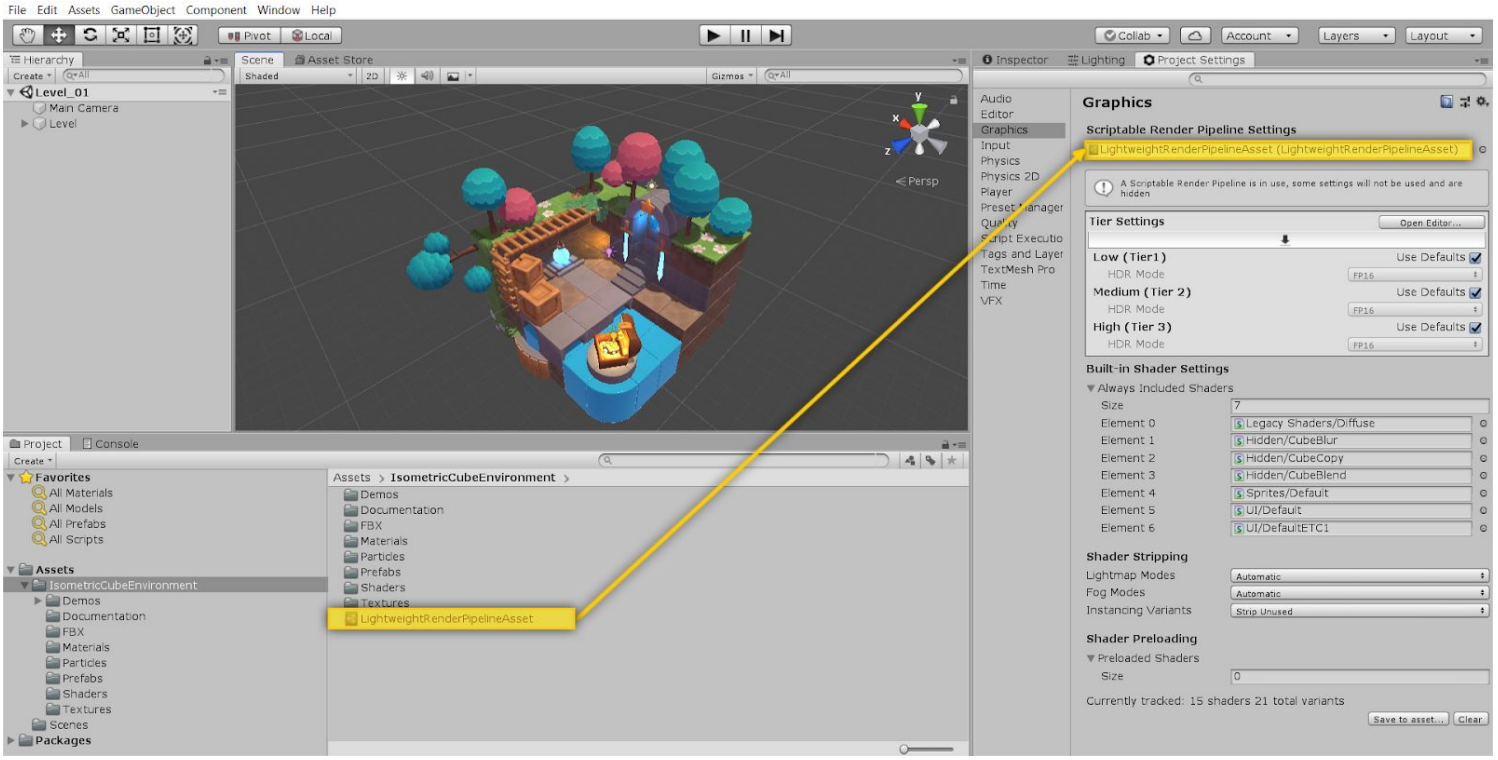
Materials of the project will not work properly and have pink (magenta) color, without proper setup of **Lightweight RP**.



Lightweight RP Install/Setup (Render Pipeline)



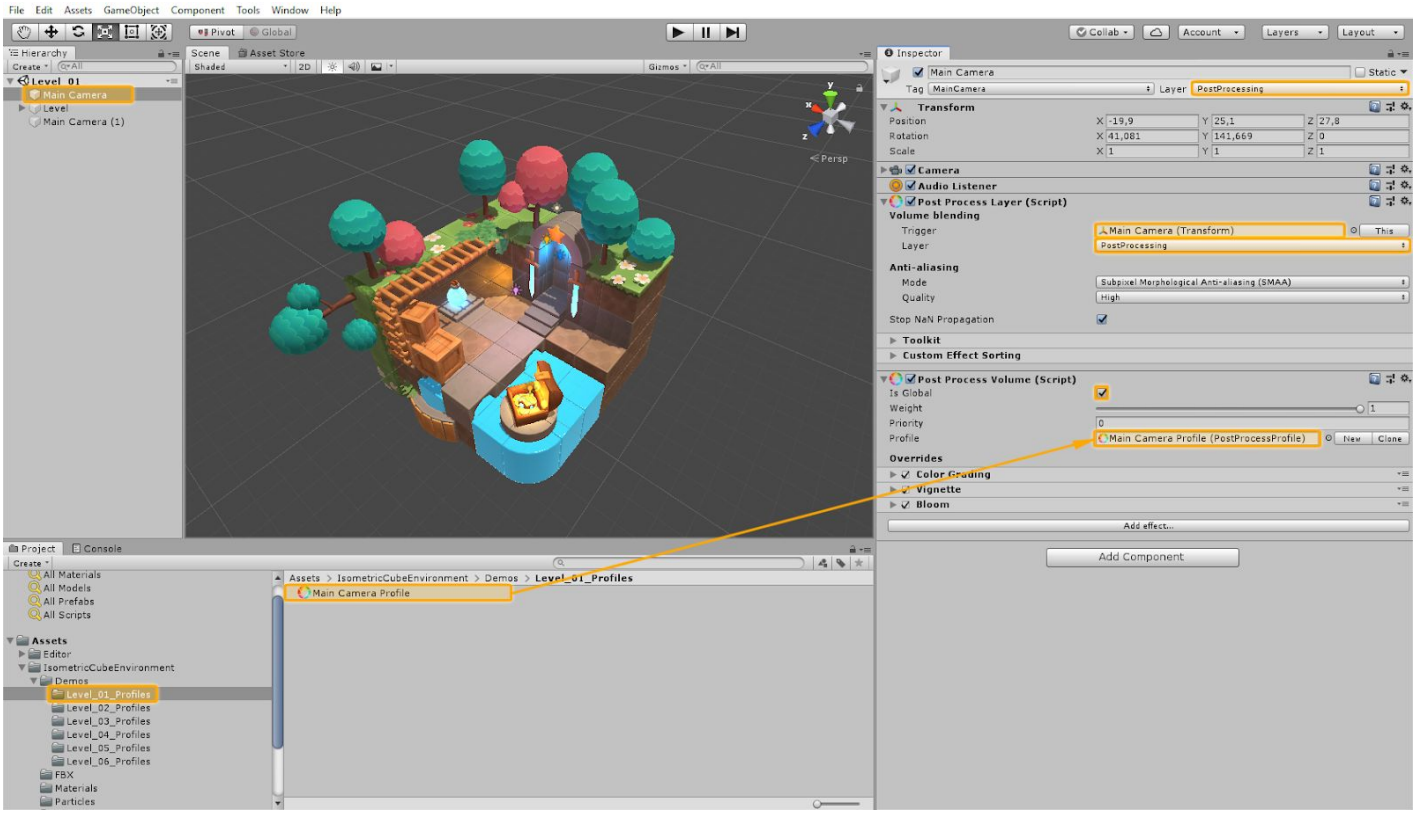
After the **Lightweight Render Pipeline** has been installed, drag and drop **LightweightRenderPipelineAsset** from the library to the **Scriptable Render Pipeline. Setting** window in **Project Settings -> Graphics.**



In case some of the assets in the Library turn pink (magenta), select them, right-click and **Reimport.** This will restore their thumbnails.

Adding Unity Post Processing Stack effects from screenshots

1. Download Unity Post Processing Stack from the Asset Store (https://assetstore.unity.com/packages/essentials/post-processing-stack-83912). If you are not familiar with how this asset works, we recommend reading the following instructions - https://github.com/Unity-Technologies/PostProcessing/wiki/Quick-start
2. Add the Post Processing Stack to your Unity project.
3. Create a Post-Processing Layer Component for the Camera you want to use. The Camera, as well as, the Post Process Layer (Script) both need to be in the Layer called "Postprocessing".
4. Next, create the Post Process Volume Component.
5. Drag and drop the Post Processing profile asset from the assets directory. Post Processing profile assets are placed in “level_profiles” folder inside folder “Demos”.
6. Visible changes can be seen in Game window with display number selected for chosen camera.
7. Post Processing Effect look can be custom changed by adding, deleting and editing existing values inside Post Process Volume (script) component. Every effect is stacked under “Overrides”.



Changing colors of the material (Controllers_Mat)

There is prepared partially tintable material for Controllers. To change the color of colored parts, double-click the Coloring box and pick any other color.

In the **Materials** folder you can find the Controllers_Mat. In the Colouring section of the material you can customize colors of the object using a color picker.