Low Poly Asteroid Pack Documentation

- Presentation

Firstly we would like to thank you for purchasing our package. The package is designed for low poly scenes and it contains more than 90 different asteroids/rocks meshes and more than 200 ready to use prefabs. Also, in the project you can find different bonus assets that can help you build your own desert environment or a space environment.

***Important note:** Due to possible compatibility issues between Unity versions we removed the Standard Assets images effects from the project folder. To achieve the camera effects, presented in screenshots and video presentation you will have to import the Image Effects Package from Unity Standard Assets. You can find more information about importing packages here: https://docs.unity3d.com/Manual/HOWTO-InstallStandardAssets.html

** We have also added in our project's folder Unity Standard Assets Water.

- Project folders

The project folder is divided in the following folders:

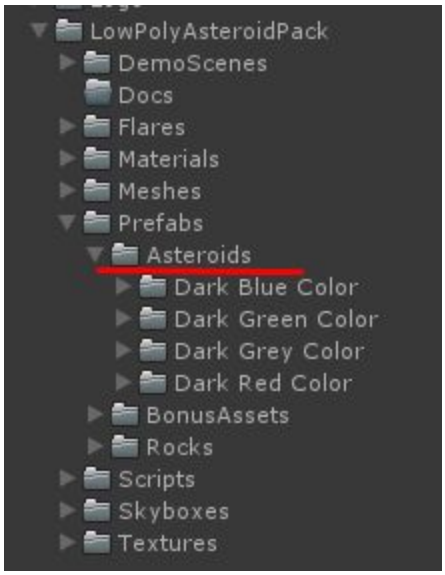
- **DemoScenes** - in this folder you will be able to find 3 demo scenes, with lightning examples. In those scenes you will be able to find all the existing meshes.
- **Flare** - flares folder containing 2 flares.
- **Docs** - documentation file.
- **Materials** - all materials used to build the asteroids/rocks and all the other assets.
- **Meshes** - contains all 3d models used in our package. The folder is divided in 3 subfolders: **Bonus Assets**, containing all trees, terrains etc used for building the demo scenes, **Asteroids**, containing all asteroids named by their dimension (we are going to talk about the dimensions of the asteroids later in this document), **Rocks**, containing the same asteroids meshes but scaled to a rock dimension.
- **Prefabs** - also split in 3 different folders, containing all ready to use asteroids (with different colors scheme), rocks and bonus assets.
- **Scripts** - containing all scripts used in our scenes, To not disturb you somehow we have created our own namespace, called

TornadoBanditsStudio and all our scripts are integrated in the namespace.

- **Skyboxes** - 3 skyboxes, ready to use in your scenes
- **Textures** - all textures used for creating particles effects and the asteroids textures.
- **Water** - Unity standard assets water.

- Asteroids customization

For an easier way to customize the asteroids, each asteroid comes with 4 different materials, using a different texture. Our artists chose the following options: Dark Blue, Dark Green, Dark Grey, Dark Red. Also, for the rocks we have added 2 more different colors: Green and Brown. All these materials are available in the project and you can find them under the materials folder (Materials). After choosing the right material you will have just to drag and drop the material on the mesh renderer. We have also set up in the prefabs folder every asteroid and every rock with all their color schemes.



- Demo scenes

Our package comes with 3 demo scenes showing different lightning options that matches the asteroids art direction.

Two scenes are placed in the outer space, showing how you can use the asteroids in your space game, The third one is placed in a desert and we wanted to show you how to use the asteroids as rocks.

- Scripts

All the scripts contained by our package are integrated in the namespace called TornadoBanditsStudio. If you will want to use them you will first have to include the namespace in your own scripts. Every class/method is commented and ready to use.

TBS_RotateableObject - script that helps the developer to rotate an object based on the chosen axis. You can drag and drop the script on any object, choose the rotation axis, speed and direction.

TBS_CameraMovement - script for a smooth camera transition. You can set the duration and the target point. It also has enabled the draw gizmos function showing the path of the camera.

TBS_SimpleForwardMovement - simple forward movement. You can drag and drop the script on any object and set the speed.

All scripts used are exemplified in the project.

- Tehnical stuff

All the meshes have been modelled using real dimensions (meters), so an asteroid could have more than 1 km.

We have split the asteroids in 4 different size ranges:

- Colossal - 1 asteroid - 10km x 10km - having 1292 tris
- Huge - 5 asteroids - 5km x 5km - having 1532 tris
- Large - 10 asteroids - 1km x 1km - having 1000 tris
- Medium - 25 asteroids - 1km x 1km - having around 500 tris
- Small - 40 asteroids - 200m x 200m - having around 50-200 tris

Rocks meshes are done using the same asteroids meshes but rescaled, to fit the normal size of a stone. You can change the scale factor of each mesh by selecting it and setting the scale factor. It won't affect in any way the graphics quality.

All the portals textures are 8x8 pixels. We chose not to make an atlas, containing all the textures, to let you be able to change the color of asteroids anytime you need.

Particles textures are between 128x128 and they can be rescaled.

All meshes prefabs have a mesh collider attached. You can disable them or create basic colliders for each prefab.

All the scenes use a lot of camera effects, so if there is any problem on mobile devices try to reduce the number of image effects. Also, all lights in the project aren't baked.

Skyboxes have 2048x2048 textures.

Also, we have created an editor script for Unity, that you can acces from the TornadoBanditsStudio tab in Unity (near Window). You can access it and keep in touch with our latest updates. Don't forget to follow our facebook page and don't hesitate to contact us for any information/problem that you have.

Kindest regards,
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