Thank you for purchasing the POLYSCAPE- Fantasy World asset package!

Below are a few instructions on how to use the included custom shader that allows you to recolor any asset included in this package, or any assets you wish to add yourself, from within the material.

## Recoloring any of the assets included with POLYSCAPE

Every prefab included in this package features an assigned material in which you can edit the color from within the material itself.

If you wish to edit the color of an asset, drag one of the prefabs into your scene, and navigate to the "**Materials**" folder within the "POLYSCAPE - Fantasy World" asset folder included in this package. Find the corresponding material for that particular prefab. All of the included materials are named to match its corresponding prefab. (door_wood_006.prefab has the assigned material "door_wood_006-defaultMat")

Click on the material and you will find 4 fields in which you can edit different regions of the prefab. Some prefabs contain up to 4 possible color regions, some less.

Click on any of the color boxes and a color picker window will popup. Here you can assign a color to that particular color region. You can also save your selected color as a preset which will be accessible in any of the other materials for fast color coordination.
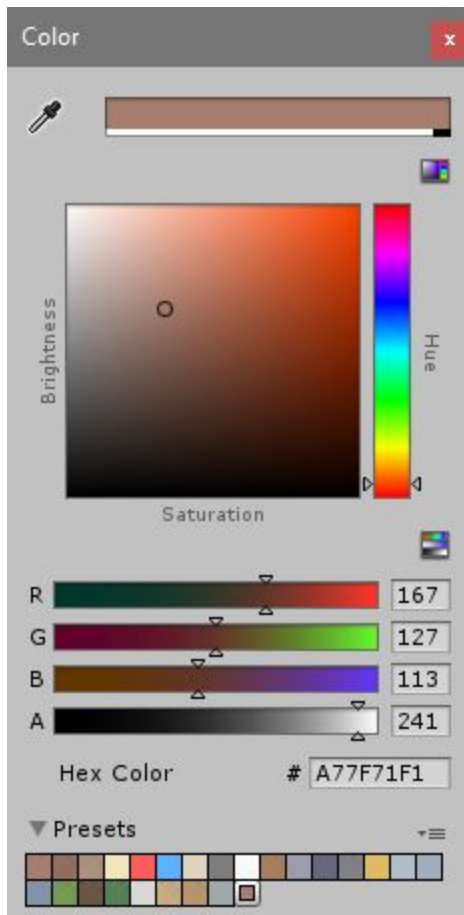

Any of the color regions can be set to emissive by checking the "**Emissive**" box for that color region from within the main material inspector.

Assigning color variations to an asset

If you wish to assign a different color variation to any of the included assets, simply duplicate the material in the project folder, rename it to whatever you wish, and drag it onto a prefab in your scene, and then edit the colors of your new duplicated material.

Using the recolor shader for your own assets

        If you want to add your own assets and use it with the recolor shader, the process is quite simple.
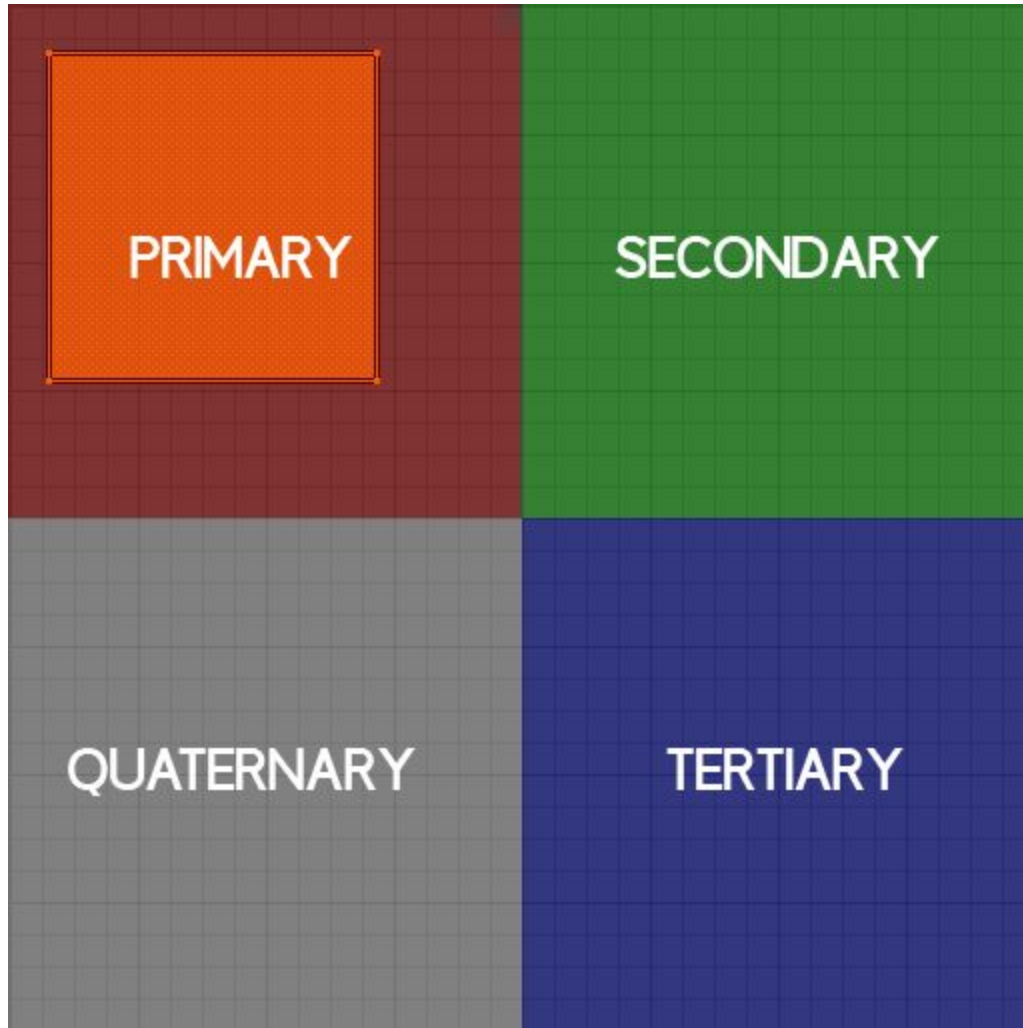

Using the above image as an example, unwrap the different parts of your mesh that you wish to be assigned to different color regions, and position them within these four quadrants of your UV space. Any UVs that you place within the primary region (upper-left UV space of your UV layout) will be affected by the primary color in the Unity material, and any UVs that you place within the secondary region will be affected by the secondary color, etc.

To assign the recolor shader to your custom mesh, create a new material anywhere in your project, and assign the "**ColorMaskShader**" (this shader is included in the POLYSCAPE package) in the shader field within the material.
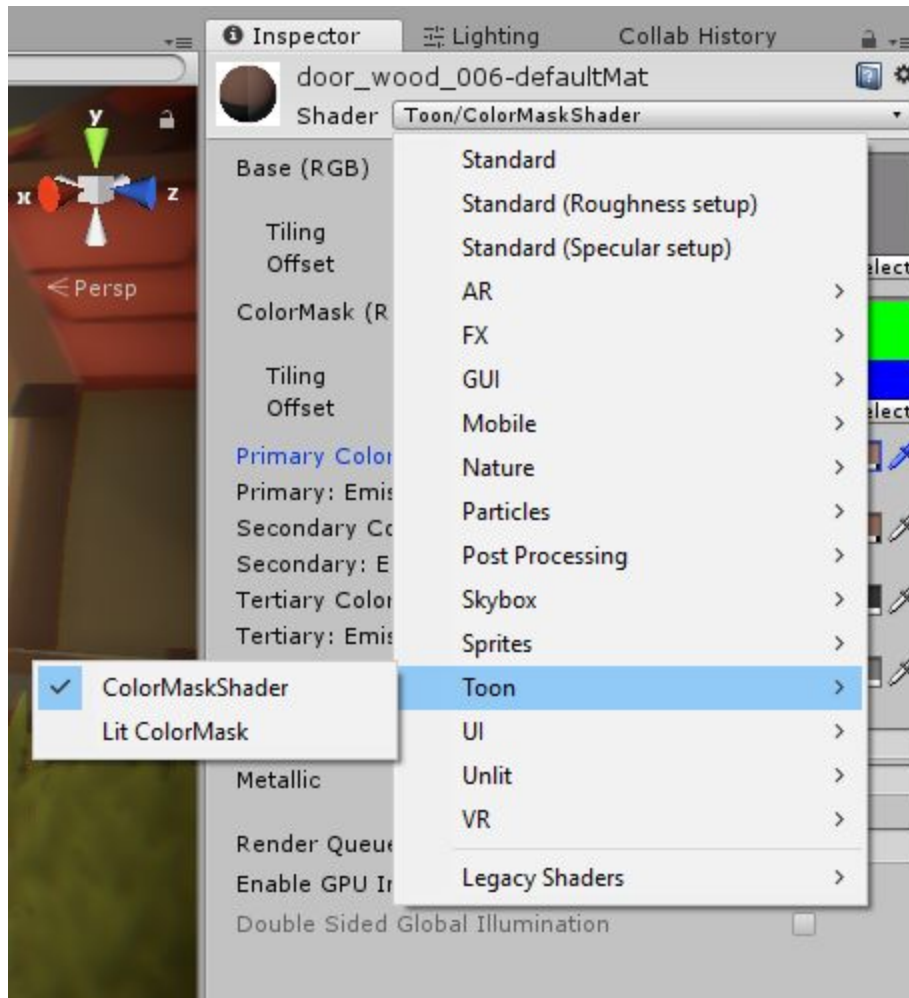
Now assign the "**Color-Base**" texture and "**Color-Mask**" textures to the two texture inputs at the top of the material. These two textures are included in the POLYSCAPE package, and can be found in the "**Textures**" folder. These two textures are required for every asset using the **ColorMaskShader**.
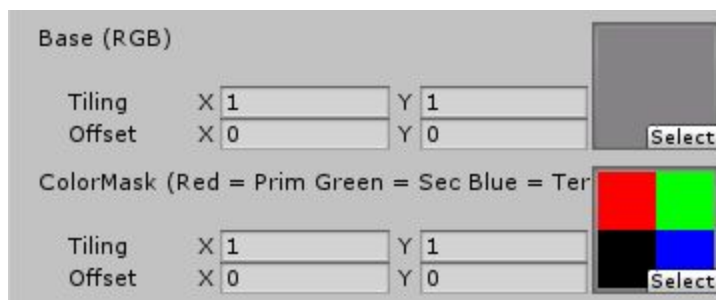
Assign the material to your newly created prefab and try adjusting the color regions within the material. You should see the colors of your mesh changing on the fly!

Contact us at **support@bantam.games** if you have any questions, requests, or issues. Asset additions can be requested, but will be considered on a per-request basis.