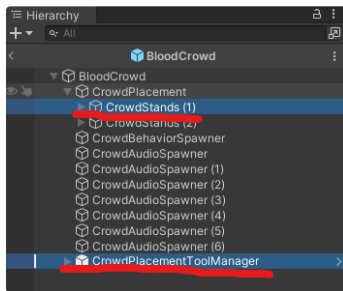# Setup Visual Crowd

Setup Crowd

1. Make sure you are doing all work below in the crowd prefab, open the prefab and add the "CrowdPlacementToolManager" to the root (make sure it is positioned at 0.0.0), also add a game object as a child to the "CrowdPlacement" game object (at 0.0.0), name it "CrowdStands (1)"


2. Add the prefab "CrowdPlacementToolInstance" as a child to "CrowdStands (1)", toggle on gizmos for the scene view, you should now se a blue line with red markers in the Scene view.
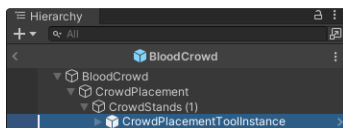

3. Select the "CrowdPlacementToolInstance" game object and look in the inspector. Here you set the length of the line, spacing between instances, randomness and depth placement of the instance. In Scene view move the asset to the first stand in the arena and set the length. Tweak the other values if needed.
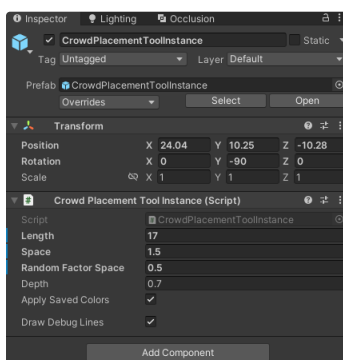
4. Now select the "CrowdPlacementToolManager", drag the root game object in the prefab to "Prefab Root", if you push "Generate" it should now spawn crowd instances (dummies) along the line, these are just for placement and will be hidden and switched out in runtime for VAT animated instances.
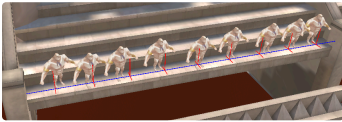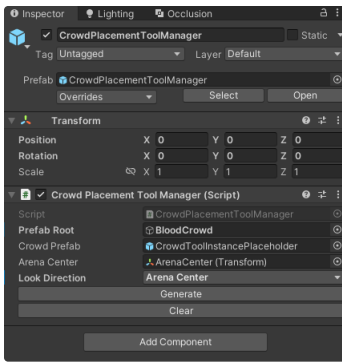
5. When you are happy with that row make a copy of the "CrowdPlacemetToolInstance" and populate the next row, once the stands are populated and set up correct you can copy the "CrowdStands (1)" and move the copy to populate another stand.
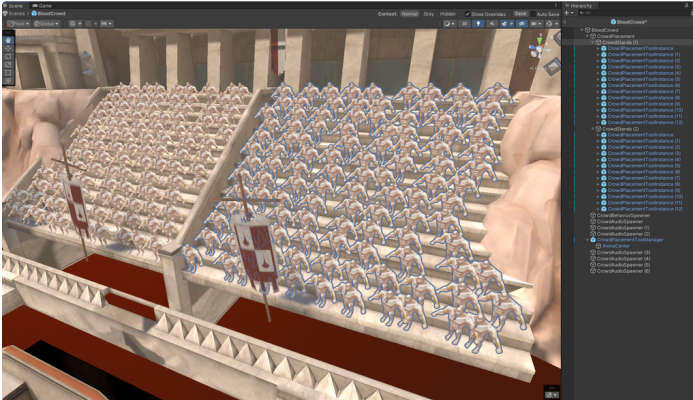

Make sure you are happy with placement and distances before color tinting crowd, if you make changes that increases or decreases instances the color tint information will be lost and you have to tint it again.

Color Tint Crowd

Color tint crowd for crowd in shadow or for light or color variations of the crowd. Each instance can be tinted separately and the color information will be kept even if you re generate the crowd, as long as the number of instances in a row stay the same.

1. Make sure you are working in the crowd prefab, check out how the baked lightmap shadows are applied to the scene, pick or drag select the crowd instances you want to color. **If you can't drag select the instances make sure the instances are overrides, you can regenerate the position of them to make them overrides.**
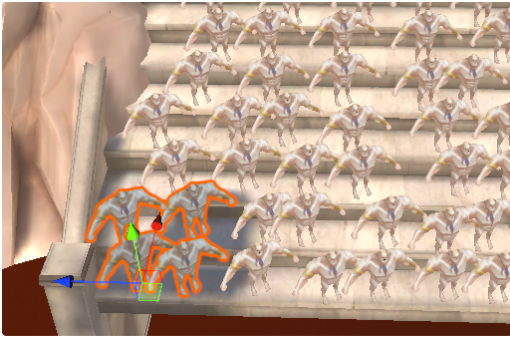
2. In the inspector set the color you want for the instances selected in the "CrowdPlacementTweaking" script
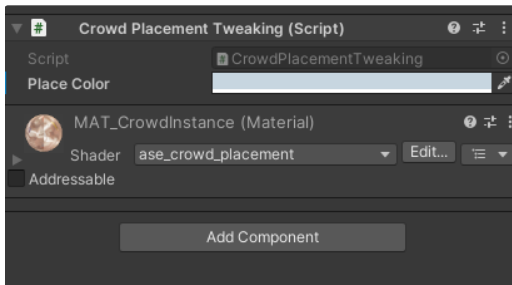
3. At runtime the same color will now be applied to the animated VAT instances, if you re generate the crowd the colors will be kept but the position of the instances will be slightly different, if you change the number of instances in a row the color information need to be set up again.