

Manual

Preview scene shows all prefabs in package

Demo scene can using for build the game

Scripts folder contains 1 shader and 1 rotation script

Rotation script using for rotate objects

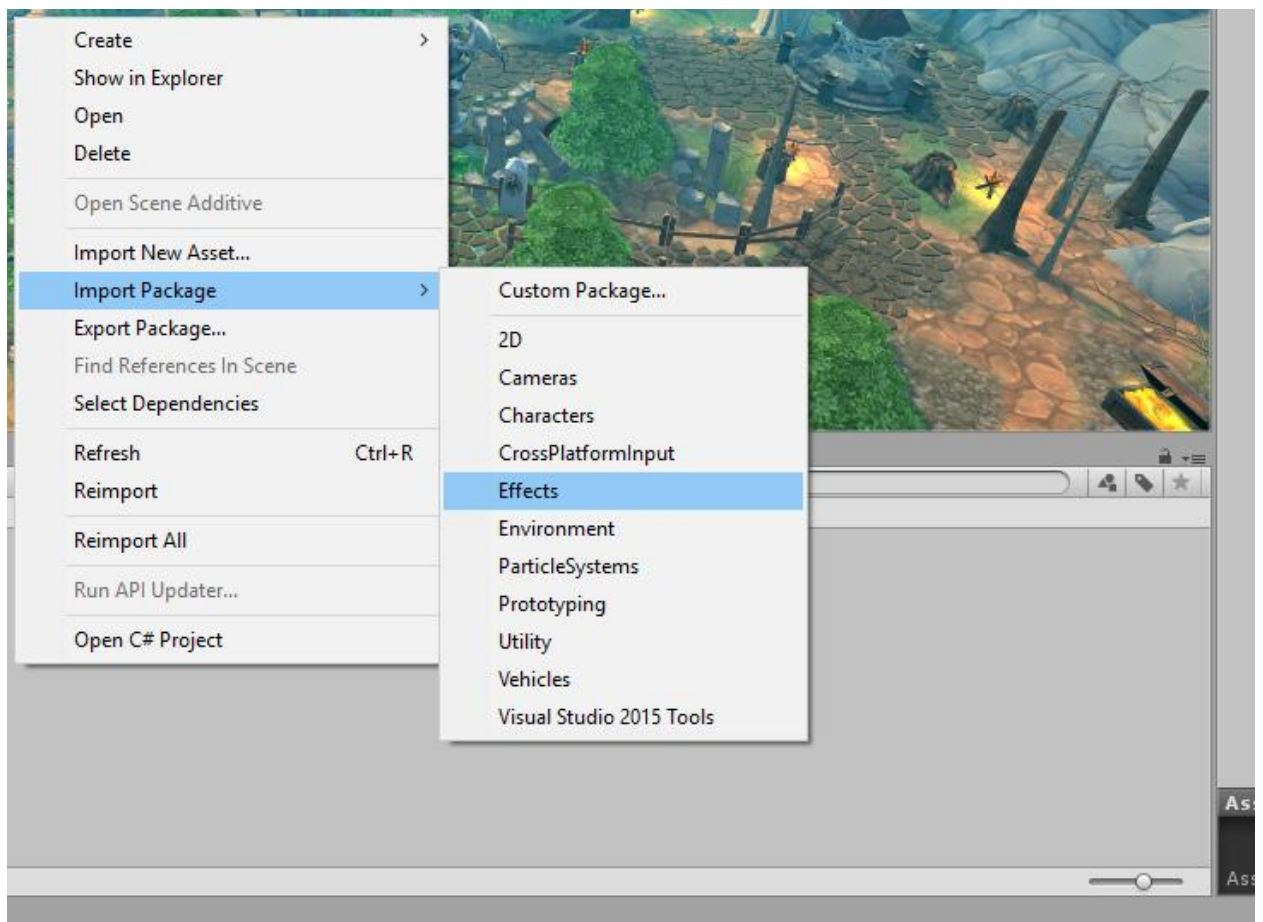
CutoutMobHLSL shader using for cutout texture for support on mobile

In the Models folder there are only FBX sources without materials defined, all prefabs has their correct materials.

Using post-effects from standard assets package

To achieve beautiful graphics you need to perform a few simple steps

At first you need adding Effects package into project:



After you need attack to **Main camera** or any cameras as you want follow effects:

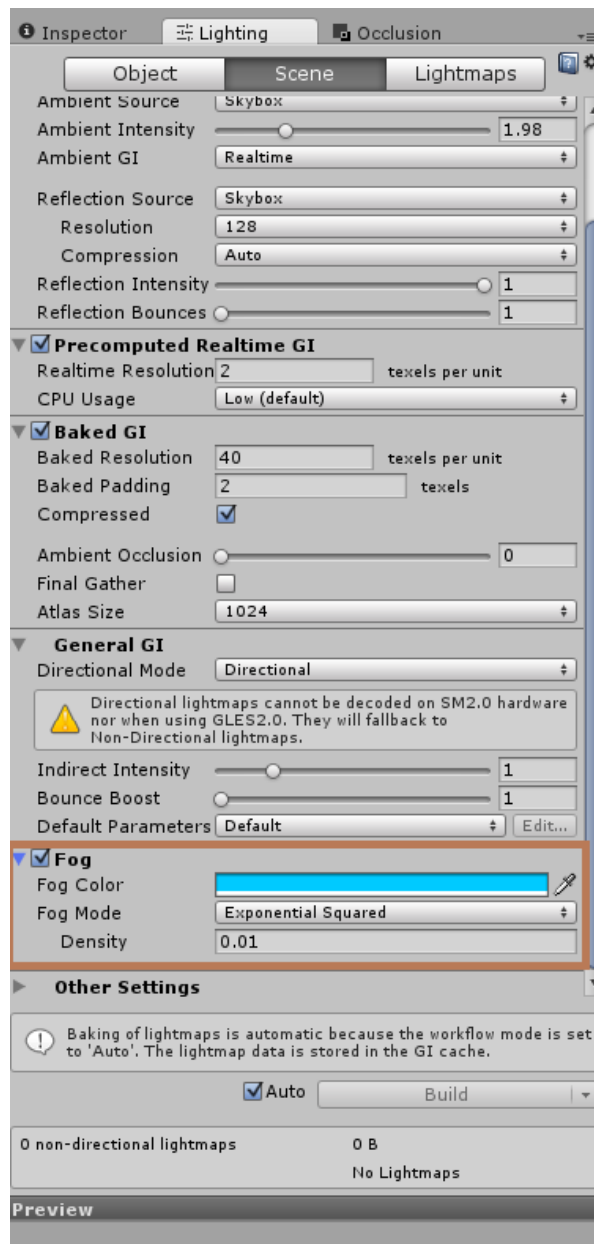
Component – Image Effects – Bloom – Bloom effect

Component – Image Effects – Rendering – Global Fog effect

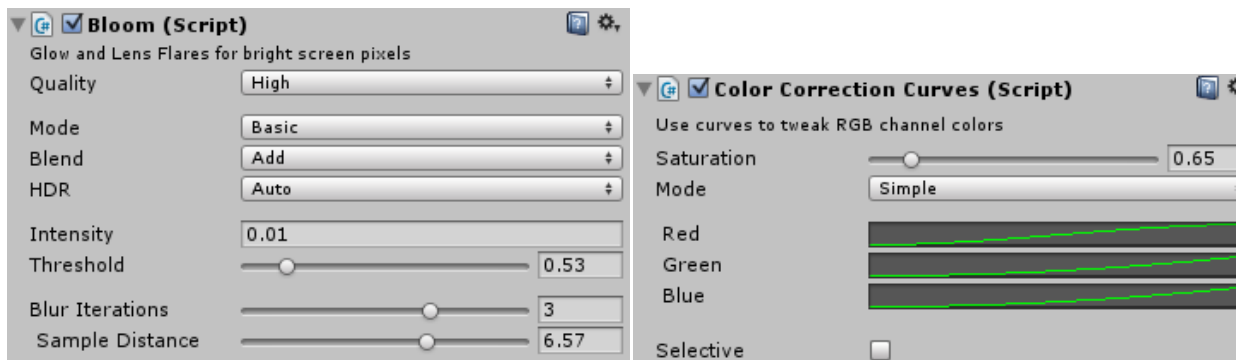
Component – Image Effects – Color Adjustments – Contrast effect

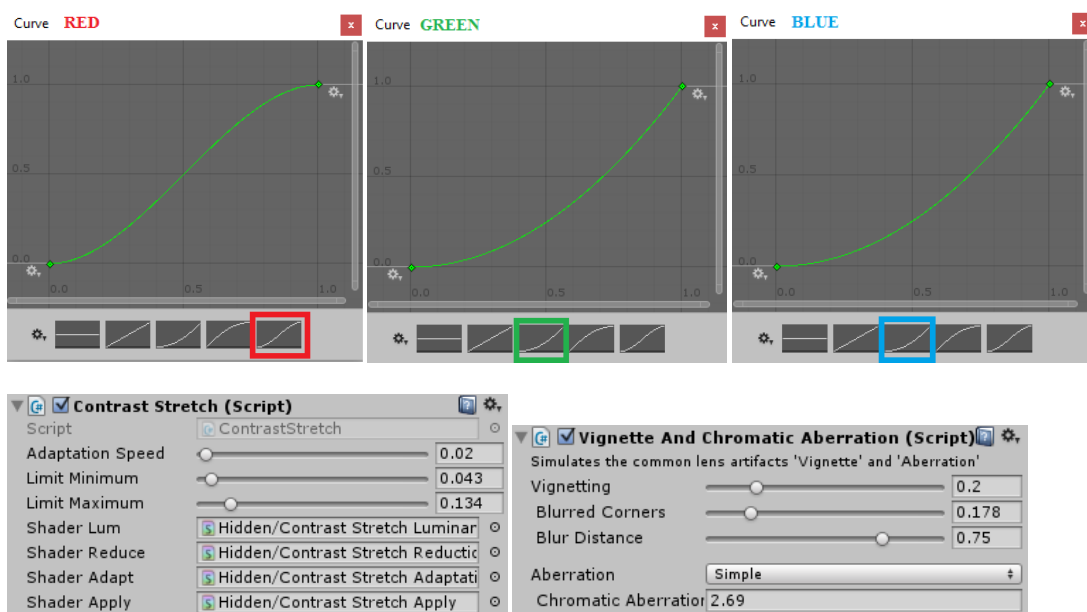
Component – Image Effects – Camera – Vignette and Chromatic Aberration effect

After that turn on fog effect in Lighting window and set follow parameters:



Go to your camera with post effects attached and set next parameters:





Conclusion

The reason for the lack of standard assets package:

Due to possible compatibility issues between Unity versions.