

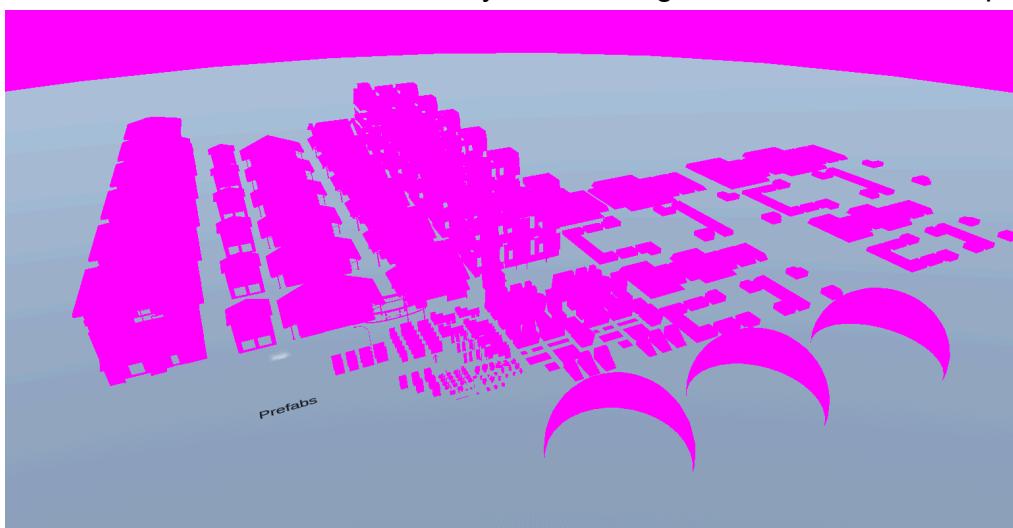
## Retro Forest by VOYAGER 3D

Thank you for purchasing!

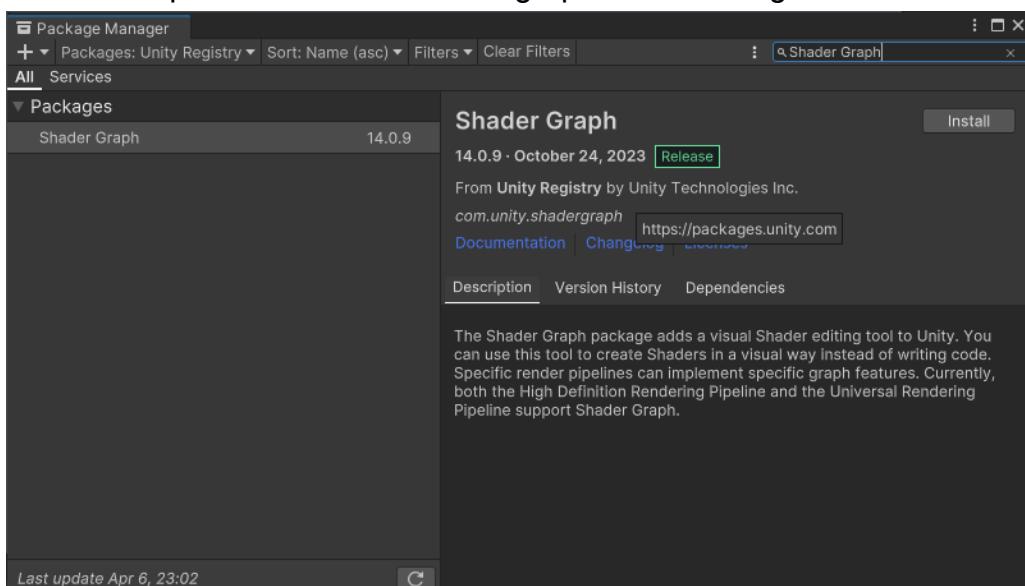
This is a pack containing a variety of meshes, prefabs, materials, textures, shader graphs, demo scenes and a particle system that will help you create a retro forest reminiscent of retro games.

### Table of contents:

- 1. How to use the shader graphs that come with this pack
  - 2. How to use the SplineMesh tool
1. As we are using shader graphs in our pack, the materials will be pink by default as the screenshot shown below if you are using the Built In Render Pipeline.

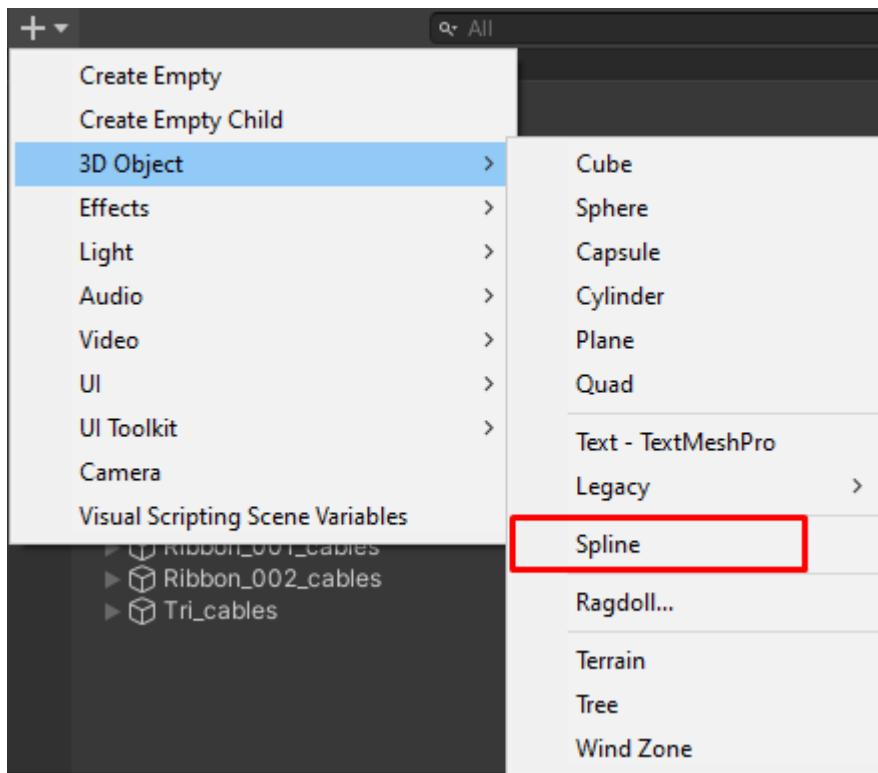


Please go to Window - Package Manager, select Unity Registry and install Shader Graph to enable the shader graph we are using.

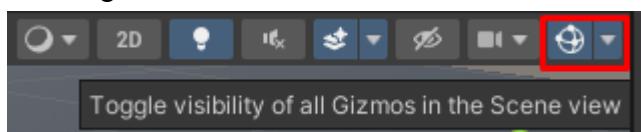


After installing the Shader Graph, everything should look normal.

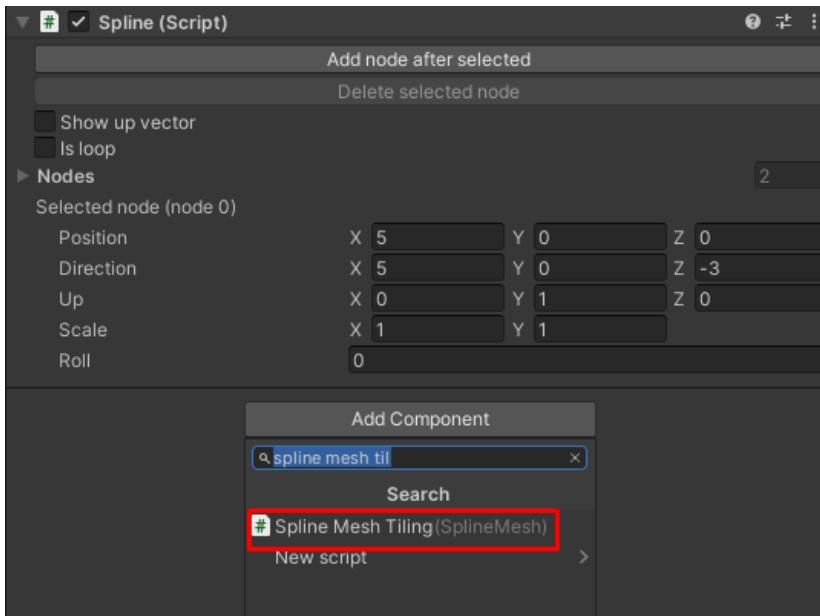
2. We used the SplineMesh pack developed by [Meth](#) for bending the cables in the asset zoo. Unfortunately we are not allowed to sell our packs with the SplineMesh tool, but we are including this file to help you if you downloaded the SplineMesh tool.



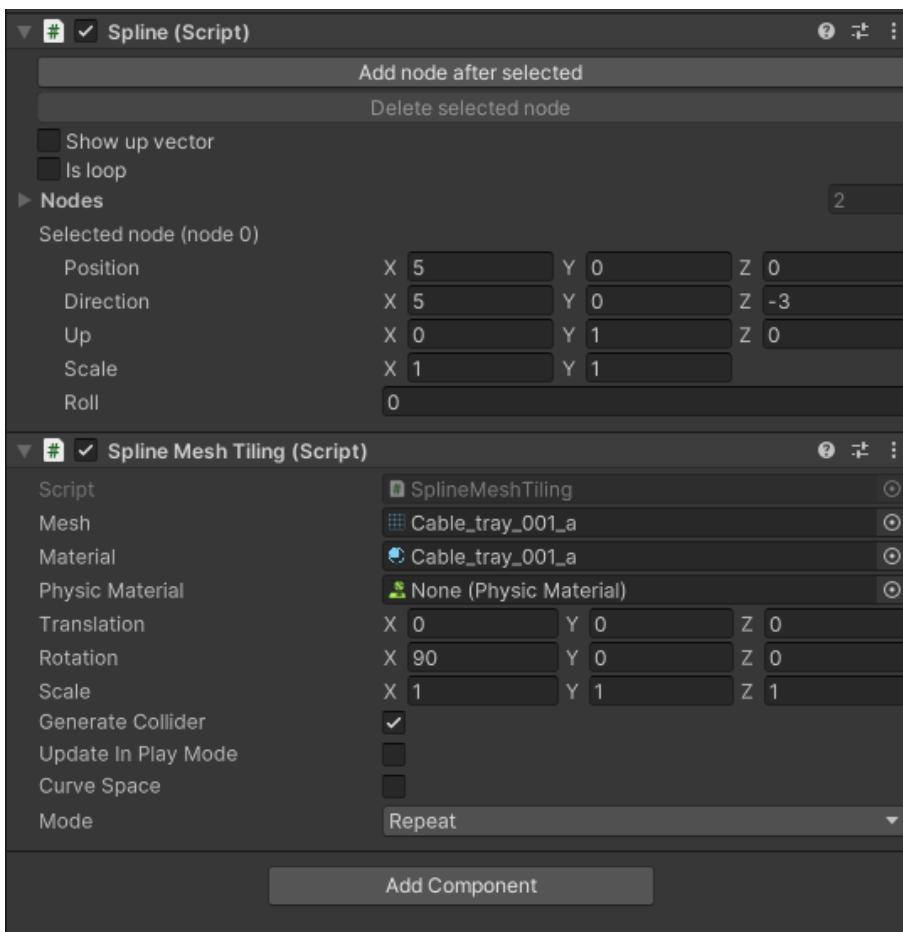
When generating a spline using SplineMesh, make sure you toggle the visibility of all Gizmos in the Scene view so you can see the nodes of the spline you are creating.



Add the Spline Mesh Tiling component to start editing the cable/cable tray you want to bend.



Choose the mesh and material in the pack to create your spline. You can add as many nodes as you need to control the splines.



We suggest that the meshes would look better with the Mode set to Repeat but you can definitely choose your preference.

If you have compatibility suggestions, please email us at  
[voyager3dbusiness@gmail.com](mailto:voyager3dbusiness@gmail.com)