

# COBWEBS & THREADS

**Version: 1.1**

compatible with Unity 5.0.2p4 or higher



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This package is a collection of 24 unique high quality spider webs and threads. In this package you will find everything you need to make your Dungeons or abandoned Houses look a little more spooky. Low poly and performance friendly.

- A collection of 24 unique spider web props
- Editable PSD Files with UV-Grid for Guidance
- 1024x1024 Textures
- Texture Atlas for performance
- Low poly count, 1-16 for most assets (*only 1 item is 30 poly*)
- Double-sided rendering

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## 1. THANK YOU

I just want to express my thanks here for your purchase. All I want is to keep creating Assets and Games, just like you probably are doing right now, and your purchase contributes to help me to do that in a time where I have not much else in my life. For that, I am extremely grateful :)

In general this Asset is a labor of love to me that came to be because I needed it myself and it has helped many people in the years since it was made and I am still continuously improving it now. Hopefully my tool is going to help you and your project just as much as it helped me, because it makes me happy when I know it can help others especially since you might be in a similar situation as me where things are tough and you need to spend your money wisely. If you are unhappy then I am unhappy as well. We Indies really are a bit like a family, aren't we? I want you to be able to achieve what you want, and if you feel like something is missing, could be improved or you got a problem then please just contact me and I'll see what I can do so I can improve the tool for you, for me and for everyone who might buy it in the future.

### **Please leave a honest review with your rating.**

Your review will help other customers to make a better purchase decision. I'm always happy to hear positive comments, but I still encourage you to be honest. Just don't forget that I really want to help you if there is a problem, so if there is something wrong why not first write me an e-mail about what upsets you and maybe we can fix it together?

### **Problems? I'm here if you need me!**

Simply write an E-Mail to [support@spreadcamp.com](mailto:support@spreadcamp.com) and I'll get back to you as soon as possible. Please include your Invoice number (from the Order Confirmation PDF) along with your request.

**Thank you for your support. I wish you the best of luck with your projects!**

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## 2. INSTALLATION

### New Installation

1. In the Asset Store click the Download Button and wait until the button says "Import " and click it. If your file is a \*.unitypackage file, double click it.
2. A new window should open up listing the files to Import. Make sure everything is checked and then press the "Import" button.
3. The asset should now be imported and be ready for use. You are done!

### Upgrading

To upgrade properly you should always make a Backup of your project and then ***completely remove the older version of the asset***. Finally, follow the steps listed to the left for a New Installation.

You most certainly will run into errors if you don't do this, because the Unity Importer is not a flawless tool and additionally there may have been extensive changes to this asset that would conflict with any files from an older version.

So please, always start fresh when upgrading.

## 3. GETTING STARTED

To get you started quickly with decorating your scene, you can use the Prefabs provided with this asset. It's very easy:

1. First open the scene that you want to place the prefabs in.  
In your Project, find and expand the Folder called "Cobwebs & Threads" (Fig. 1 - 1.)

Now you should see a few more folders. We'll want to expand the "Prefabs" folder (Fig. 1 - 2.)

You should now be seeing a overview of all the prefabs provided within this package (Fig. 1 - 3.)

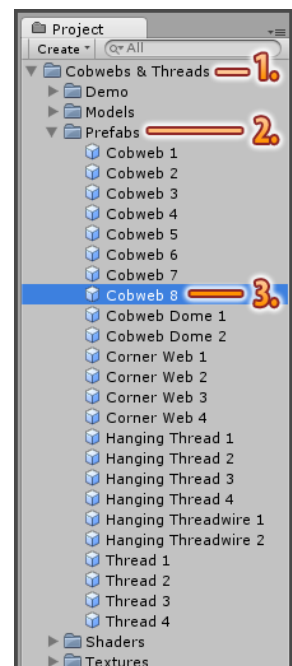


Fig. 1

2. Click on any item from the Prefabs folder and Drag & Drop it anywhere into your scene.  
If you did everything right, it should show up at the spot you dragged it onto, similar to this:



That looks cool! I added several of the prefabs to my little test scene here. If the rotation isn't right, simply change the rotation manually in the editor. If the color isn't right, simply change it on the color picker of the material. You might also want to read the section "**6. Customization**" in this manual

3. Now rinse and repeat by also placing the other Prefabs into your scene until you are happy with the way it looks! Don't forget to try rotating it to make for a better fit. **To get an idea what Assets are available to you, refer to the list below at section "5. Model Overview"**
  4. **Celebrate and drop me a nice rating on the Asset Store if you are happy! :-)**
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## 4. MODEL OVERVIEW

This is a overview of all the prefabs you can find in this package, including their polygon counts as measured inside the 3D Program. They are sorted by groups. The Prefab name is underneath each image so you can easily locate them inside your project.

**You can also preview all these Prefabs in the scene "Demo"**

**Cobwebs 1** - 16 Polygons each



Cobweb 1



Cobweb 2



Cobweb 3



Cobweb 4

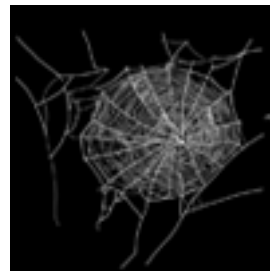
### Cobwebs 2 - 16 Polygons each



Cobweb 5



Cobweb 6



Cobweb 7



Cobweb 8

### Corner Webs - 12 Polygons each



Corner Web 1



Corner Web 2



Corner Web 3



Corner Web 4

### Threads - 1 Polygon each



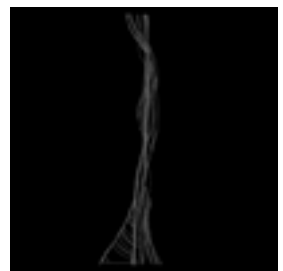
Thread 1



Thread 2









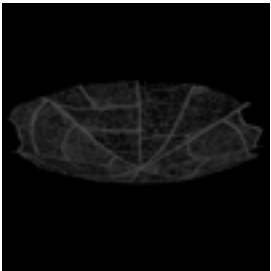
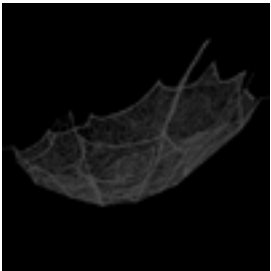
Thread 3



Thread 4

### Hanging Threads

These use a different shader than the other Assets in order to imitate wind-flutter effects. That is also the reason they use a few more polygons in order to give the shader enough vertices to manipulate.

			
Hanging Thread 1 (8 Polygons)	Hanging Thread 2 (8 Polygons)	Hanging Thread 3 (6 Polygons)	Hanging Thread 4 (6 Polygons)
		-	-
Hanging Threadwire 1 (16 Polygons)	Hanging Threadwire 2 (16 Polygons)		
<b>Domes</b>			
		-	-
Cobweb Dome 1 (12 Polygons)	Cobweb Dome 2 (30 Polygons)		

## 5. CUSTOMIZATION

It is not my task to teach you the basics of Unity and object manipulation, but I would like to give you a hint about good practice when customizing the items from this package (as well as Art Assets in general):

**When changing Art Assets, try to always work with duplicates of the original file! Unity has a nice shortcut to quickly make a copy of any object in your Project. Simply select the object you'd like to duplicate from the Project View (*\_NOT\_* the Scene Hierarchy) and then press the following shortcut: **CTRL + D (Windows)** or **⌘+D (Mac)****

This way you can customize all the objects from this package without losing the originals. Whether you are trying to change the color of the Assets in two different scenes (through assigning different materials with the color changed on each material via the Materials Color Picker) or if you are trying to paint over the existing textures, it's always a good idea to try it with a duplicate first and be able to revert back at any time.

I'm expecting you to only do this for Textures, Materials and Prefabs.

There *should* be **no need** to touch any Scripts, Shaders or Models from this package.

And if you really are a Newbie and don't know how to start changing Materials and Prefabs at all, I'd suggest reading these interesting Items from the official Unity Documentation to get a better grasp on how to work with Unity and make a better game (you won't regret knowing it!):

#### Further Reading for Newbies

- [Unity - Materials and Shaders](#)
  - [Unity - Prefabs](#)
  - [Full Unity Manual](#)
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## 6. OPTIMIZATION (Mobile)

We're using these Assets without problems in our PC Projects. Mobile on the other hand might be trickier. So here's a few tricks to increase performance on mobile devices:

- Click on the Textures and modify the Resolution. On default it's 1024, for mobile you might want to go with 512 or even lower. Don't worry, you can revert back to 1024 at any time without quality loss (Unity is awesome that way). Lowering resolution like that will not only save performance, but also decrease the total file size of your final game. Don't forget to hit the "Apply" button when changing the Texture resolution like this.
  - Still on the Texture Settings, keep the Format on "Compressed" if at all possible. If you are using Unity 5.1 or higher you can also use "Crunched"
  - Keep the object count in your scene as low as possible on mobile. Even though some of the Assets in this package try their best at dynamic batching, a high object count is likely still going to have some kind of an impact. Use only what you absolutely need to make your scene work. Sometimes less is more.
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## 8. CONTACT / SUPPORT

Are you experiencing a problem, have feedback to share or would like to contribute something to the package? In that case please get in touch by sending an e-mail to [support@spreadcamp.com](mailto:support@spreadcamp.com)

**Support requests require you to attach your Invoice Number for verification due to abuse by pirates. You can find your Invoice Number in the PDF included with the Order Confirmation Mail.**

Thank you for your support and the best of luck with your projects!

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## 9. CHANGELOG

**NOTE:** Always do a [fresh install](#) if you are upgrading from an older version !

### **v1.1**

- Updated package to Unity 5.0.2p4

### **v1.0**

- Initial Release