

# User Guide

[Introduction](#)

[Package Contents](#)

[Render Pipeline Support](#)

[Post Processing](#)

[Frequently Asked Questions](#)

[Reporting a Problem and Suggestion](#)

## Introduction

Thank you for choosing the “LowPoly Mysterious Dungeon” Your support is instrumental in enhancing the quality of this product and shaping the development of future offerings.

This guide is designed to help you maximize the potential of your newly acquired assets, providing clear instructions, answers to common questions, and additional insights to ensure a seamless experience.

## Package Contents

- **Models:** All models in this package are provided in FBX format (.fbx).
- **Prefabs:** The Prefabs folder is meticulously organized into distinct categories to facilitate quick and efficient navigation. Each prefab is equipped with optimized primitive colliders, which are disabled by default to ensure minimal performance impact until required.
- **Materials:** The package includes 1 Albedo Atlas material, 1 Atlas Emission material for light sources, 1 Glass material for potions, and 1 Overview Plane material.
- **Textures:** The package includes 1 Albedo Atlas texture (1080x1080) and 1 Emission Atlas texture (1080x1080).

- **Scenes:** The package includes the Mysterious Dungeon and Overview Scene. You can view all prefabs in the Overview Scene for easy reference.
- **Documentation:** The Documentation folder contains the User Guide and License. Please make sure to read the License, which does not contain anything beyond Unity's Standard License. For more information, please refer to the [Asset Store Terms of Service and EULA](#).

## Render Pipeline Support

The package includes Unity packages to support different render pipelines (located in **Assets > LowPoly Mysterious Dungeon > Unity Packages**). If you encounter purple objects in your scene, please follow these steps:

To determine which render pipeline you are using, follow these steps:

1. In Unity, go to the **Edit** menu in the top-left corner.
  2. Select **Project Settings** from the dropdown.
  3. In the **Project Settings** window, navigate to **Graphics** under the **Settings** section on the left.
  4. In the **Graphics** tab, look for the **Scriptable Render Pipeline Settings** field.
    - If you are using the **Universal Render Pipeline (URP)**, the field will show the **URP Asset**.
    - If you are using the **High Definition Render Pipeline (HDRP)**, the field will display the **HDRP Asset**.
    - If there is no asset listed, it means you are using the **Built-in Render Pipeline**.
- If you are using the **Universal Render Pipeline (URP)**, import the **URP Materials Unity package**.
  - If you are using the **High Definition Render Pipeline (HDRP)**, import the **HDRP Materials Unity package**.

## Post Processing

Achieving an image similar to those displayed on the Unity Asset Store page requires the use of **URP** and **post-processing effects**. Without these, the visual quality and effects seen in the promotional images may not be realized. Utilizing the **Universal Render Pipeline (URP)** along with post-processing settings ensures enhanced rendering capabilities, including better lighting, bloom effects, and color grading, which contribute significantly to the overall aesthetic of the asset.

If you would like to use these post-processing effects as well, please follow the instructions below:

1. Navigate to **Assets > LowPoly Mysterious Dungeon > Unity Packages** and import the file named **"URP Post Processing"**.
2. Right-click in the hierarchy and select **Volume > Global Volume**.
3. Click on the Global Volume and, in the Inspector tab, select the **Mysterious Dungeon** profile from the **Volume Component** section.

To enable post-processing effects in the camera, follow these steps:

1. Select the camera in the **Hierarchy**.
2. In the **Camera Inspector**, navigate to the **Rendering** section.
3. Enable the **Post Processing** checkbox.

Once enabled, post-processing effects will be applied to the camera view, provided that a **Post Process Volume** is set up in the scene.

## Frequently Asked Questions

1. **Can I use this asset package in my commercial projects?**
  - Yes, you can. Unity's standard license allows you to use purchased or downloaded 3D asset packages in your commercial projects. However, you cannot redistribute or resell the assets as-is.
2. **Can I modify the assets included in this package?**
  - Yes, you can. You can edit, modify, and personalize the 3D assets included in the package.
3. **Can I use this asset package in game engines other than Unity?**
  - Yes, you can. You can use these assets in other game engines. There are no restrictions.
4. **Does this package include external dependencies?**
  - No, this package does not contain any external dependencies
5. **Will there be updates to this package in the future?**
  - Yes, there may be updates containing bug fixes and some improvements.
6. **When I imported the package and opened the scene, everything appeared purple. What should I do?**
  - This issue indicates that Unity packages specific to the used Render Pipeline have not been imported. To resolve this issue, go to the [Render Pipeline Support](#) section in this PDF.
7. **Can I create my own prefabs using the models provided?**
  - Yes, you are free to create your own prefabs using the models included in the package.

**8. Which unity versions is this package compatible with?**

- This package works seamlessly from version 2019.4 LTS to the latest versions of the Unity.

## **Reporting a Problem and Suggestion**

If you encounter a specific issue, experience a bug, or have suggestions regarding the package, please don't hesitate to report it to me at this email: [peanar3d@gmail.com](mailto:peanar3d@gmail.com)

Reporting any bugs or suggestions is crucial for improving the package and ensuring you have a smoother experience.