POLY - Egypt
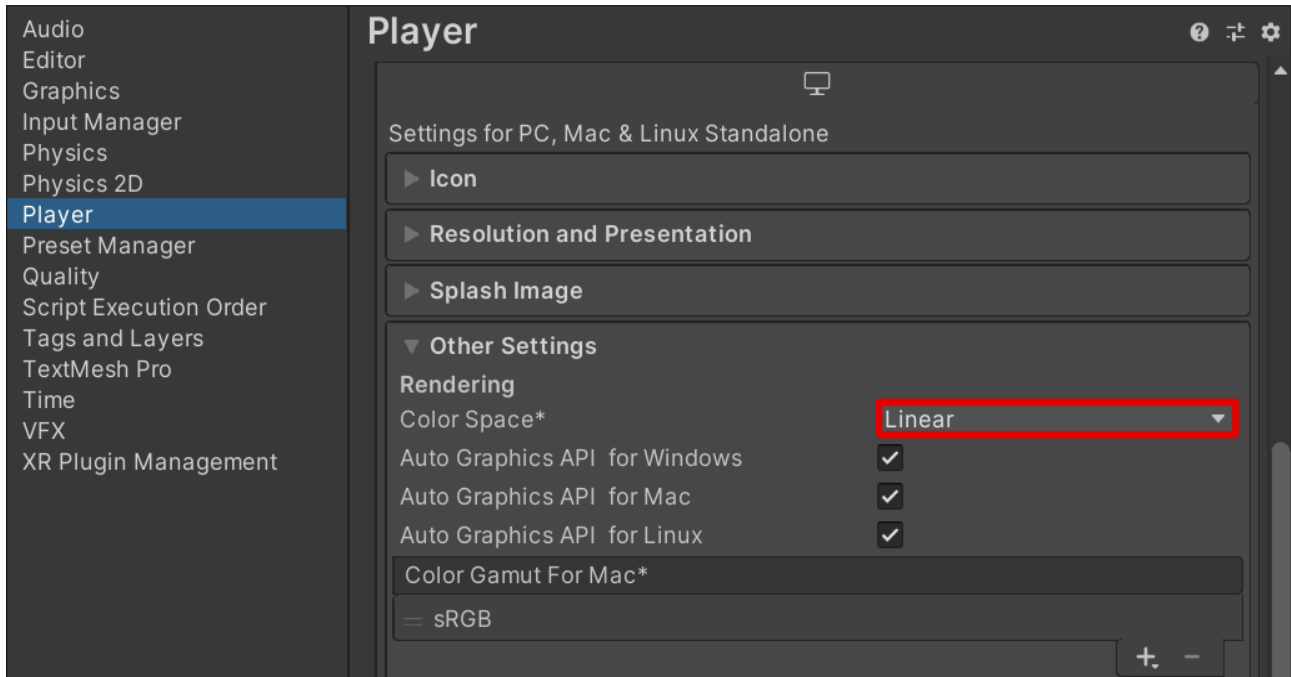
For convenience, make sure your project Rendering Settings are set to **Linear.**
Rendering Settings are located in Edit > Project Settings > Player


Standard / Built-in setup

install the **Post-Processing** plugin via the Download Manager, located in Window > Package Manager

When installed, create a Game Object > 3D Object > Post-Process Volume .

On the created Volume, assign the **Post-Process Profile** located in POLY_Egypt > Settings > Built-in

Create a custom Layer for the Post-Process Volume by clicking on the Default Layer and **Add Layer...**
Give any name to the new Layer, and go back to the Volume to assign it.

Check **Is Global**.
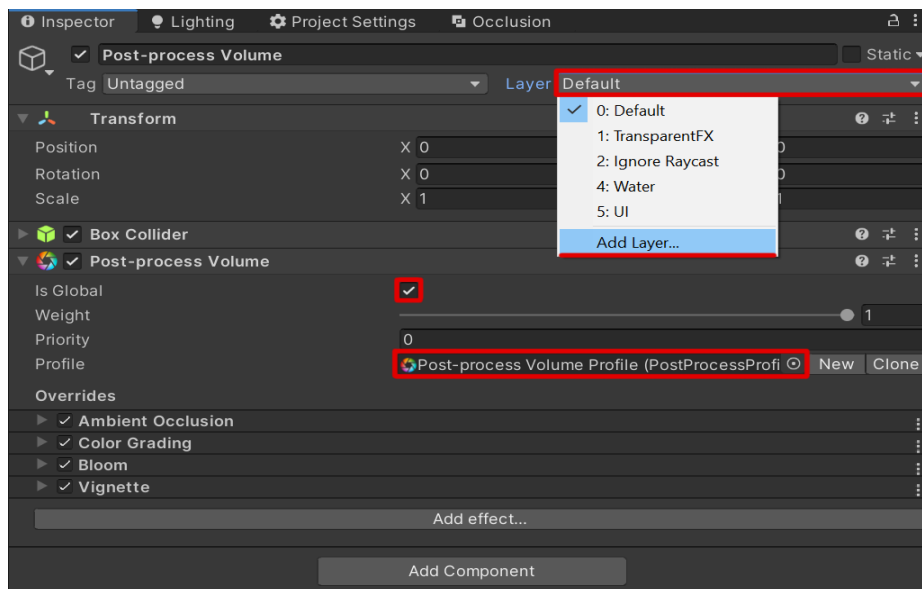
Now add a **Post-Process Layer** component to the scene **Camera** :
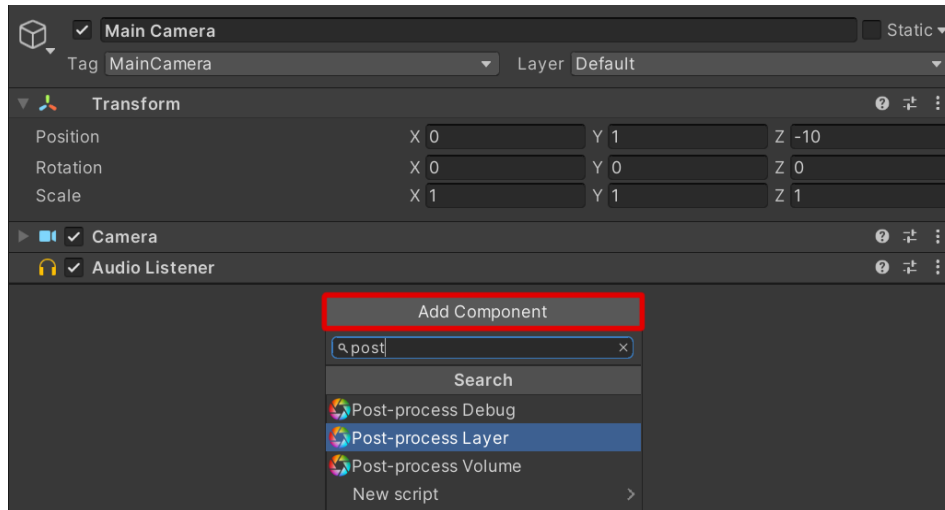
Assign the **Layer** you just created to the component, and choose an **Anti-Aliasing** method.

URP setup

install the **Universal RP** via the Download Manager, located in **Window > Package Manager**

Open the **URP** package located in **POLY_Egypt > Settings > URP** and import everything.

Assign the **UniversalRenderPipelineAsset** in project Graphic Settings.

Create a **Game Object > Volume > Global Volume**
Assign the provided **Global Volume Profile** located in **POLY_Egypt > Settings > URP**

To switch back to Built-in, delete the 3 profiles in **POLY_Egypt > Settings > URP**

Open the **Built-in** package located in **POLY_Egypt > Settings > Built-in** and import everything.

Shaders

SimpleBillboards
A very basic billboard shader for vegetation.
Uses an ID map to define colors.

SimpleLayer
A shader that blends two color using vertex normals (on top of the surface).
Uses a treshold for slope.

Errors / Warnings

Some errors/warnings can appear at import, such as "**Next vertex not found in CheckWinding()**"
You can dissmiss them.

To achieve the exact same look as the screenshots seen on the Asset Store, a few plugins are needed.
All are free to use (MIT License) – **For indepth setup, please refer to their proper documentation**.

Those plugins are only compatible in the Built-in version, with Deferred rendering enabled.

Fog - SlightlyMad's Volumetric Lighting :
https://github.com/SlightlyMad/VolumetricLights
Add a **VolumetricRenderer** component to your Camera,
Add a **VolumetricLight** component to any light.

Reflections - Xerxes's SSSR :
https://github.com/Xerxes1138/StochasticScreenSpaceReflection
Add a **StochasticScreenSpaceReflection** component to your **Camera**.
(Effects are only shown in Play Mode.)

Global Illumination – Sonic Ether's GI :
https://github.com/sonicether/SEGI
Add a **SEGI (Cascaded)** component to your Camera.

Thank you♥

If you have any questions, or simply want to say hello,
feel free to contact us at **contact@bk-prod.fr**

We also have a **7 questions** survey over here :
https://forms.gle/5Am8UN3NFq7Qq5ar5
Every bit helps, your feedback is extremely valuable to us !

Enjoy your pack !