ADVENTURE
ASSETS

Ultimate Crystal Pack

V. 1.0

[Online Documentation](#)

Thank you for purchasing this asset. We hope it suits your game project well, if you have any problems or comments please email us at adventureassets.help@gmail.com


Table of Contents

Render Pipeline Compatibility

This asset pack was built to be fully compatible with the **Universal Render Pipeline (12.1.6)**. Built-In pipeline support is also included, but is **not** compatible with the **Crystal** and **CrystalParticle** shaders.
Skinned meshes and animations are compatible with the **Built-In** and **HDRP** pipelines. Full support for the Built-In and HDRP pipelines might come in a future update.

Unpacking Built-In Materials for Built-In Render Pipeline

Step 1: **Double click** the UltimateCrystalPack_BuiltIn_Materials file. This will open the Import Unity Package window.
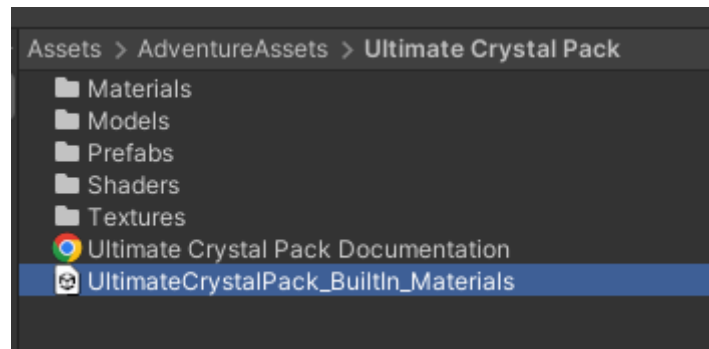
Step 2: Select [Import] to unpack all the Built-In materials (this will replace the URP materials currently in the project).
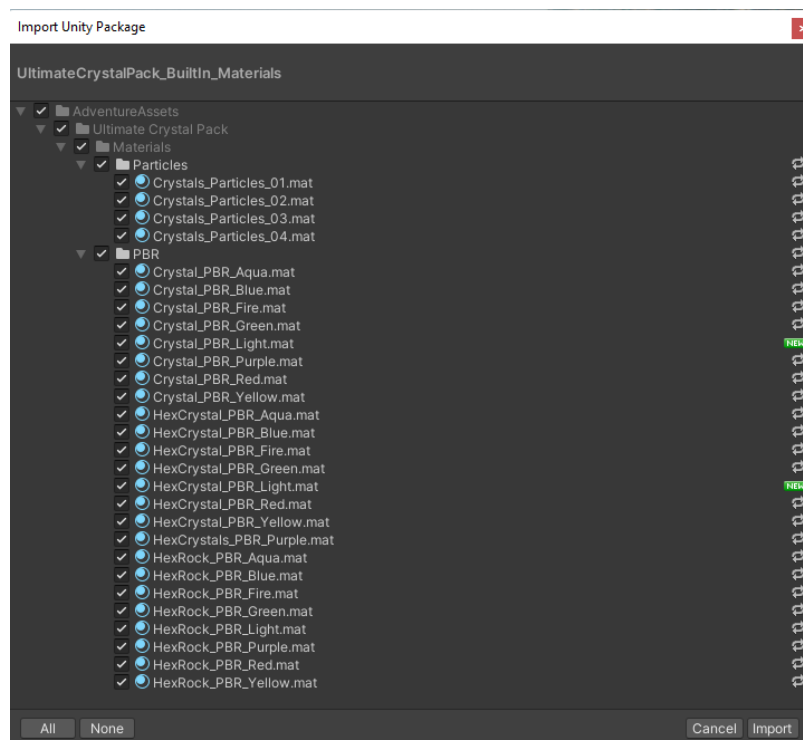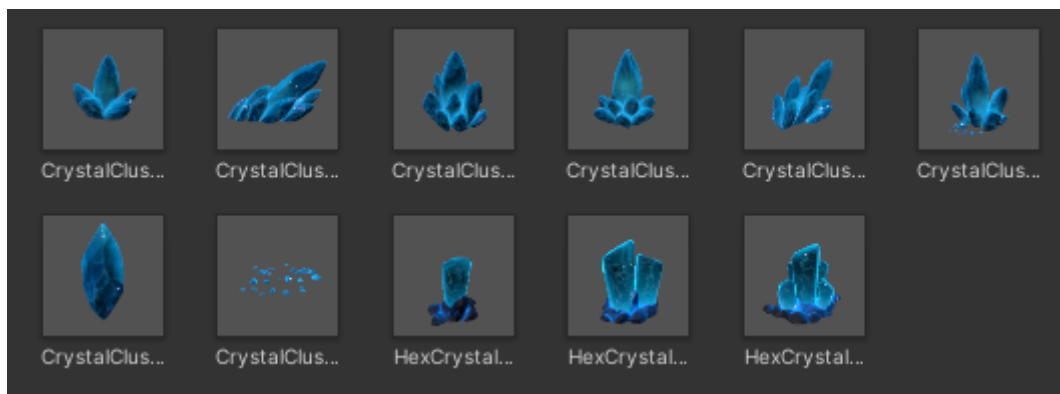
Textures

Texture Types included: Albedo, Normal, Metallic, Ambient Occlusion, Emission, Parallax and other special maps.

Materials

24 PBR Materials (URP/Built-In)
4 Particle Materials (URP/Built-In)
16 URP Crystal Shader Materials **(URP Only)**Models

11 unique models.

Prefabs

88 model prefabs total. Some of these prefabs include VFX.
- 11 Aqua Crystals
- 11 Blue Crystals
- 11 Fire Crystals
- 11 Green Crystals
- 11 Light Crystals
- 11 Purple Crystals
- 11 Red Crystals
- 11 Yellow Crystals

+40 VFX prefabs total. 5 unique VFX and 8 color variations each.

Crystal Shader Graph

The Crystal shader graph (URP only) included in this package features:

Base Maps

Color - Color/Tints the base map.
Base Map - Color map input.
Use Metallic Map (Alpha) - Enable option to use a Metallic map, Metallic Value is used by default if not enabled.
Metallic Map - The shader exposes a "metallic" map value that states whether the material is metallic or not.
Metallic Value - Controls the metallic value intensity.
Use Roughness Map - Enable option to use a Roughness map, Roughness Value is used by default if not enabled.
Roughness Value - Allows you to control the "microsurface detail" or smoothness across the surface.
Roughness Tile - Controls the roughness map tiling.
Normal Map - Normals map input.
Normal Value - Controls the normal map intensity.
Use Secondary Normal Map - Enable secondary normal map.
Secondary Normal Map - Secondary Normal Map input.
Secondary Normal Map Value - Controls the Secondary Normal Map intensity.
Emission Map - Emission map input.
Emission Color - Tints the emission map.
Emission Animation - Enables the emission loop animation.
Emission Animation Time - Controls the emission animation time.
Ambient Occlusion Map - Ambient Occlusion map input.
Ambient Occlusion Value - Controls the Ambient Occlusion map intensity.

Parallax (Parallax Occlusion)

Parallax Map - Parallax map input.
Parallax Amplitude - Controls the Parallax Amplitude intensity (depth).
Parallax Steps - Controls the Parallax Map iterations.
Parallax Color - Tints the Parallax map. HDR supported: Use the intensity option inside the color picker to bump up glowing power.
Parallax Tile - Tiles the Parallax map.
Parallax Offset - Controls the Parallax offset.

Rim Light

Use Rim Light - Activates rim light.
Rim Light Masking - Controls the Rim Light Masking.
Rim Color - Tints the rim light. HDR supported: Use the intensity option inside the color picker to bump up glowing power.
Rim Power - Controls the Rim Power/Spread.

Glitter

Glitter Noise Map
Glitter Color - Tints the Glitter color. HDR supported: Use the intensity option inside the color picker to bump up glowing power.
Glitter Noise Scale - Controls the Glitter noise map tiling.

Color Gradient

Color Top - Top color. HDR supported: Use the intensity option inside the color picker to bump up glowing power.
Color Top Position - Controls the top color gradient position relative to the object space.
Color Top Smooth - Controls the top color gradient smoothness.
Color Bottom - Bottom color.
Color Bottom Position - Controls the bottom color gradient position relative to the object space.
Color Bottom Smooth - Controls the bottom color gradient smoothness.
Color Gradient: Use Z Up - Switches Y Up to Z Up in object space.

Refraction

Refraction - Turn refraction on *(Check the [Refraction Setup](#) section to learn how to properly setup refraction in your project)*.
Refraction Strength - Controls the refraction intensity.

Tangent Space

Tangent Space Map - Tangent Space map input.
Tangent Space Map Color - Tints the Tangent Space map.
Tangent Space Map Tile - Tiles the Tangent Space map.
Tangent Space Map Offset - Offsets the Tangent Space map.

Inner Glow

Inner Glow Color - Inner Glow color. HDR supported: Use the intensity option inside the color picker to bump up glowing power.
Inner Glow Center - Offsets the glow color center.
Inner Glow Refraction - Controls the glow refraction.

Crystal Particle Shader Graph

The Crystal Particle shader graph (**URP only**) included in this package features:

Base Map - Color map input.
Base Map Color - Color/Tints the base map.
Speed X - X axis Base map speed.
**Speed Y** - Y axis Base map speed.
Noise Map - Noise map input.
Distortion Speed (XY) and Power (ZW) - Controls the distortion speed (X and Y values) and distortion power intensity (Z value).
Distortion Tile (XY) and Offset (ZW) - Controls the distortion tile (X and Y values) and distortion offset (Z and W values).

Refraction Setup

In order for refraction to work properly you must first locate your **URP Asset** inside your project and then turn on **Opaque Texture**.
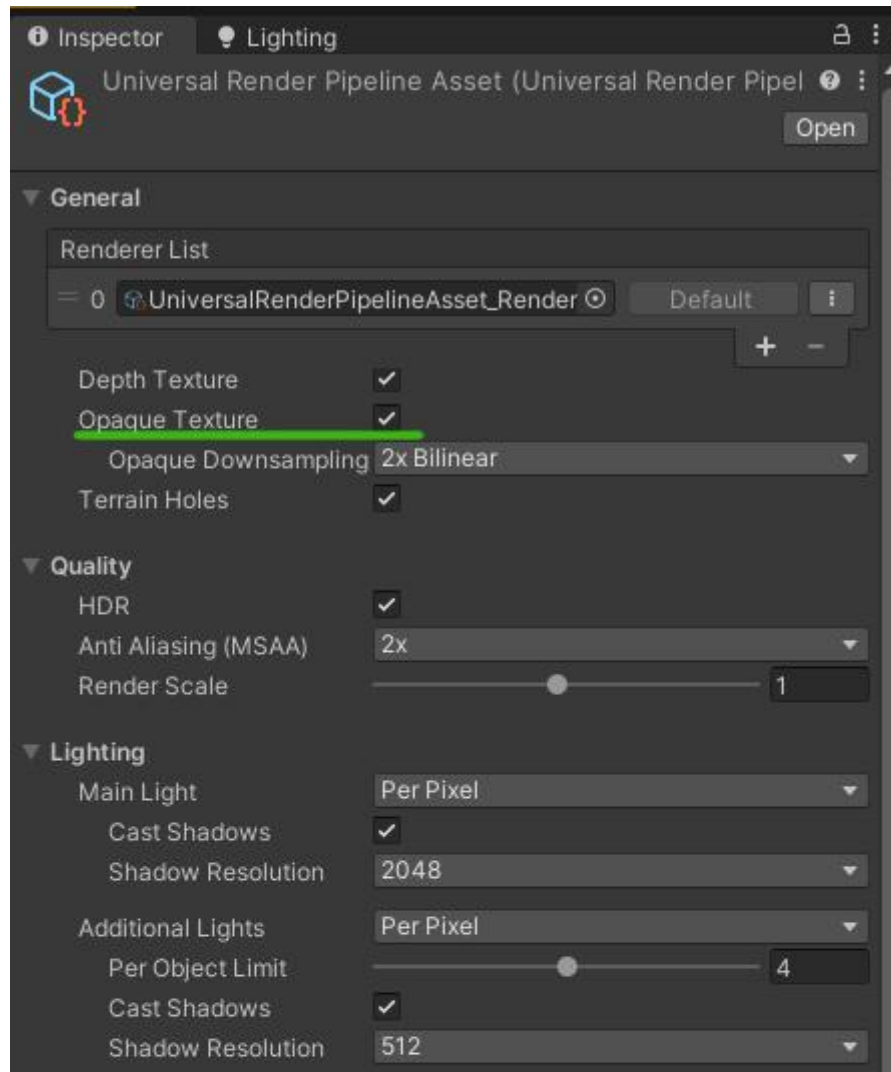
Also use a 3000 (or higher) Render Queue value inside your material Advanced Options to avoid material flickering.

— END –