





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.
Feel free to give us feedback via E-Mail info@tidalflask.com or our social media!*

Your feedback helps us focus on the right updates for the future which will be free for existing users!

Enjoy, your **Tidal Flask** team! 





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Quick Start

Importing

For this package you will need **Unity 2019.1.0 or above**. You can of course use Unity 2018.1 and above for all the assets, but the Prefabs will be broken (you will have to manually relink the missing assets).

To import the package simply download it through Unity Asset Store download manager (found under Window / Asset Store).

IMPORTANT: *If you want to use this pack with URP you can convert the materials from the Unity Built-In Render Pipeline to URP. Select the material in its inspector mode and click on the drop down menu next to “Shader”. Select a shader that works for you render pipeline, for example URP. After changing the shader you might have to relink the textures in the material.*



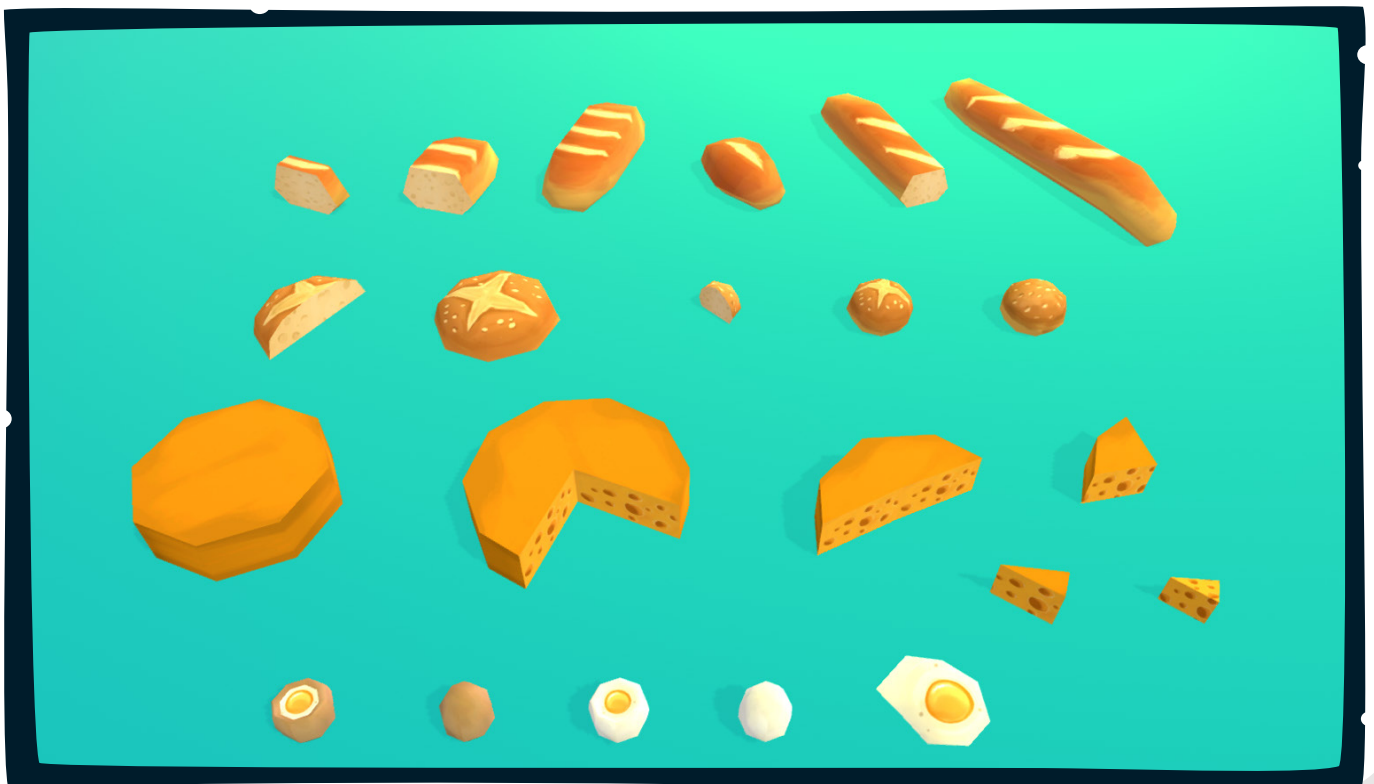


Demoscene

In this scene you will find all the assets as prefabs for your viewing pleasure.



23 container items



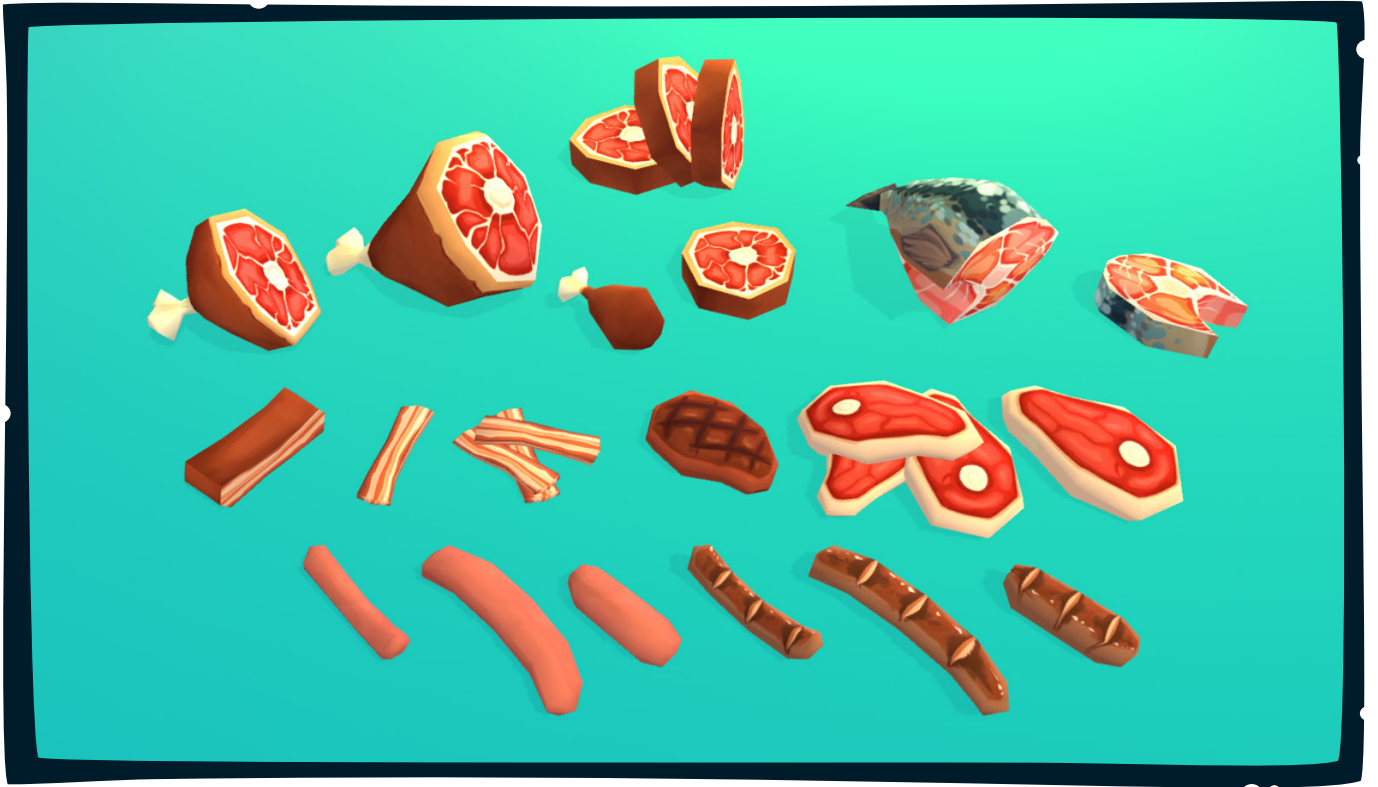
11 breads, 6 cheeses & 5 eggs



49 fruits and vegetables 1/2



49 fruits and vegetables 2/2



19 meat items





Assets

Meshes

All assets have a custom Lightmap UV in the second channel and colliders (Unity).

Polycount

Food: 8 - 400

Crates: 700 - 900

Textures & Materials

You can find all the textures in the \2d\textures folder. The materials are in the \materials folder. All textures are 2048x2048 px.

The shader we used is the standard Unity shader (metallic mode). Therefore all the _MTSM textures are set up the following way:

- Red channel = Metallness
- Alpha channel = Smoothness

For more information regarding shader setup please visit the official Unity documentation:

<https://docs.unity3d.com/Manual/StandardShaderMaterialParameterMetallic.html>



Support

FAQ

Will there be updates to the package?

Yes. We plan to update all our packages as soon as there is a relevant update or if the community asks for adjustments.

Are the updates free?

Yes. As soon as you buy the package, any updates to that package are free of charge.

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

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



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



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