Documentation & Quick Start

Thank you!

Thank you for choosing this pack! We hope you create something really special with it.

Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.
Feedback and suggestions can be made in the Unity Forums. You will find the link to it on the store page of the pack.
Your feedback helps us focus on the right updates for the future which will be free for existing users!

Enjoy, your Tidal Flask team! 

Content

Quick Start

Lightweight Render Pipeline (LWRP) and Universal Render Pipeline (URP)

This packages is made using **Lightweight Render Pipeline** but we also created a **Built-in version** of the pack. When importing you can choose a LWRP or a Standard version.
If you want to find out exactly what LWRP can and can't do please visit this page:
https://unity.com/lightweight-render-pipeline

Since **Unity 2019.3** the **LWRP** is renamed to **Universal Render Pipeline (URP)**. For more information please visit this page:
https://docs.unity3d.com/2019.3/Documentation/Manual/universal-render-pipeline.html

Importing

You will find detailed steps on how to import the package below. You will need **Unity 2019.1.0 or above**. If you want to use **URP** you will need **Unity 2019.3 or above**.

The pack contains a **Standard version** and a **LWRP/URP version**.
Double-click on a pack to import its contents.

IMPORTANT!!! LWRP is not compatible with other render pipelines. You can convert from the Unity Built-In Render Pipeline to LWRP. To do so, you'll have to rewrite your assets and redo the lighting in your game or app. You can use the upgrader to upgrade Built-in Shaders to LWRP Shaders (Edit > Render Pipeline > Upgrade Project Materials to LightweightRP Materials). For custom Shaders, you'll have to upgrade them manually.

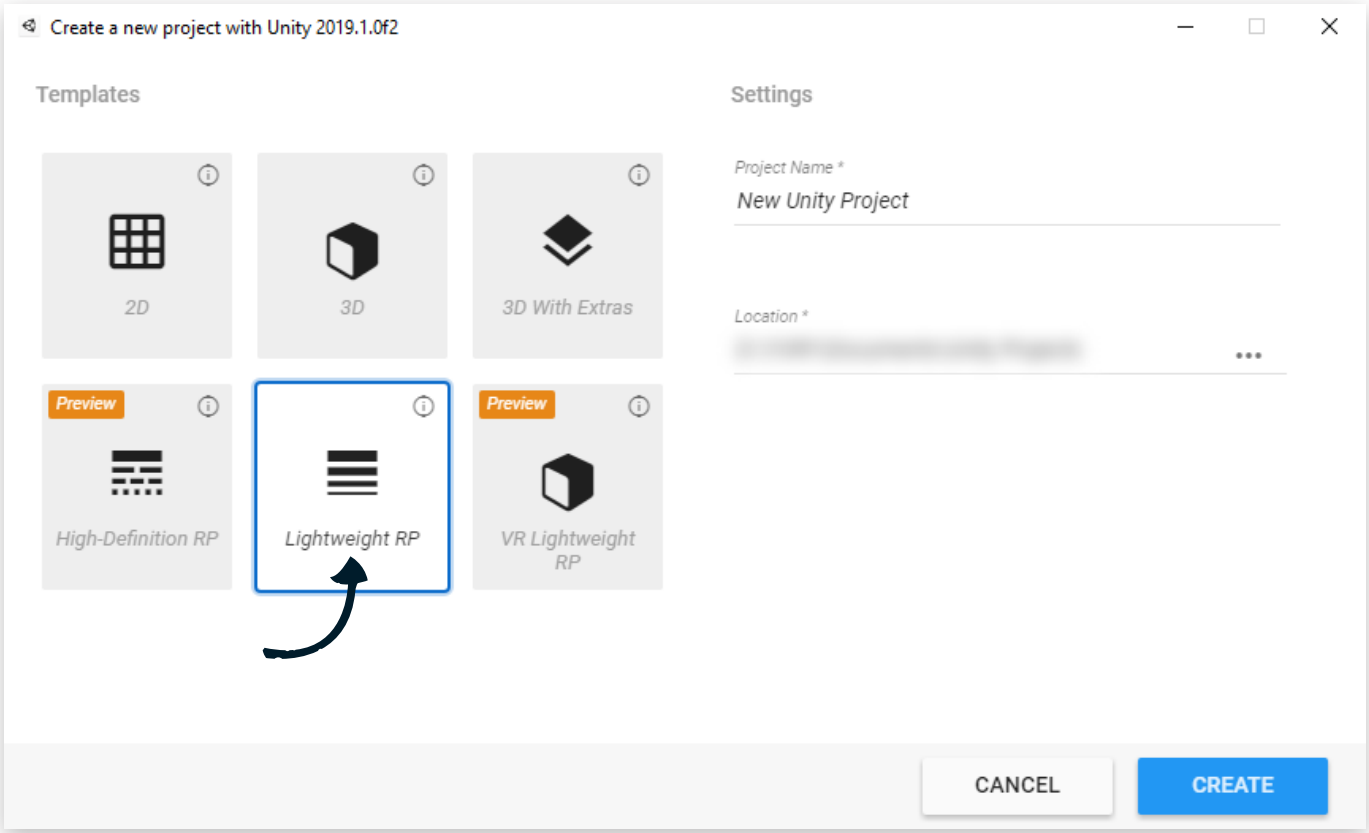
Using the Built-in Render Pipeline

After importing the Standard version into your project which doesn't use any of the Scriptable render pipeline packages like Lightweight Render Pipeline (LWRP), Universal Render Pipeline (URP) or Highdefinition Render Pipeline (HDRP) **it should just work™**

How to set up your project for LWRP (option 1)

We recommend to create a **clean project** and install the **LWRP** via the **Package Manager** or via **Templates** and import our package to this project.
To do so follow the steps below:

Step 1: Click **“NEW”** to create a new project (for LWRP pick **Unity 2019.1.0 or above**).



Step 2: In the **“Templates”** select **“Lightweight RP”**, this way everything you need for this package will be preinstalled.

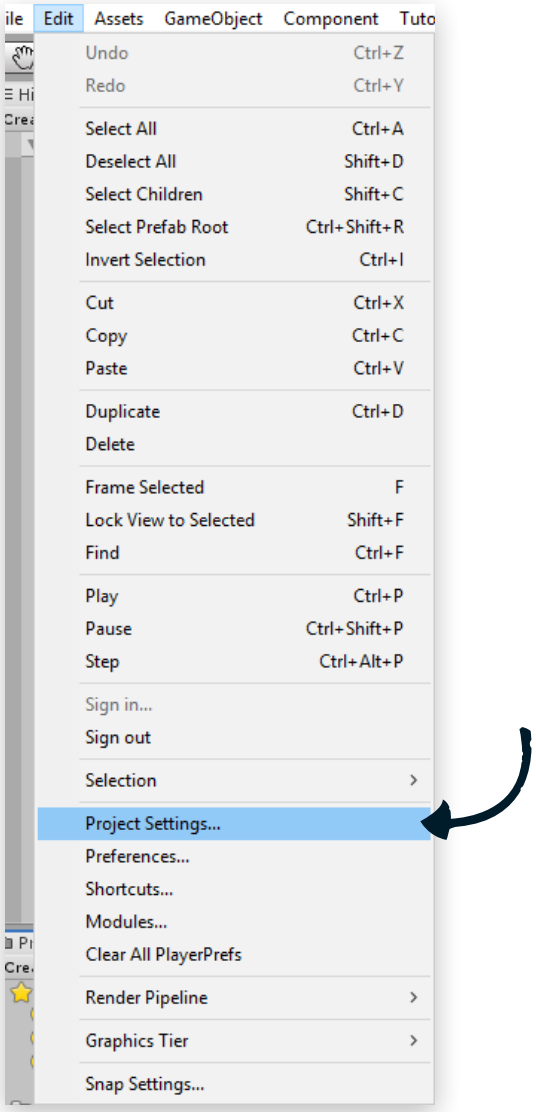
Step 3: Download the **“FANTASTIC - Interior Pack”** from the Asset Store and import it into your project.

The pack contains a Standard version and a SRP version.
Double-click on a pack to import its contents.

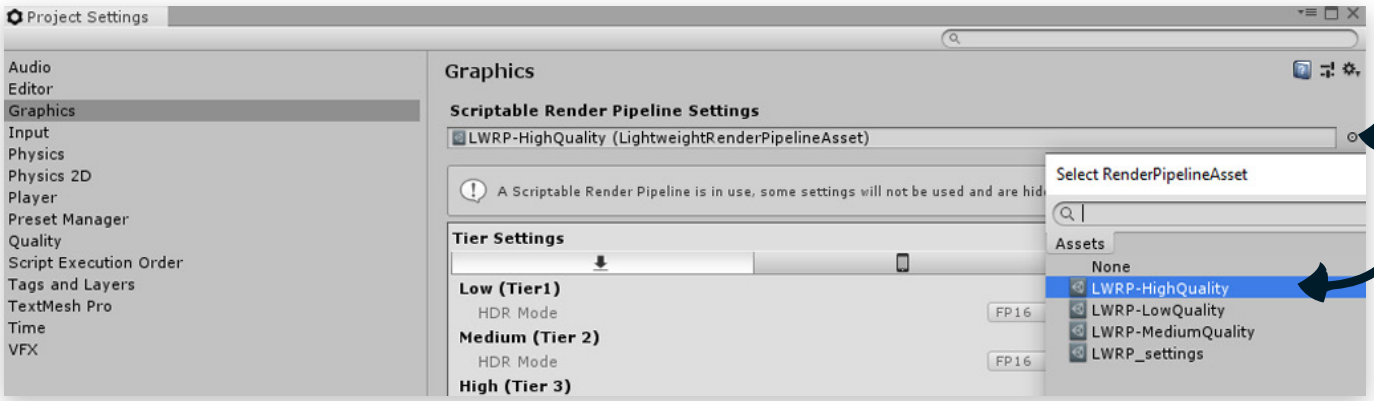
At this point you already can go to **\Fantastic Interior Pack\scenes** and select any of the scenes.

If you see any pink assets inside the **Project** window in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) **> right click > Reimport** and it should fix it.

If you see any errors in the **“Console”**, try the **“Clear”** button. If the errors don’t disappear consult the **FAQ** or drop us a mail: **info@tidalflask.com**



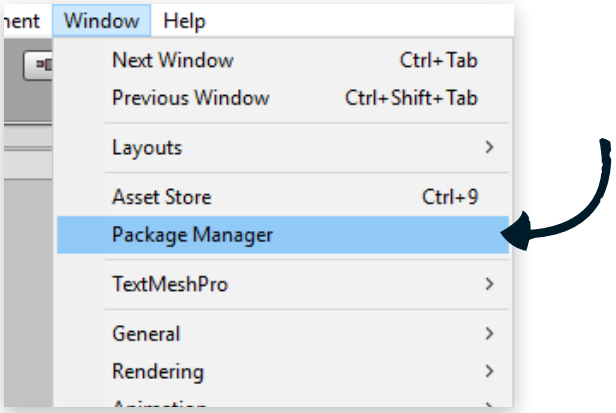
Step 4: After the project is loaded, go to **Edit > Project Settings...**



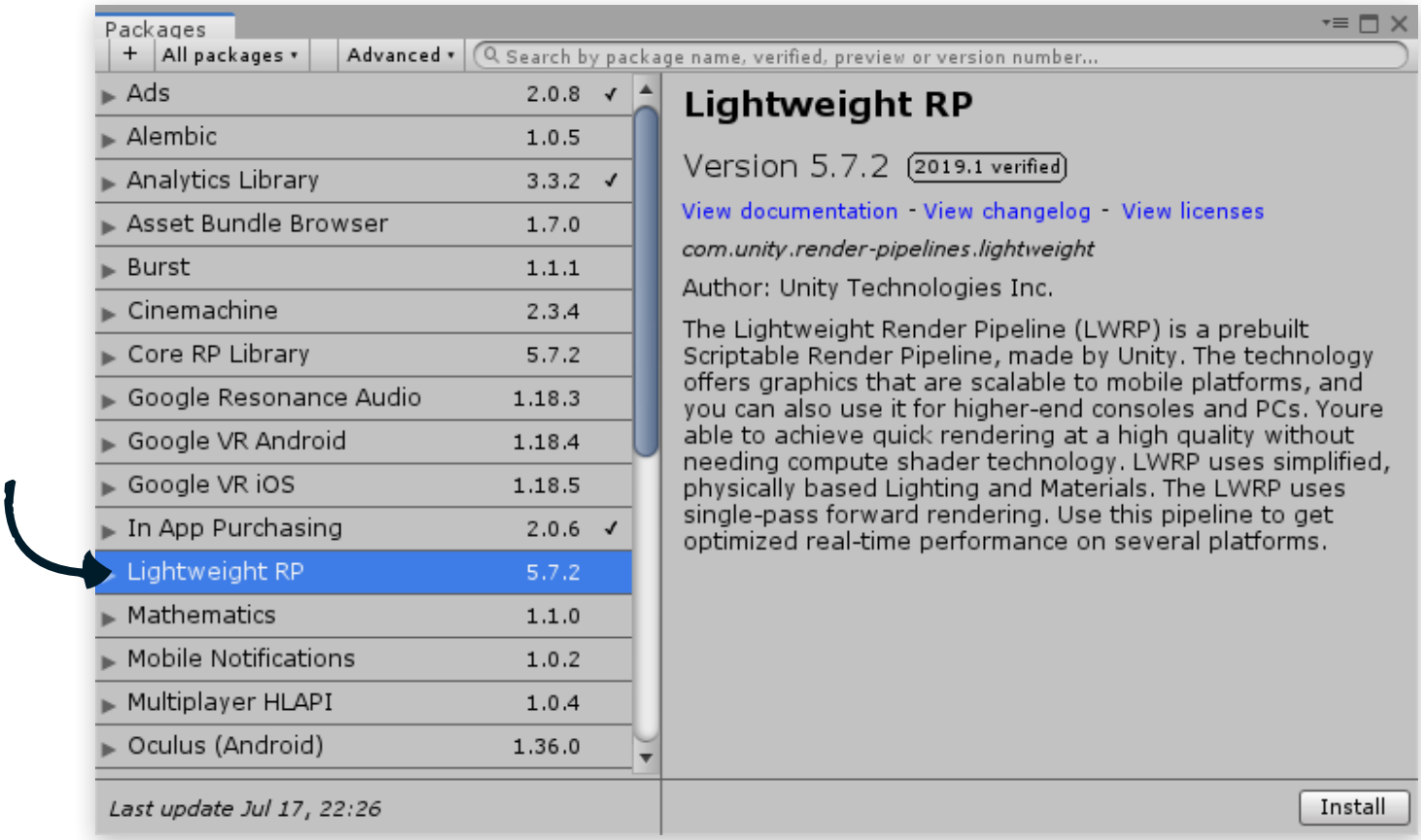
Step 5: For the Scriptable Render Pipeline Settings select **“LWRP_HighQuality”**.

How to set up your project for LWRP (option 2)

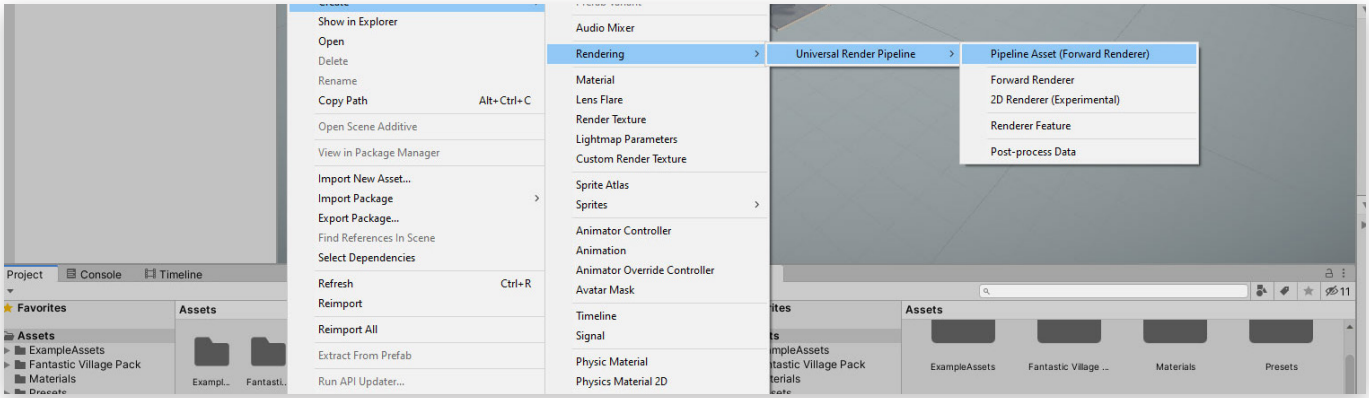
If you imported the **“FANTASTIC - Interior Pack”** before you installed the LWRP please follow the steps below:



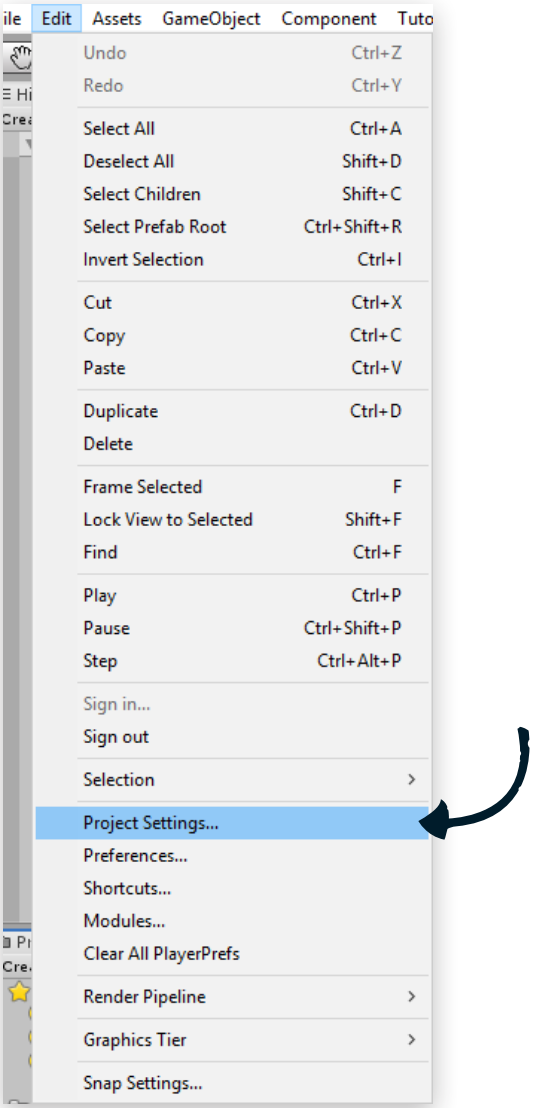
Step 1: go the Window > Package Manager.



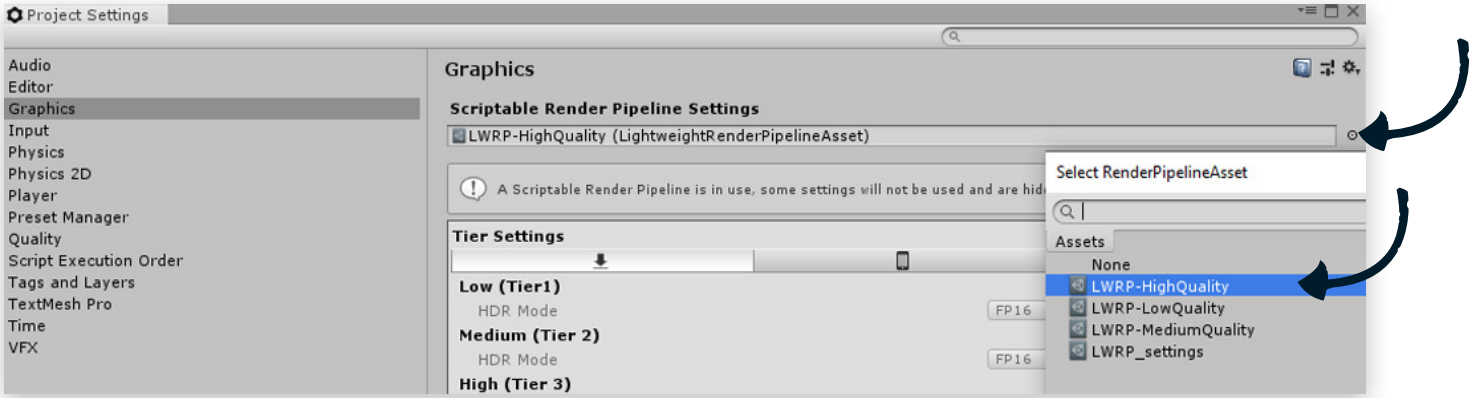
Step 2: Select “Lightweight RP” asset and click “Install”.



Step 3: Create new Pipeline Asset.



Step 4: Go to **Edit > Project Settings...**

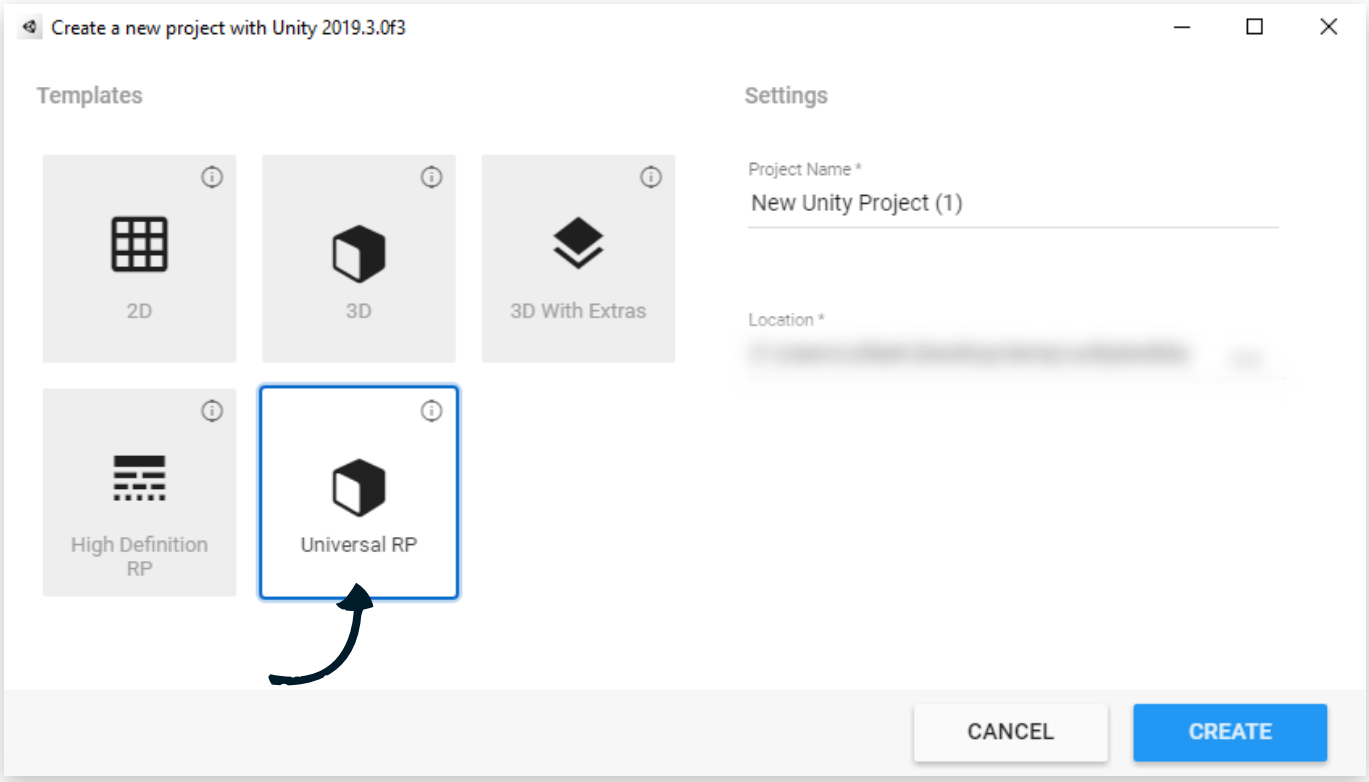


Step 5: For the Scriptable Render Pipeline Settings select the asset created at Step 3.

How to set up your project for URP (option 1)

We recommend to create a **clean project** and install the **URP** via the **Package Manager** or via **Templates** and import our package to this project.
To do so follow the steps below:

Step 1: Click **“NEW”** to create a new project (for **URP** pick **Unity 2019.3 or above**).



Step 2: In the **“Templates”** select **“Universal RP”**, this way everything you need for this package will be preinstalled.

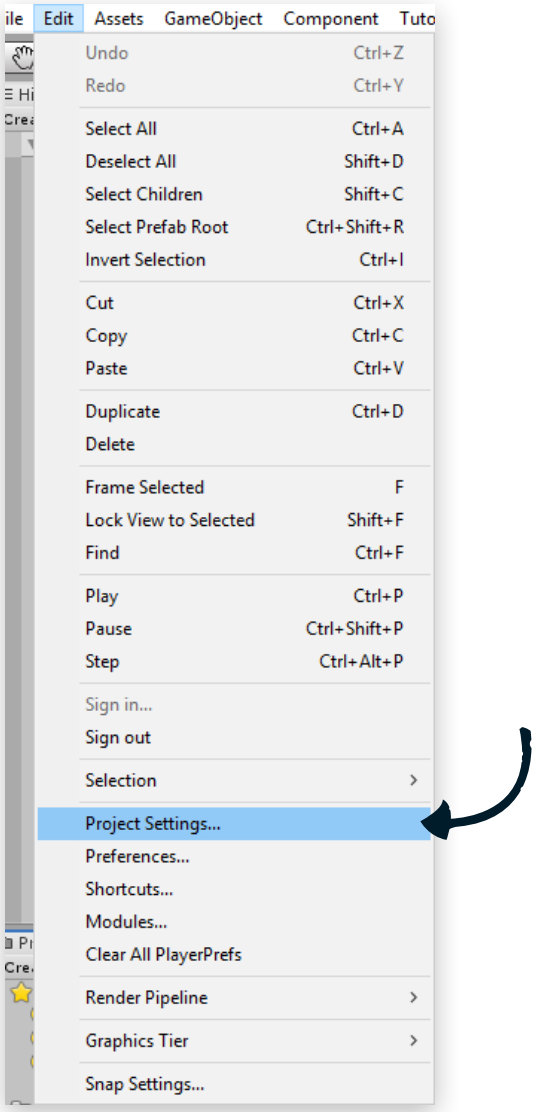
Step 3: Download the **“FANTASTIC - Interior Pack”** from the Asset Store and import it into your project.

The pack contains a Standard version and a SRP version.
Double-click on a pack to import its contents.

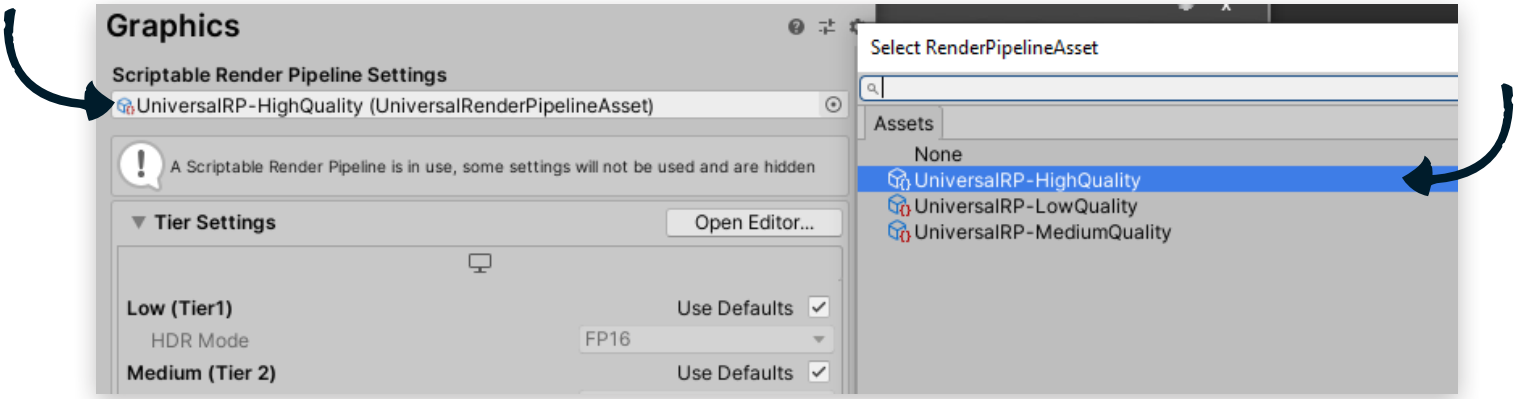
At this point you already can go to **\Fantastic Interior Pack\scenes** and select any of the scenes.

If you see any pink assets inside the **Project** window in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) **> right click > Reimport** and it should fix it.

If you see any errors in the **“Console”**, try the **“Clear”** button. If the errors don’t disappear consult the **FAQ** or drop us an mail: info@tidalflask.com



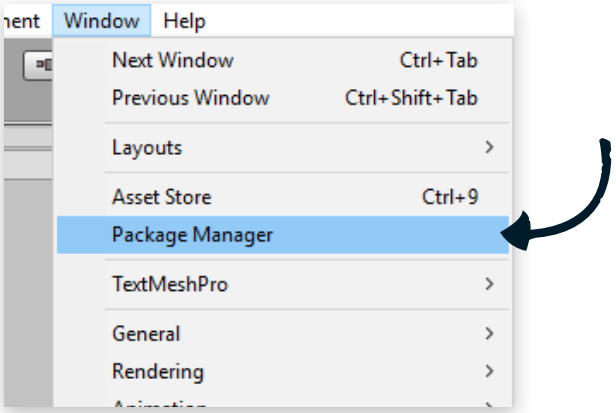
Step 4: After the project is loaded, go to **Edit > Project Settings...**



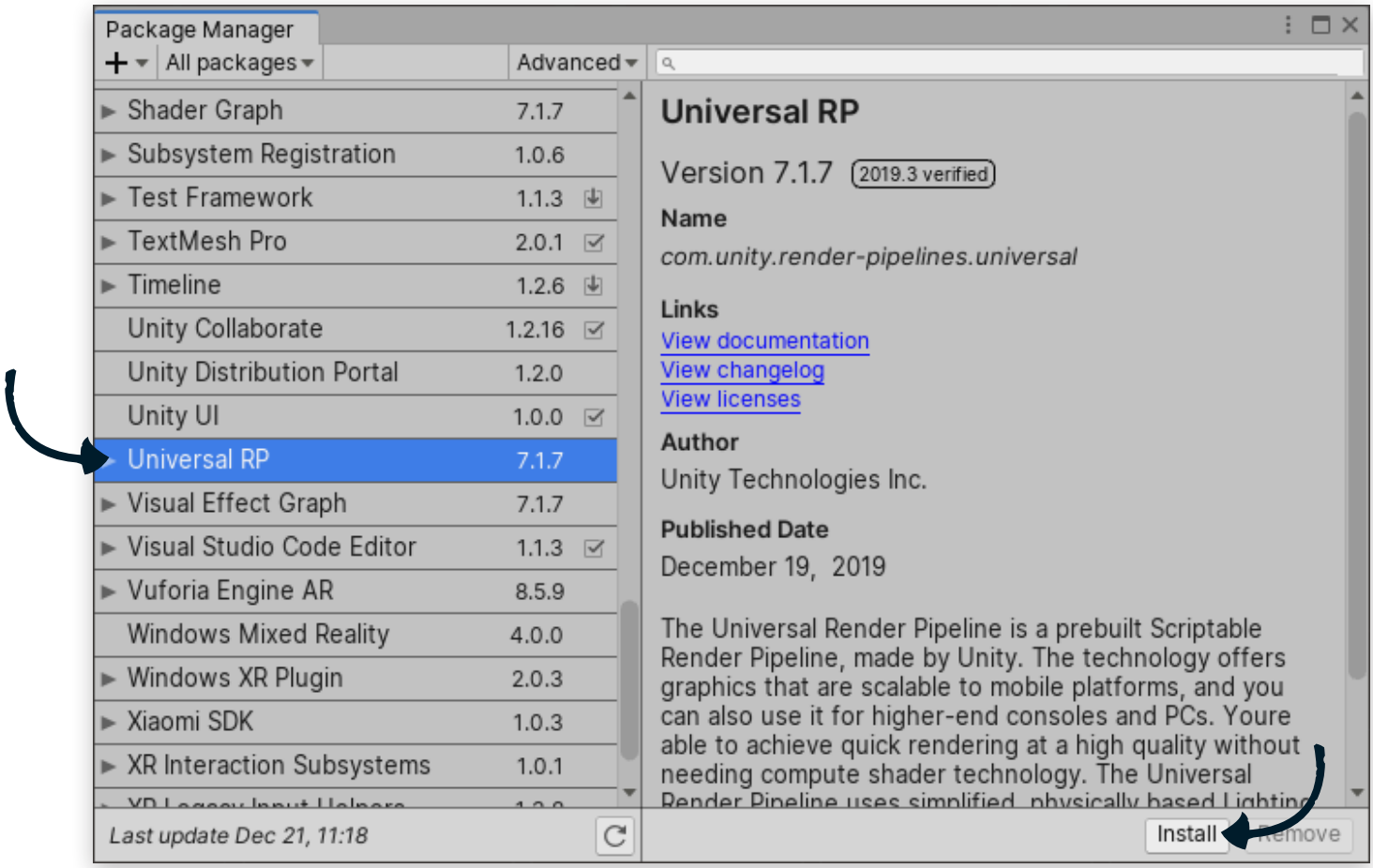
Step 5: For the Scriptable Render Pipeline Settings select **“UniversalRP_HighQuality”**. These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.

How to set up your project for URP (option 2)

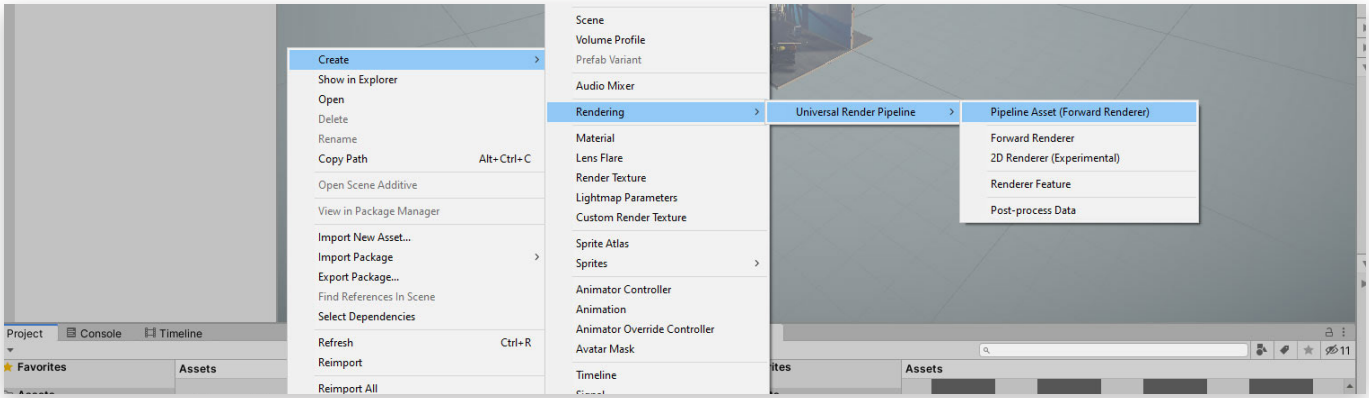
If you imported the **“FANTASTIC - Interior Pack”** before you installed the URP please follow the steps below:



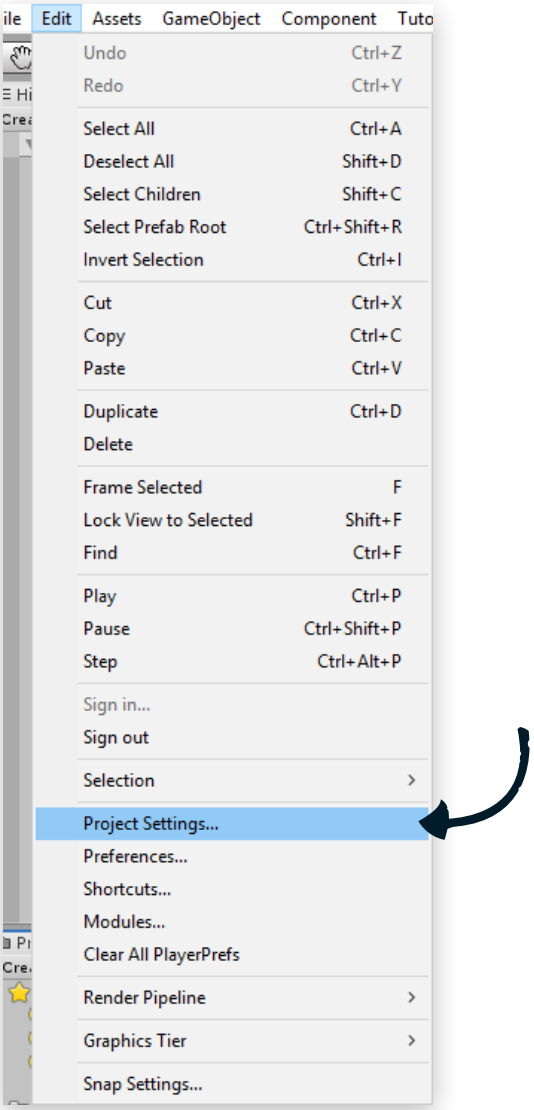
Step 1: go the Window > Package Manager.



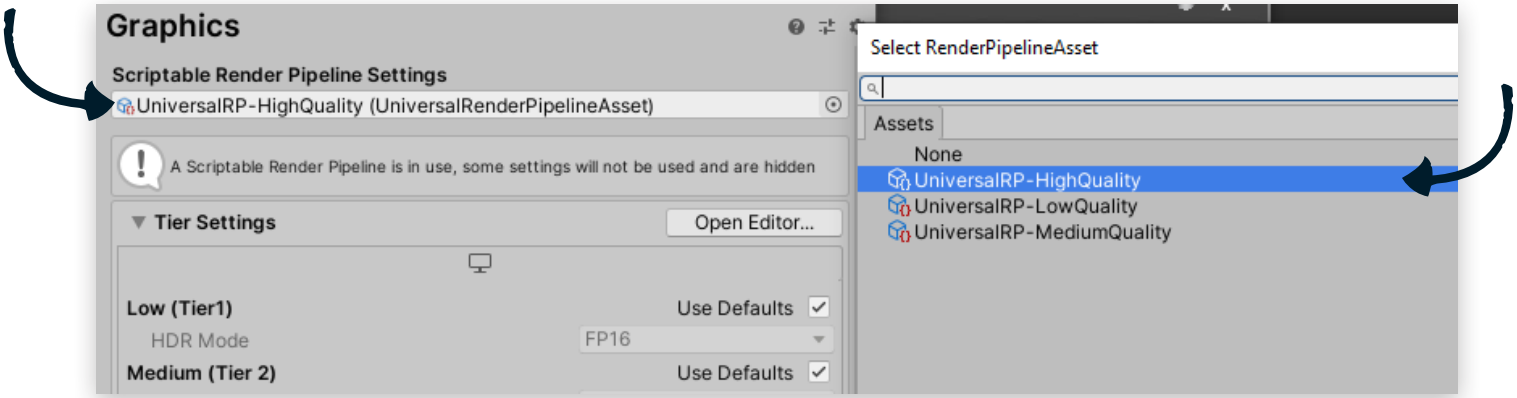
Step 2: Select “Universal RP” asset and click “Install”.



Step 3: Create new Pipeline Asset.



Step 4: Go to **Edit > Project Settings...**



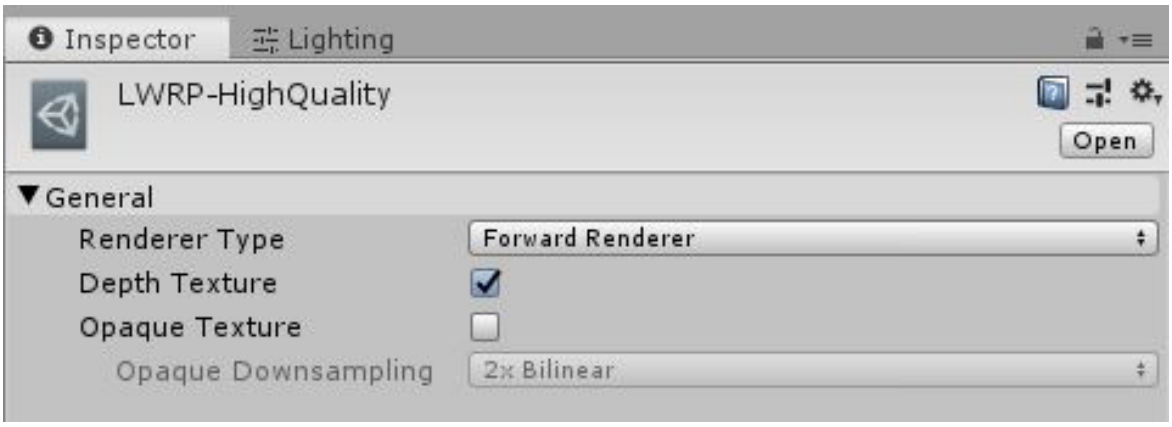
Step 5: For the Scriptable Render Pipeline Settings select the asset created at Step 3.

How to set up Post Processing for URP from the LWRP version

Since the Post Processing has changed since 2019.3.0 and is included in URP you will have to do the following steps:

Step 1: Inside **“Window”** > **“Package Manager”**, make sure that the “Post Processing Package” is **NOT** installed.
Step 2: Open the Demoscene from the package.
Step 3: In the Hierarchy Tab of the scene delete the **“Post Processing Volume”** object.
Step 4: Select the camera. In the Inspector Tab remove the **“Missing Script”** component. (this is the post processing layer from LWRP)
Step 5: In the Hierarchy Tab of the scene create a new **“Global Volume”.** (right click > Volume > Global Volume)
Step 6: Select the **“Global Volume”**. In the Inspector Tab of the **“Volume”** component click **“New”** at the Profile. Then click on the newly created profile to reveal it inside your project.
Step 7: After selecting the new profile, click on **“Add Override”** in the Inspector Tab, select “Post-processing” and select your desired effect.
Step 8: Additionally you will have to activate Post-processing here: in your Camera Inspector Tab go to **“Rendering”** and enable Post-processing there.

Note: Make sure to enable “Depth Texture” in the render pipeline settings.



Demo scenes

demoscene_interior_assets_modular: all modular architecture assets
demoscene_interior_assets_props: all the props within the package
demoscene_interior_level_1_studyroom: the biggest scene of the pack
demoscene_interior_level_2_bedroom: small demoscene
demoscene_interior_level_3_tavern: small demoscene
demoscene_interior_level_4_basement: small demoscene
demoscene_interior_level_5_bathroom: small demoscene
All trailer sceneneries were recorded directly out of the demoscenes (Built-in Pipeline).





Post Processing

Inside the **\Fantastic Interior Pack\Settings** folder you'll find **PPP_** files for all scenes.

Assets

Meshes

Lightmap UVs

All the assets have a custom Lightmap UV in the second channel.

Mesh Colliders

All the assets have either custom mesh collider or a box collider where needed.

Textures & Materials

You can find all the textures in the **\2d\textures** folder. The materials are in the **\materials** folder.

Tileable materials

- M_ENV_MOD_Interior_Bricks_01_v1
- M_ENV_MOD_Interior_Bricks_01_v2
- M_ENV_MOD_Interior_PlanksLong_01_v2
- M_ENV_MOD_Interior_PlanksLong_02_v2
- M_ENV_MOD_Interior_PlanksShort_01_v2
- M_ENV_MOD_Interior_PlanksShort_02_v2
- M_ENV_MOD_Interior_StoneFloor
- M_ENV_MOD_Interior_WallPainted_v1
- M_ENV_MOD_Interior_WallPainted_v2
- M_ENV_MOD_Interior_WoodGeneric_v1
- M_ENV_MOD_Interior_WoodGeneric_v2

FX

- M_FX_fire_interior
- M_FX_glow_interior
- M_FX_gradient_linear_interior
- M_FX_steam_interior

Atlases

- M_ENV_MOD_gateway_interior
- M_PROP_bed_interior
- M_PROP_fabrics_interior
- M_PROP_fireplaces_interior
- M_PROP_frames_interior
- M_PROP_items_interior_01
- M_PROP_items_interior_02
- M_PROP_items_interior_03
- M_PROP_metal_interior
- M_PROP_plant_interior
- M_PROP_sofa_interior
- M_PROP_weapon_interior
- M_PROP_wood_planks_interior_01
- M_PROP_wood_planks_interior_02

FX

Inside the **\Assets\Fantastic Interior Pack\prefabs\FX** folder you will find the various effects to decorate your scenes. We added the following effects:

Fire

Steam

Godrays

Particles

Customizing Assets

Materials

We have added multiple variants for some most materials. For instance you will find 5 different wood textures with 2 variants each, 2 different wall textures with 2 variations and a single stone floor texture.

You can either adjust the assets directly or create different prefab versions with different materials applied!

Light sources

When you inspect the “lightsource” prefabs (candles) , you’ll find a light in them.
For every “fire-based” light source there is a prefab with a flickering animation on it.
Adjusting that prefab directly will update all the “fire-based” prefabs automatically

Modular Assets

Meshes

Lightmap UVs

All the assets have a custom Lightmap UV in the second channel.

Mesh Colliders

All the assets have either custom mesh collider or a box collider where necessary.

Naming convention

Prefixes and suffixes

All the modular pieces follow a strict naming convention to make your life easier. You can use the prefixes/affixes to either search for a group of assets, or simply know in the scene view which asset is what.
To familiarize yourself better with the naming convention we strongly suggest looking into the **demoscene_interior_assets_modular** scene. There you will find ever single piece of the pack:

Prefix

P_	Prefab
MOD	Modular piece

Suffix

_O_	OneSided
_M_	PivotMiddle
_E_	PivotEdge
large	6 units
med	4 units
small	2 units

Example

P_	**MOD_**		**Stairs_**	**02_**	**E_**	**straight_**	**01**
Prefab	*Modular*		*Object type stairs*	*Set Number*	*PivotEdge*	*Straight version*	*variant 01*

Prefabs and Nested Prefabs

Nested Prefab hierarchy

We have 3 levels of hierarchy:
level 1: **Parts** - individual modular elements, baseline prefabs + collision
level 2: **Comps** - compositions of individual elements

Adjusting anything on a lower level of the hierarchy will automatically propagate up (except there are already changes on a higher level). Adjusting anything in a higher level will not automatically propagate down and you will have to manually apply your changes.

Read more into the Nested Prefab workflow here:
https://docs.unity3d.com/2019.1/Documentation/Manual/NestedPrefabs.html

Parts

prefabs\ENV

Here you will find all the 250+ pieces of the baseline elements. On this level we already added colliders where necessary.

P_MOD_Window_interior_01

Comps

prefabs\ENV\Comps

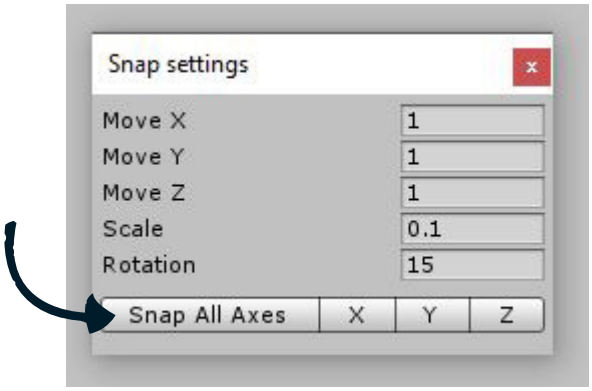
Here you will find some basic compositions of the Part prefabs. These show you how the elements are ment to be combined but, of course, feel free to experiment and create new ones!

COMP_PROP_window_interior_01

Working with the modular pieces

Snapping

You can activate snapping by holding Control (Command) key while moving and rotating objects.
Additionaly when you go to Edit > Snap Settings you will get a very useful window. If you don't use any third-party plugins for snapping, press **Snap All Axes** button when placing any of the modular elements into the scene.



Generally speaking every asset need to snap on nondecimal numbers. You will notice, that for this rule there are **some exceptions** when combining certain elements that do not naturally match.
When working with PivotMiddle walls for example, if you want to place Columns or Trims at those walls you can move them by 0.25 units to reveal more volume of asset.

Blocking out a level

Step 1:
Take the **Base** prefabs and/or **OneSided walls** and block out the volume of your level.

You can find these prefabs here:
prefabs\ENV\Base
and here:
prefabs\ENV\Wall\OneSided

Step 2:
Take **Comps** or single parts and add detail to the architecture.
You can find the Comp-prefabs here:
prefabs\ENV\Comps

Step 3:
And last but not least add some decorational props!

You can find these prefabs here:
prefabs\PROPS

Support

FAQ

Will there be updates to the package?

Yes. We plan to update all our packages or if the community asks for adjustments.

Can you give support to users if something doesn't work?

Yes, but first please read through this document and if you still need help with something related to this package, feel free to contact us.

Does the package only work with Lightweight Render Pipeline (LWRP)?

The pack contains a **Standard version** and a **LWRP/URP version**.
The LWRP package is set up using LWRP and all the materials are LWRP.
If you don't want to use any scriptable render pipelines pick the **Standard version**.
namely the High Definition Render Pipeline (HDRP) and the Lightweight Render Pipeline (LWRP or URP from Unity 2019.3 on).

What's the deal with Universal Render Pipeline (URP)?

With Unity 2019.3 the Lightweight Render Pipeline is renamed to Universal Render Pipeline. If you set up your project using LWRP you can change to URP and everything should work from the getgo - shaders, materials, lighting and the renderpipeline setting assets are compatible with URP.

A list of errors shows up in a shader.

Try reimporting the shader (in project tab > right-click on the shader > Reimport).
If this doesn't work, open the Shader Graph by double-clicking on the shader. In the Shader Graph then click on "Save Asset" in the top left corner of the window.
If you are still having issues with the shader, please contact us.

I opened the project for the first time and everything is pink. When I select a material, the shader says "Hidden/InternalErrorShader"

This is the case when your project is not set up for Lightweight Render Pipeline (LWRP) or Universal Render Pipeline (URP). Starting on page 4 you will find all the steps needed to properly set up your project.

I opened the project for the first time and in the Console I get the error "A tree couldn't be loaded because the prefab is missing"

This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package. Simply press "Clear" in the "Console" tab and it won't appear again.

I imported the package but some assets still appear pink in the scene...

It is possible that if you open any of the scenes, that some assets still appear pink. If that is the case do the following:

- In the Hierarchy window select "Terrain"
- In the "Paint Details" tab double click on any asset
- Click on the circle next to the asset which was added in the "Detail" panel
- Readd the same asset and the scene should look normal again

I imported the package but some assets still appear pink in the Project window...

If you see any pink assets inside the **Project** window or inside the **"Terrain"-object** in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) **> right click > Reimport** and it should fix it.

I imported the package but the assets using your custom Shader Graph shaders have errors and show up pink in the scene...

We are aware of an error which sais the following: *Shader error in 'Shader Graphs/"shader name": syntax error: unexpected integer constant at line...*
Saidly we could not reproduce it but we very closly follow possible solutions for it.
If you encounter this error please send us the following information:
- Operating system (also tell us if you are up to date with all the updates)
- Your Graphics card (also here please tell us if you are up to date with the drivers)
- Unity version
- Render pipeline type and version(for example LWRP 6.9.0)

Contact & Support

Visit our page for updates and more packages in the future:
https://tidalflask.com/

Contact us if you didn't find an answer to your questions:
info@tidalflask.com

Social Media

https://www.facebook.com/tidalflask

https://twitter.com/TidalFlask

https://www.instagram.com/tidalflask/