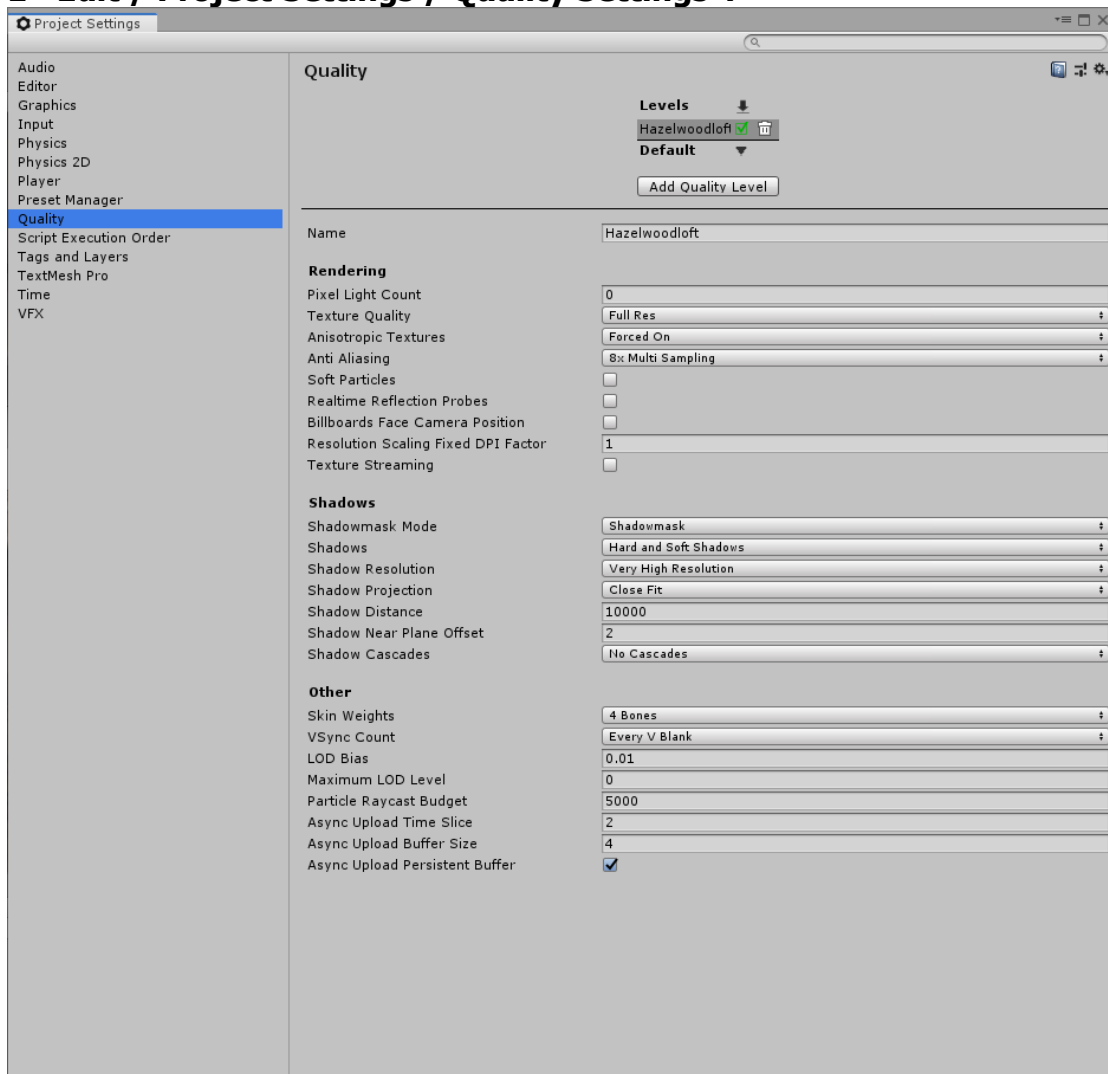


"Hazelwood Loft" guidelines:

A-For best and optimal results please type in those settings in:

1-"Edit / Project Settings / Quality Settings":



2-"Edit / Project Settings / Player Settings":

Project Settings

Audio

Editor

Graphics

Input

Physics

Physics 2D

Player

Preset Manager

Quality

Script Execution Order

Tags and Layers

TextMesh Pro

Time

VFX

Player

Company NameDefaultCompany

Product Namehazelwoodloft_full_pack

Version1.0

Default IconNone (Texture 2D)
Select

Default CursorNone (Texture 2D)
Select

Cursor HotspotX 0Y 0

Settings for PC, Mac & Linux Standalone

Icon

Resolution and Presentation

Splash Image

Other Settings

Rendering

Color Space*Gamma

Auto Graphics API for Windows☐

! Reordering the list will switch editor to the first available platform

Graphics APIs for Windows

Direct3D11+ -

Auto Graphics API for Mac☒

Auto Graphics API for Linux☒

Color Gamut For Mac*

sRGB+ -

Static Batching☒

Dynamic Batching☒

GPU Skinning*☒

Graphics Jobs (Experimental)*☐

Lightmap EncodingNormal Quality

Lightmap Streaming Enabled☒

Streaming Priority0

Enable Frame Timing Stats☐

Vulkan Settings

SRGB Write Mode*☐

Mac App Store Options

Bundle Identifierunity.DefaultCompany.hazelwoodloft_full_pack

Build0

Categorypublic.app-category.games

Mac App Store Validation☐

Configuration

Scripting Runtime Version*

.NET 4.x Equivalent

Scripting BackendMono

Api Compatibility Level*

.NET 4.x

C++ Compiler ConfigurationRelease

Use incremental GC (Experimental)☐

Disable HW Statistics*☐

Scripting Define Symbols

Allow 'unsafe' Code☐

Active Input Handling*Input Manager

Optimization

Prebake Collision Meshes*☐

Keep Loaded Shaders Alive*☐

Preloaded Assets*

Managed Stripping LevelDisabled

Vertex Compression*Mixed...

Optimize Mesh Data*☐

Logging*

Log TypeNoneScriptOnlyFull

Error☐☒☐

Assert☐☒☐

Warning☐☒☐

Log☐☒☐

Exception☐☒☐

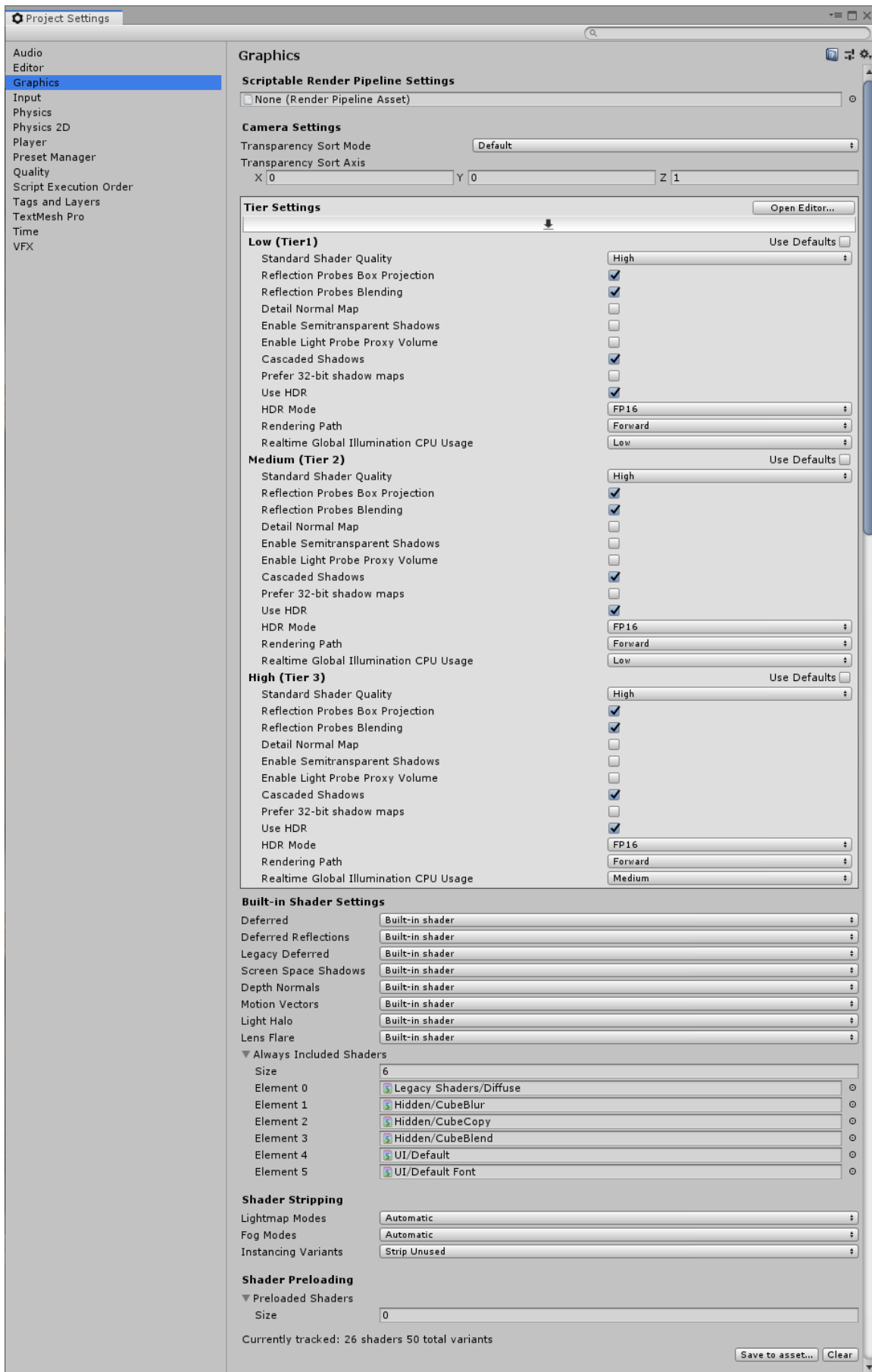
Legacy

Clamp BlendShapes (Deprecated)*☒

* Shared setting between multiple platforms.

XR Settings

3-"Edit / Project Settings / Graphics Settings":



4-“Windows / Lighting” options:

CollabAccountLayersLayout

InspectorLighting

SceneRealtime LightmapsBaked Lightmaps

Environment

Skybox MaterialNone (Material)

Sun SourceNone (Light)

Environment Lighting

SourceColor

Ambient ColorHDR

Environment Reflections

SourceSkybox

Resolution1024

CompressionAuto

Intensity Multiplier1

Bounces1

Realtime Lighting

Realtime Global Illumination

Mixed Lighting

Baked Global Illumination

All Baked and Mixed lights in the Scene are currently being overridden to Realtime light modes. Enable Baked Global Illumination to allow the use of Baked and Mixed light modes.

Lighting ModeSubtractive

Realtime Shadow Color

Lightmapping Settings

LightmapperEnlighten

Indirect Resolution1texels per unit

Lightmap Resolution50texels per unit

Lightmap Padding2texels

Lightmap Size1024

Compress Lightmaps

Ambient Occlusion

Final Gather

Directional ModeNon-Directional

Indirect Intensity1

Albedo Boost1

Lightmap ParametersDefault-MediumView

Other Settings

Fog

Halo TextureNone (Texture 2D)

Halo Strength0

Flare Fade Speed3

Flare Strength1

Spot CookieSoft

Debug Settings

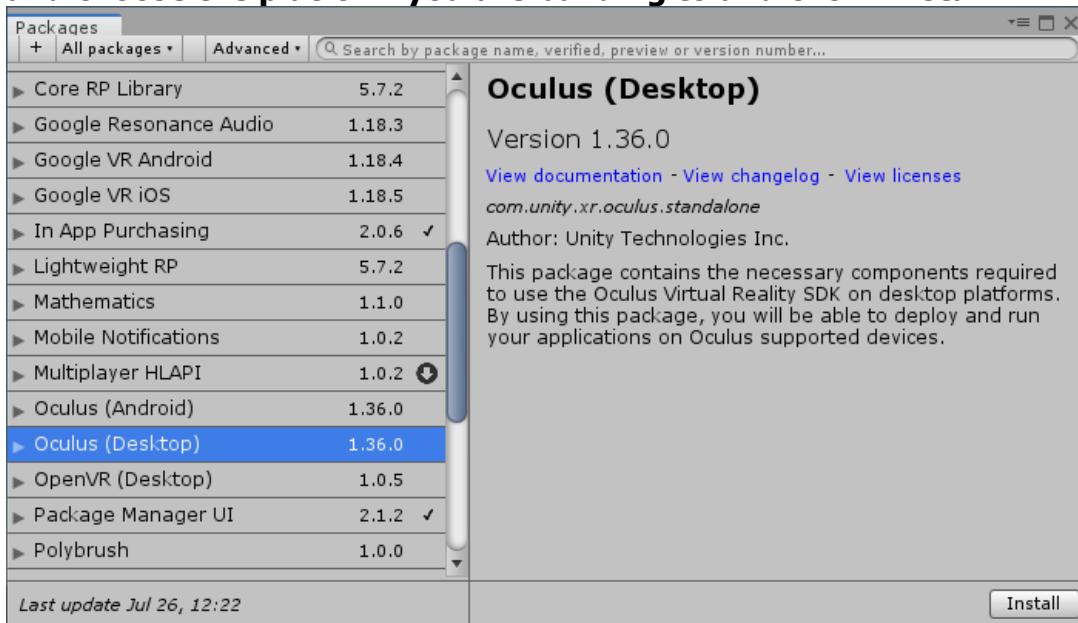
Auto GenerateGenerate Lighting

12 Non-Directional Lightmaps: 9x2048x2048px, 3x1024x1024px208.0 MB

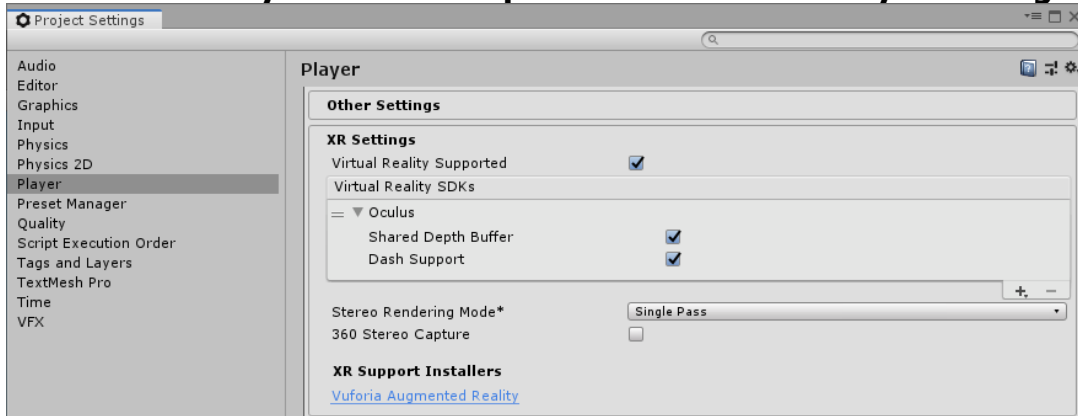
5-"Lighting" & "Effects" icons are turned ON like this:



6-If you're building for VR, please go to "Windows/Package Manager" and choose the platform you are building to and click "Install":



Also make sure you have this option turned ON in "Player Settings":



B-Lighting guidelines:

1- The Lightmapping porting manager:

All the lighting in the scene was baked in "Mental Ray" to achieve photorealism, a raytracer that is used in film, TV and cinema. A plugin was used for this since Unity5 doesn't let you have custom lightmaps like older versions of Unity.

So you can use the current lighting for your build or if you want to use your own lighting, just drop some lights and hit "build".

2-duplicating objects:

If you want to duplicate already lightmapped objects, just duplicate the object (it will look weird with no lightmap) then delete the "LightmappingManager" in the scene, go to "windows/ Lightmaping Porting Manager" and click on "Get Lightmap Data", then inside the "LightmappinManager" make sure you set the array to 12 and reassign all the lightmaps to the array in the right order just like the illustration in section "C", and save your scene.

3-Optimising your scene:

If you want to optimize performance in your scene just select all your objects and delete the "Lightmap Data Script". And leave the " LightMappingManager" in the scene.

C-Merging different packs:

If you want to merge 2 adjacent rooms, follow these steps:

- Import package B to package A.
- Open the scene containing room A , select "geometry" and copy.
- Open room B and paste the copied room A.
- Delete the "LightmappingManager" in the scene.
- Go to "window/lightmaping porting manager" and click on "Get lightmap Data"
- Make sure that in the lightmap manager the lightmaps are mapped like this:

day scenes

Layers

Layout

Account

Inspector

Lighting



LightmappingManager

Static

Tag Untagged



Layer Default



Transform

Position

X

0

Y

0

Z

0

Rotation

X

0

Y

0

Z

0

Scale

X

1

Y

1

Z

1

Lightmapping Manager (Script)

Script

LightmappingManager

Scene Renderers

Lightmap Data Container

LightMapData_room_06_hallway_day (LightMapDataC

Light Map Textures Far

Size

12

Element 0

LM_Room1_Day

Element 1

LM_Room2_Day

Element 2

LM_Room3_Day

Element 3

LM_Room4_Day

Element 4

LM_Room4_1024_Day

Element 5

LM_Room5_Day

Element 6

LM_Room6_Day

Element 7

LM_Room7_Day

Element 8

LM_Room8_Day

Element 9

LM_Room8_1024_Day_Night

Element 10

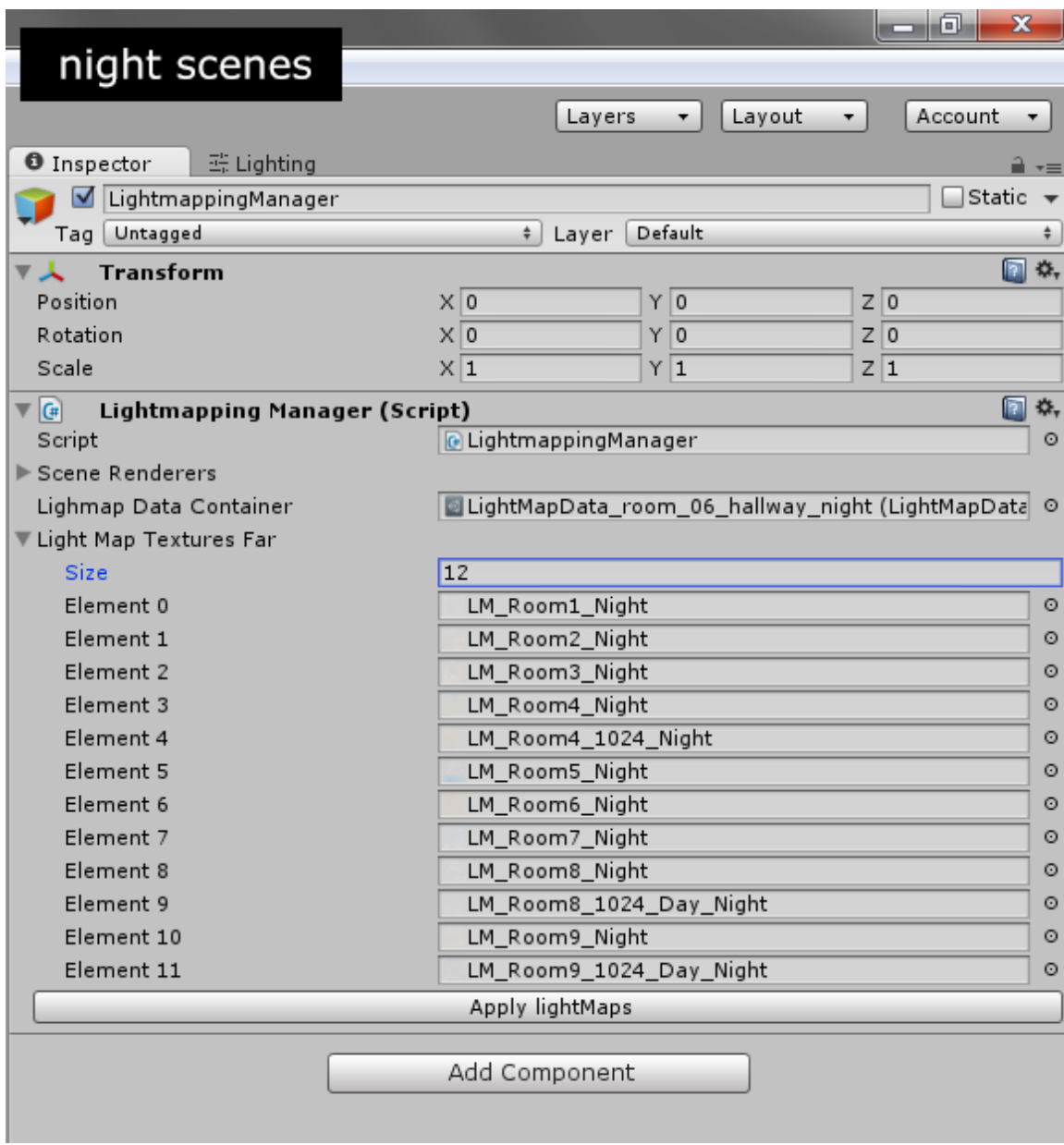
LM_Room9_Day

Element 11

LM_Room9_1024_Day_Night

Apply lightMaps

Add Component



D-special notes:

"One or more textures on this 3D-model have been created with images from cgTextures. These images may not be redistributed by default. Please visit cgTextures for more information."

Enjoy
POLYBOX