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Introduction



This is the first pack from our fantasy collection of themed layered backgrounds. It contains Elven Ruins, Red Forest, and Underwater beach backgrounds. The next set will have fantasy-themed town backgrounds (Throne room, Battle arena, and Townscape). The third one is currently in the concept phase, and we will announce its theme later. But all of these backgrounds will fit into one theme so stay tuned. All assets are highly detailed and 4k-ready. If you are working on a mobile game, we recommend downscaling them inside the engine for better optimization. All backgrounds are layered, for easy parallax effect implementation. Each background is horizontally tileable. Most elements are cut, so you can create a slightly different environment for each screen. Also, each background has a few unique particle systems. We have a floral shader, that will work with most of the environmental details, that add a wind effect on plants, trees, and grass. Source PSD files are also included so you can modify all of the elements according to your needs.

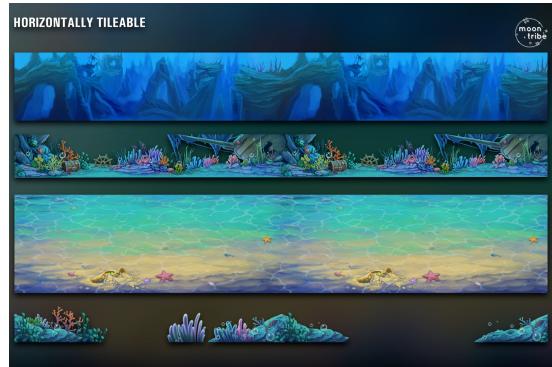
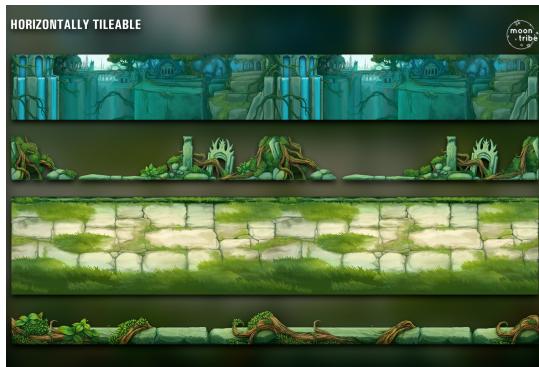
Pack contains:

- 3 Themed layered backgrounds
 - Elven Ruins
 - Red Forest
 - Underwater beach
- 2-3 themed particle systems for each layer
- HD quality, uncut 4k (4096x2160).
- Prefabs, and a well-sorted project
- Demo scene
- PSD source files

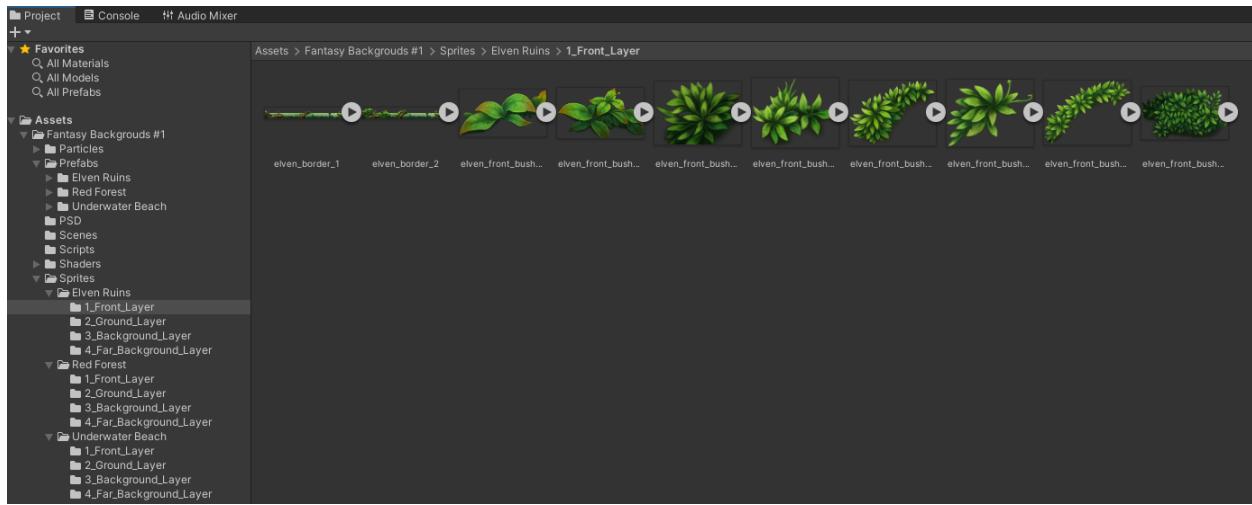
Please note, that you can change/modify/edit any of the elements provided in this pack accordingly to your needs. The only limitation is that you can't re-sell our assets as a sole project (You can use them in commercial projects, accordingly to the purchased license). If you are an indie developer or a small start-up, a simple license will be enough. But if you are a bit bigger or plan to use these assets for multiple projects, please consider buying an extended license.

Versions

1.0 First release



Naming



Sprites in the project hierarchy are sorted on a layer basis. The name of each sprite consists of three or four parts. The first part is a name of a background theme, for example, “elven”, “red_forest”, “underwater”, etc. The second part is the name of the sprite “ground”, “bush” etc. And the third one is the number of corresponding elements “bush_1”, “bush_2”, etc. On some sprites, you can find the additional prefixes “front”, “back”, etc. We use this for similar elements that are located on different layers for example, “elven_front_bush_1”, “elven_background_bush_1”, etc.

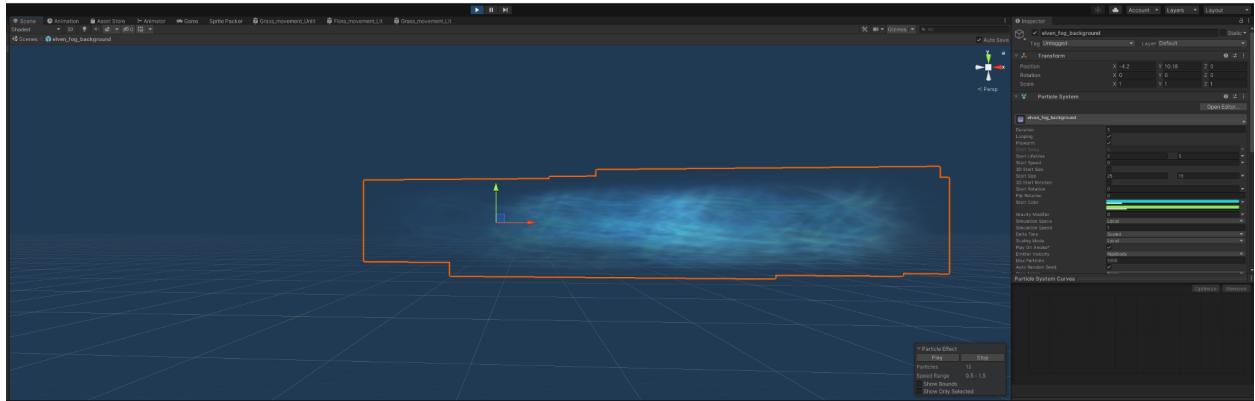
Unity special

General Project Settings

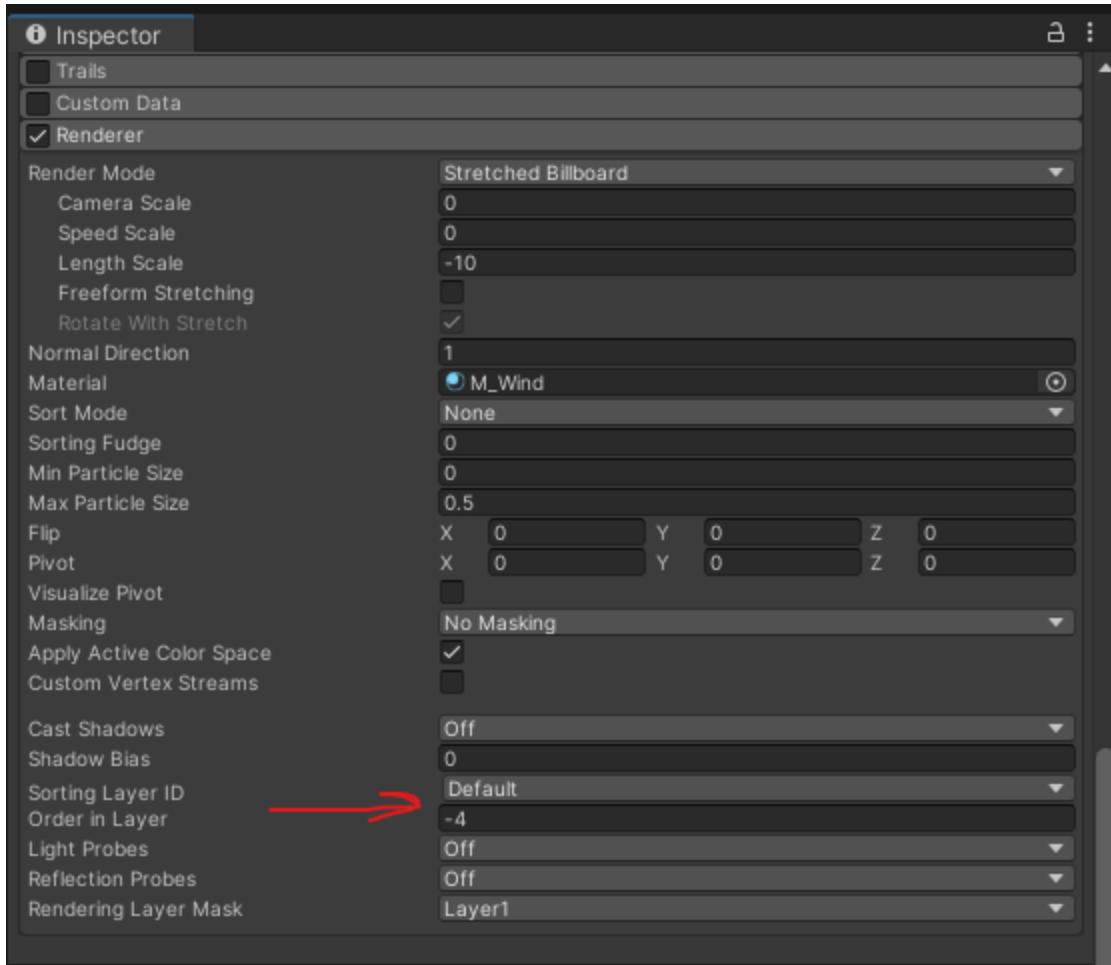
This project (Version 1.0) was uploaded using Unity 2020.3.19 (LTS)

VFX

Each of the backgrounds has a few themed particle systems.



Elven Ruins have two types of wisps, and wind stream particles. Both can be used on different layers. If needed you can even adjust them to fit other backgrounds. You can swap layers by changing the sorting order number in the particle settings. By default, it is set to fit the demo scene sorting order. But you can adjust this according to your project sorting rules.



Besides that, you can modify speed, quantity, color, scale, and a lot more other things in the [particle settings](#) of the inspector.



The Red Forest background also has three particle options one is the main/foreground leafs this leaves are using gravity scale, so it looks like they are falling from above. The other leaves are flying with the wind in the far background. Wind particles in the background are very similar to the Elven ruins particles, except they are using different color/speed settings.



The Underwater background has a few options of bubbles and water streams for the ground layer. Bubbles can be used in the foreground, environment, and on the ground. Currently, we are also working on a new shader for the ground layer but it will be added in the next update.

Shaders

Since there are some problems with ShaderGraph, we are investigating the issue and will add a shader in the later version.

To make a picture more live and not overload it we added a wind blow effect to the grass and other plants and trees. For this effect, we created a shader using the Shader Graph package and Universal Render pipeline. It also works, with HDRP, but does not support other render pipelines. So before using it, please make sure that your project has the correct settings.

Universal RP Verified

Unity Technologies

Version 10.6.0 - July 08, 2021

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The Universal Render Pipeline (URP) is a prebuilt Scriptable Render Pipeline, made by Unity. URP provides artist-friendly workflows that let you quickly and easily create optimized graphics across a range of platforms, from mobile to high-end consoles and PCs.

[Registry](#) [Unity](#)

Shader Graph Verified

Unity Technologies

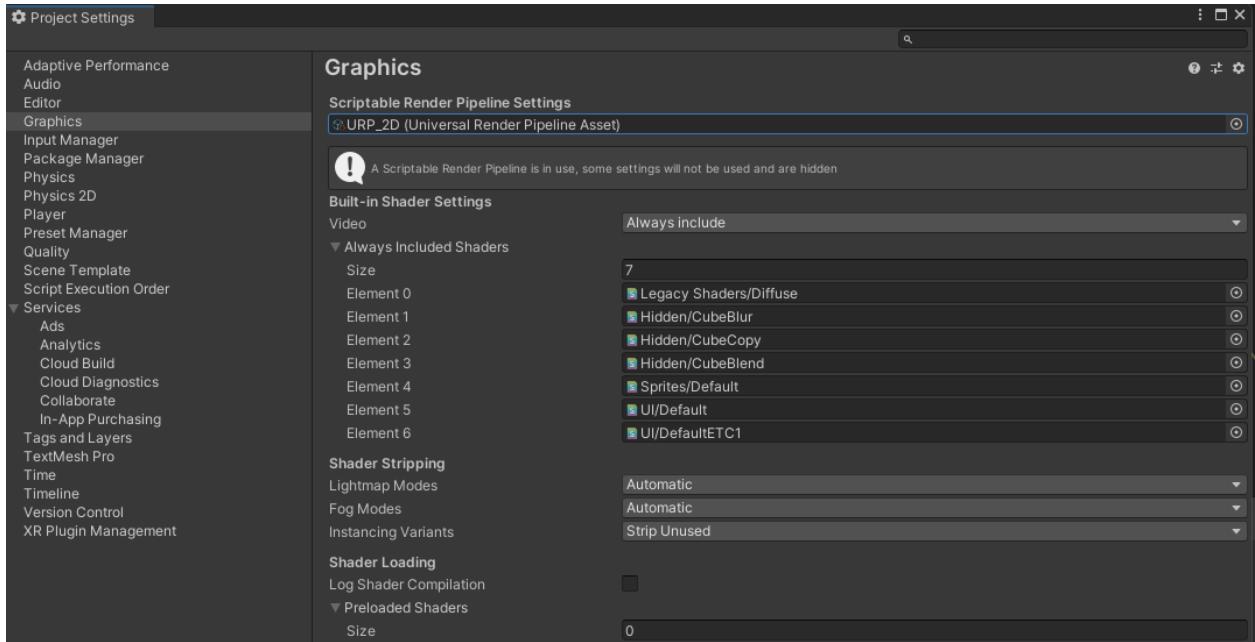
Version 10.6.0 - July 08, 2021

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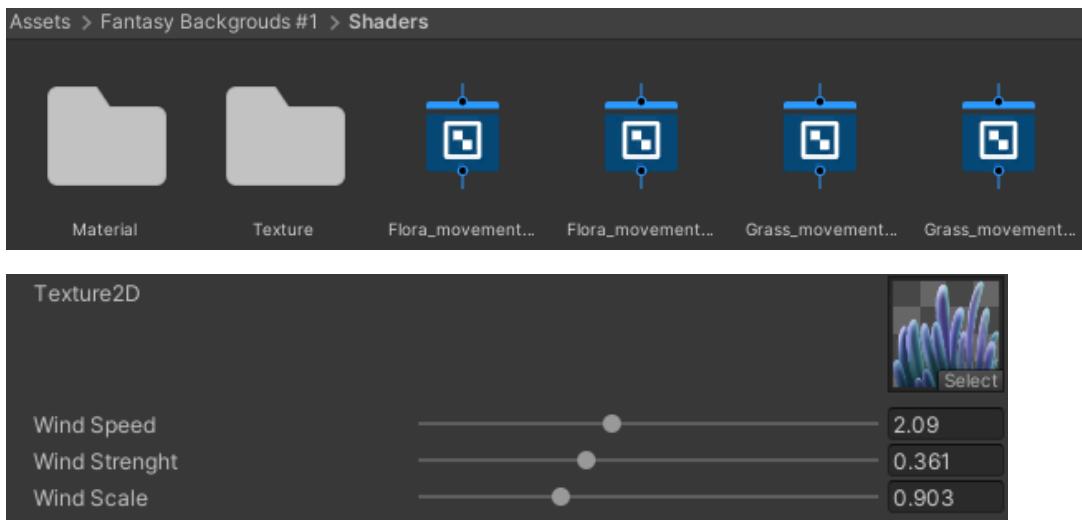
The Shader Graph package adds a visual Shader editing tool to Unity. You can use this tool to create Shaders in a visual way instead of writing code. Specific render pipelines can implement specific graph features. Currently, both the High Definition Rendering Pipeline and the Universal Rendering Pipeline support Shader Graph.

[Registry](#) [Unity](#)

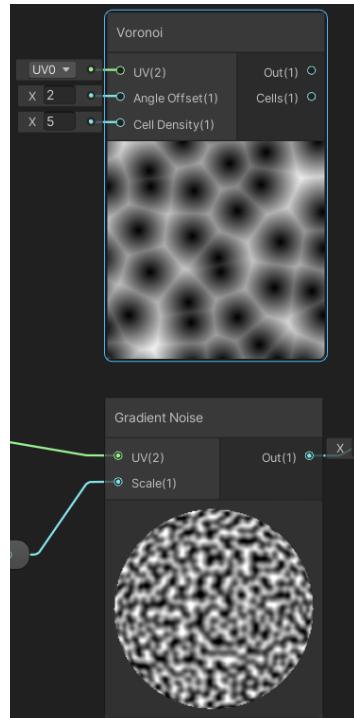
► [Samples](#)



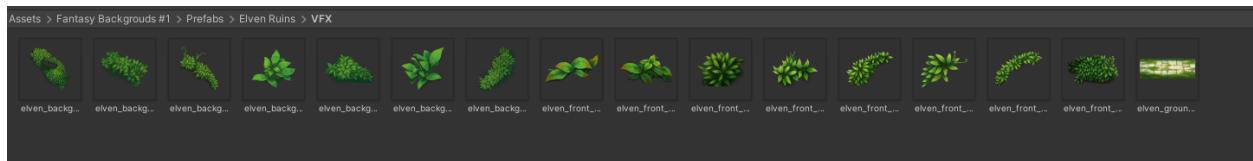
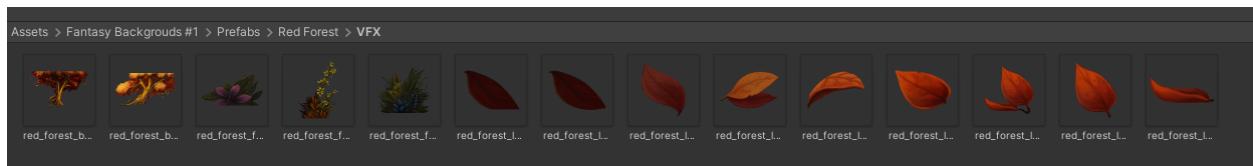
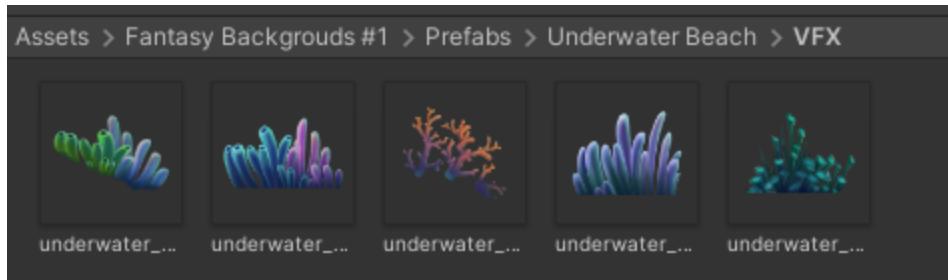
If your settings will be different you might see purple objects around the demo scene. In the current version, we have one custom shader with a few additional options. Lit/Unlit versions, and one option for the grass and another for all other plants.



Texture2D set a mesh for the effect. Wind speed set the speed of the effect. Wind strength set's a sprite deformation strength. And the **Wind scale** set a deformation scale for the effect. These four options will let you create a smooth windy effect on the plants and other elements. If you want to dig deeper, you can open a shader, and try to replace noise options for example change **Gradient noise** into **Voronoi**. Or play with other options.



For demo purposes, we created individual materials and textures for each of the affected plants. Prefabs for the plants with these shaders can be found in the VFX folder in the Prefab section:



Important note. If you plan to use this shader on a bigger object like grass. Please set mesh type in the sprite options to Full rect. Otherwise, you might see some artifacts.

Another important thing is that in the current version of Shadergraph it is not possible to create a reliable Z axis sorting, that's why this shader won't work with elements for foreground parallax(Perspective camera). You can use a custom 2D parallax script, but we don't have one for this pack.

Controls

Controls descriptions are presented in every scene at the start, if in some cases you won't see them use arrow keys or "A" and "D" buttons to navigate to the Demo Scene.

Scripts

Camera Controller - this is an essential navigation script that allows you to navigate through demo scenes.

Troubleshooting

We are happy to hear back from you. Our main goal is to provide developers with a powerful tool that will help them to bring their imagination to life and of course, have fun in the process.

If you have any problems or suggestions please feel free to contact our team at

info@moon-t.com



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<https://assetstore.unity.com/publishers/19428>

Legal Info

It was hard work to create this pack, so you can only use it in your projects if you purchased it at Unity Asset Store or other legal stores. Otherwise, you are not allowed to use this pack since you are:

- A) Breaking the law.
- B) You are stealing other people's hard work.