



Stylized Torii Pack Instructions



Contents

1	Overview	3
1.1	Folder Structure	3
1.2	Rendering Pipelines	4
1.2.1	Universal Render Pipeline (URP)	5
1.2.2	High Definition Render Pipeline (HDRP)	7
2	Customizable Torii	9
3	Asset List	12
3.1	Torii 1	12
3.2	Torii 2	13
3.3	Torii 3	13
3.4	Torii 4	14
3.5	Torii 5	14
3.6	Torii 6	15
3.7	Torii 7	15
3.8	Torii 8	16
3.9	Torii 9	16
3.10	Torii 10	17
3.11	Torii 11	17
3.12	Torii 12	18
3.13	Torii 13	18
3.14	Torii 14	19
3.15	Torii 15	19
3.16	Torii 16	20
3.17	Torii 17	20
3.18	Torii 18	21
3.19	Torii 19	21
4	Demo Scene	22
5	Contact	24



1 Overview

From the team at Aoiten we want to thank you for your trust and for purchasing our Stylized Torii Pack. We hope you like it and found it suitable for your needs.

This document provides information about the Torii Pack and how to use it.

If you are familiarized with Unity, the contents of this pack will most likely look familiar to you and you won't need this instructions to understand its usage.

However we recommend you to keep it in your project for quick reference when needed.

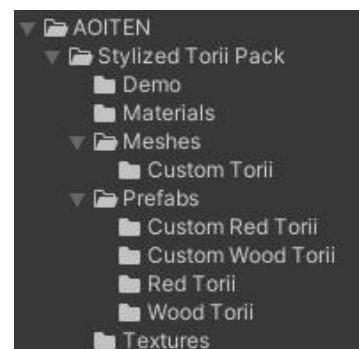
1.1 Folder Structure

Here you can have an overview of the folder structure of the package and a description of the contents:

The root folder is "AOITEN", note all packages we create will have the same root folder name.

As a child folder you can find "Stylized Torii Pack". All the contents of this package are inside this folder.

The contents of the package are child folders of the "Stylized Torii Pack", here are their contents:





- **Demo:** Here you can find a demo scene to visualize the different Torii included in the pack (see section “4 Demo Scene” for more information). Note you can delete this folder in your project if you don’t need the demo.
- **Materials:** This folder contains the materials used.
- **Meshes:** The meshes for the Torii are here.
 - **Custom Torii:** The unique meshes that allow for customization of Torii are contained in this folder.
For more information see section “2 Customizable Torii”.
- **Prefabs:** All prefabs are inside this folder, separated by type:
 - **Custom Red Torii:** Contains the “red variation” of customizable Torii.
 - **Custom Wood Torii:** Contains the “wood variation” of customizable Torii.
 - **Red Torii:** Contains the “red variation” of Torii.
 - **Wood Torii:** Contains the “wood variation” of Torii.
- **Textures:** All the textures used in the package are in this folder.

Note textures in this pack have a size of 2048x2048, feel free to adjust the size of the textures to the resolution that suits you best (however, please remember to keep the size power of 2).

1.2 Rendering Pipelines

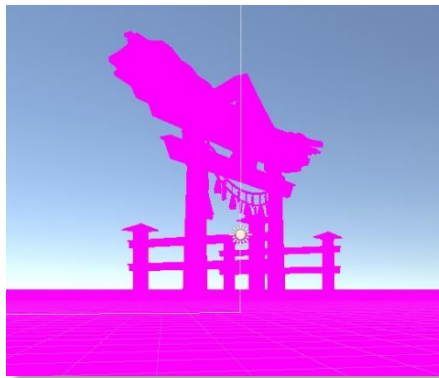
This pack is built using Unity’s built-in render pipeline, however you can quickly adapt it to the URP or the HDRP following this instructions:



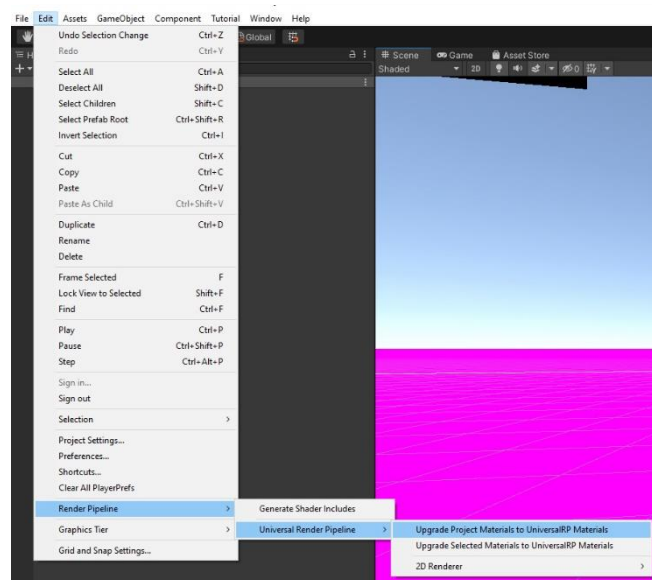
1.2.1 Universal Render Pipeline (URP)

Follow these steps only if your project uses the Universal Render Pipeline (URP).

- Import the package into your project (remember to always backup your project before importing 3rd party assets).
- If you open the demo scene included in the package you will note all the assets are pink:



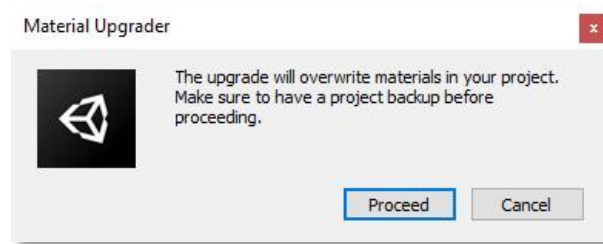
- Click on Edit > Render Pipeline > Universal Render Pipeline > Update Project Materials to UniversalRP Materials:



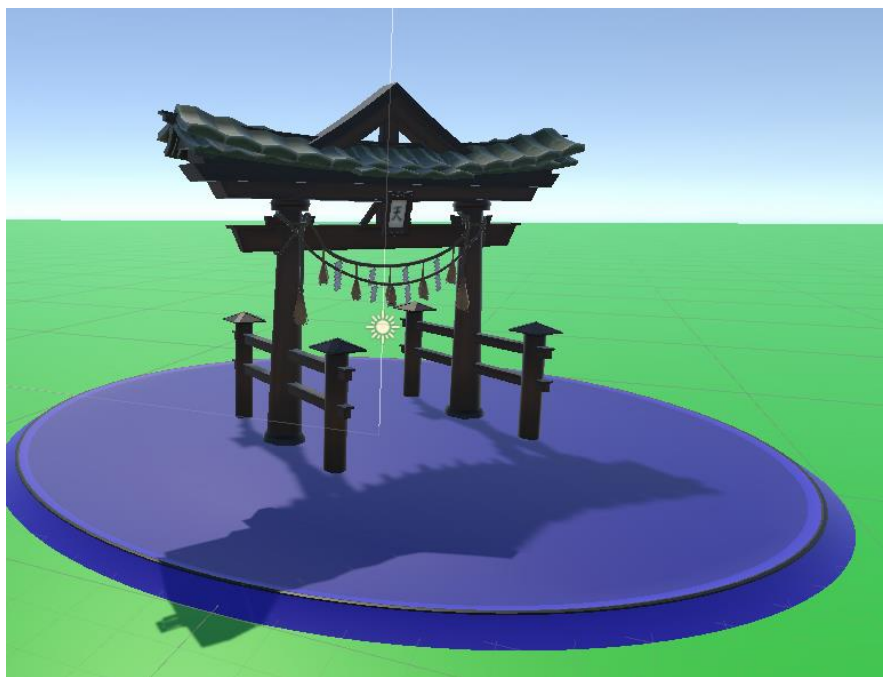


Stylized Torii Pack Instructions

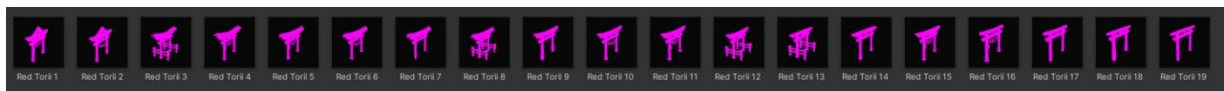
- Finally click “Proceed” on the popup window:



After this you should visualize all the meshes properly:



Note the thumbnails might still look pink, however they will look correctly when you drag them to the scene. This should get fixed eventually in your project.

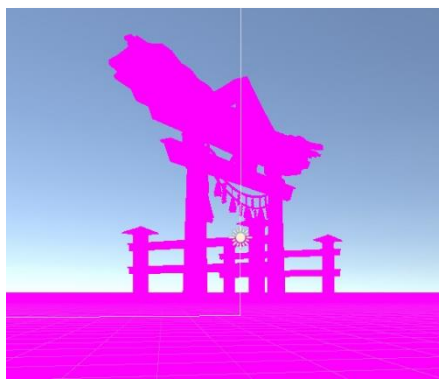




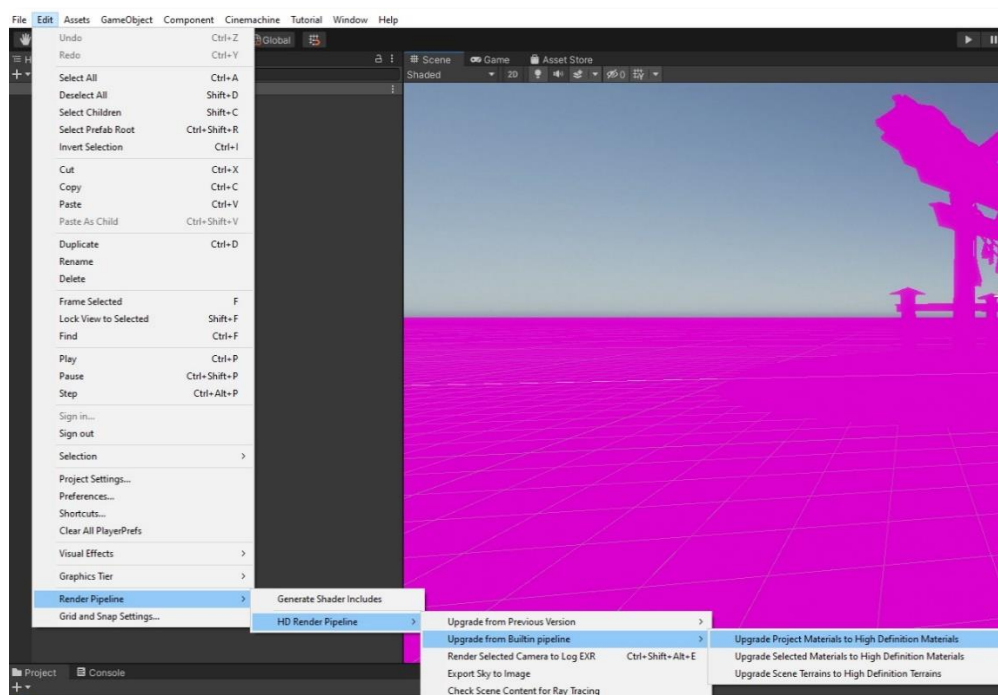
1.2.2 High Definition Render Pipeline (HDRP)

Follow these steps only if your project uses the High Definition Render Pipeline (HDRP).

- Import the package into your project (remember to always backup your project before importing 3rd party assets).
- If you open the demo scene included in the package you will note all the assets are pink:



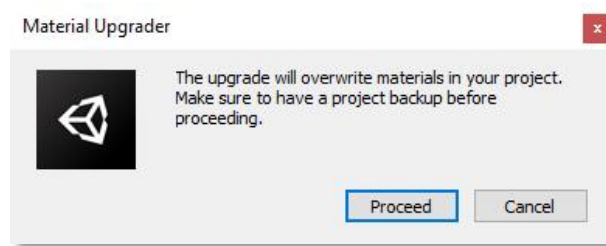
- Click on Edit > Render Pipeline > Render Pipeline > HD Render Pipeline > Update from Builtin pipeline > Upgrade Project Materials to High Definition Materials:



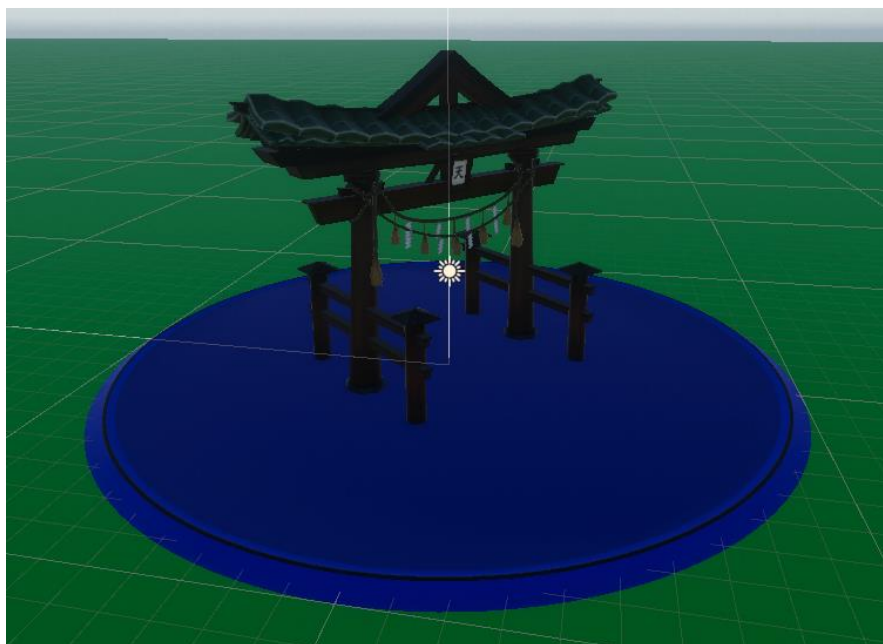


Stylized Torii Pack Instructions

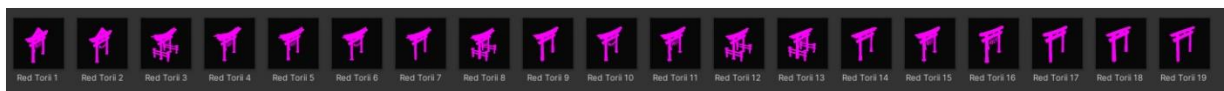
- Finally click “Proceed” on the popup window:



After this you should visualize all the meshes properly:



Note the thumbnails might still look pink, however they will look correctly when you drag them to the scene. This should get fixed eventually in your project.

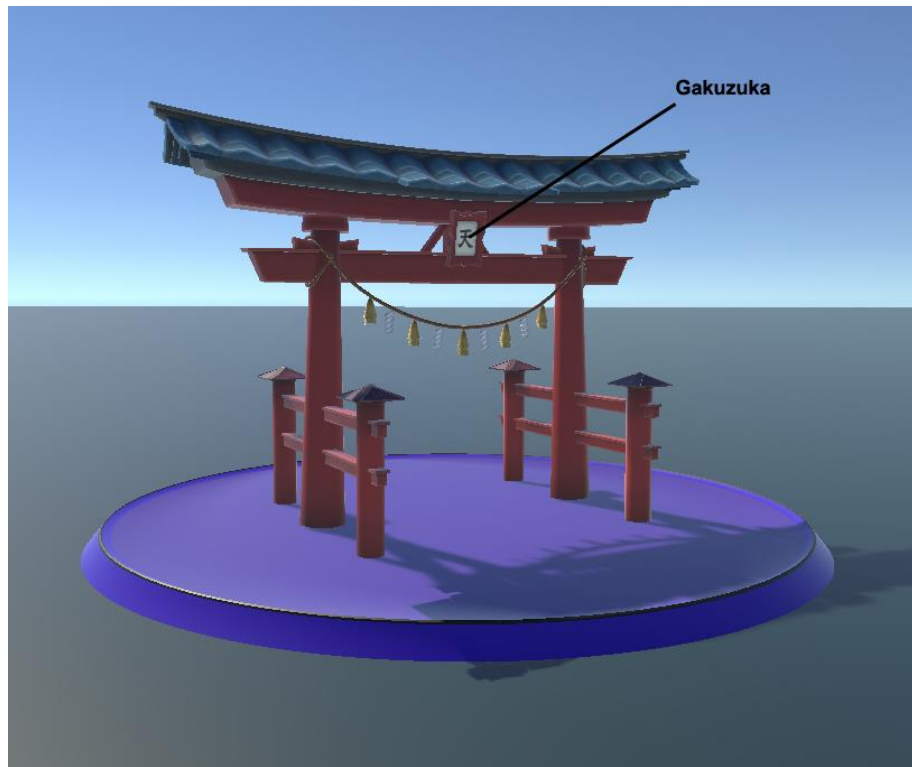




2 Customizable Torii

Some of the Torii included in this pack have an extra material assigned to allow the user to modify its texture to customize it.

This is one of the regular Torii within the pack:



Note the frame on the top (known as Gakuzuka) has a default inscription.

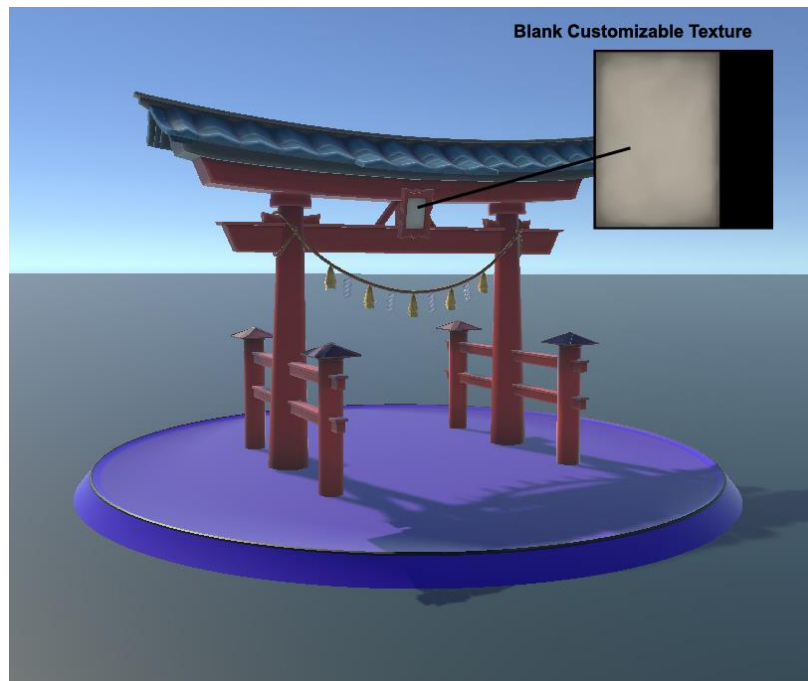
In the pack however you can find some Torii (whenever it is appropriate) with a blank Gakuzuka, so you can modify the included texture to your liking in order to customize it.



Stylized Torii Pack

Instructions

This is a custom Torii and the customizable texture included:



And the same Torii with the customizable texture modified to suit our needs (as an example):



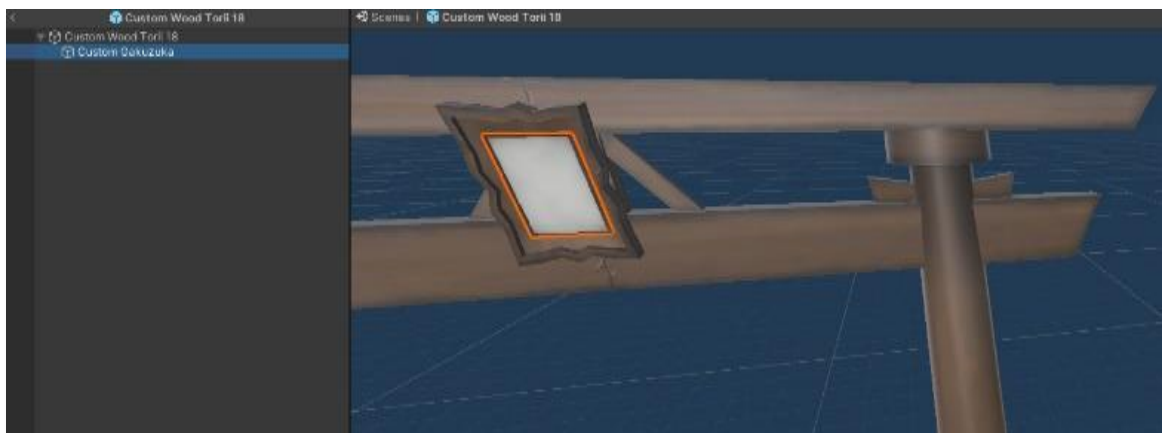
In the picture the customizable texture has been edited using a drawing software (i.e. Krita). Saved the texture in Unity and assigned to the Gakuzuka material.



In the “prefabs” folder you can find the customizable Torii:



Open the desired prefab and note it has a child called “Custom Gakuzuka”:



Select it and note it has a material called “Custom Gakuzuka” which at the same time is pointing to a texture called “Custom Gakuzuka.tga”, this is the texture you can modify with an external software to suit your needs.

If you need multiple custom textures, you can duplicate (Ctrl + D) the custom material (contained in the folder of the rendering pipeline you are using) and assign the new texture to it.

Finally assign the newly created material to the “Custom Gakuzuka” object within the prefab.

Please see the section “1.1 Folder Structure” for more information about the location of the files.

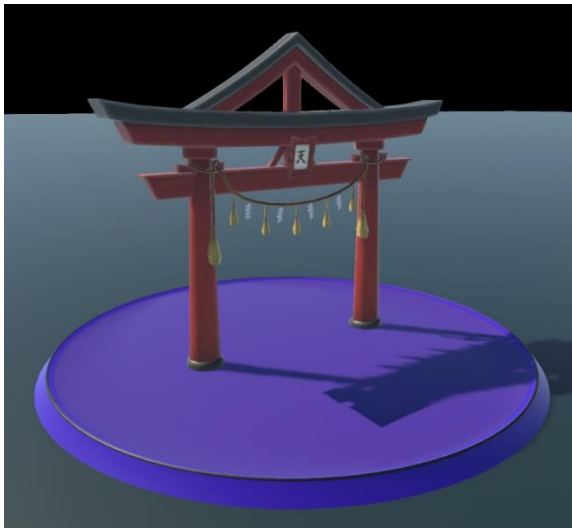


3 Asset List

This pack includes 19 individual Torii, each of them with two different texture color variations.

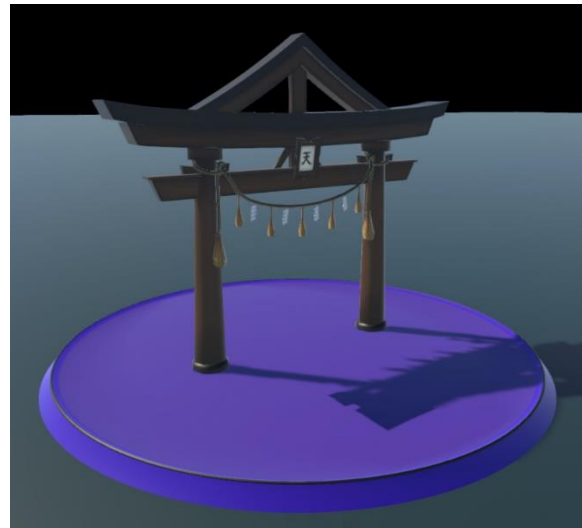
Following you can see a preview of each Torii with their color variations for a quick previsualization, additionally you can check which Torii can be customized and the number of triables.

3.1 Torii 1



Red Torii Variant

Customizable: Yes

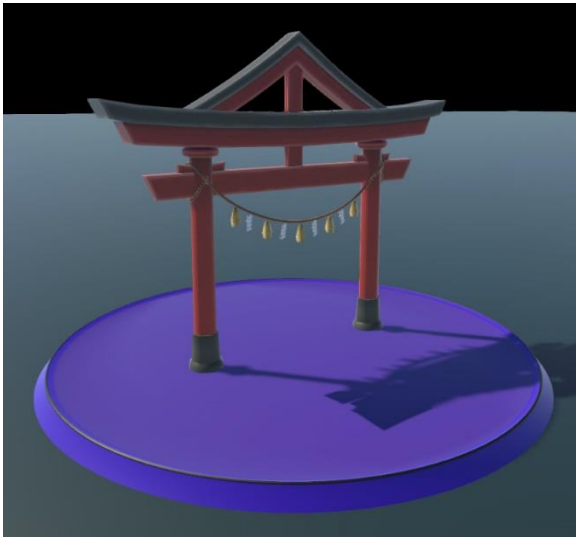


Wood Torii Variant

Triangles: 3778

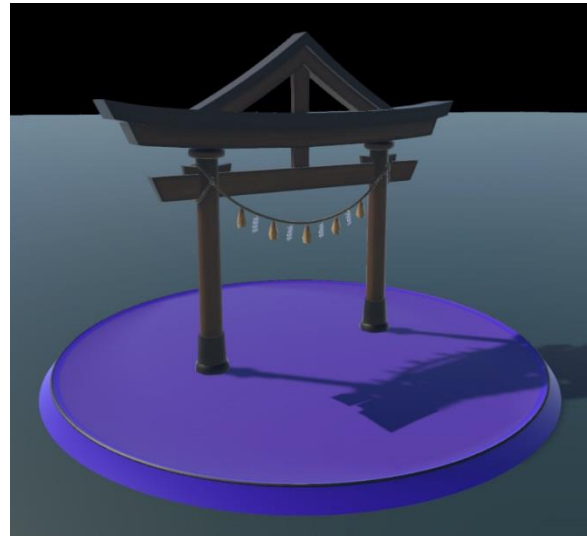


3.2 Torii 2



Red Torii Variant

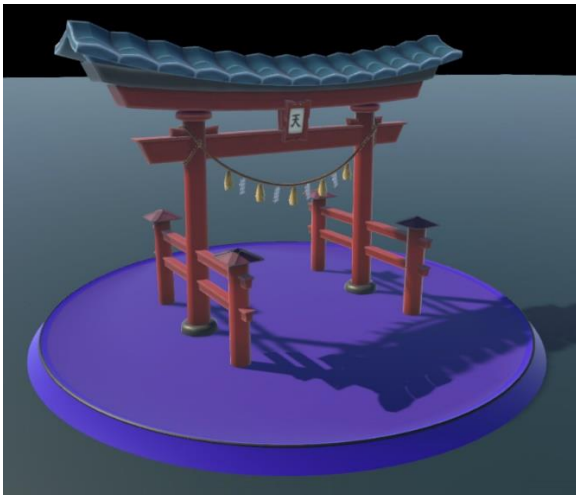
Customizable: **No**



Wood Torii Variant

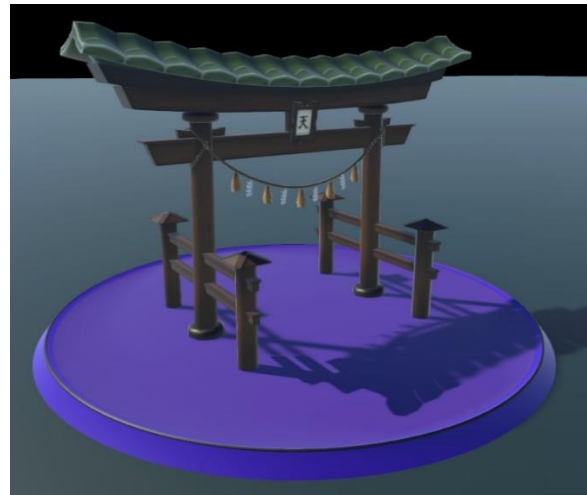
Triangles: **2980**

3.3 Torii 3



Red Torii Variant

Customizable: **Yes**

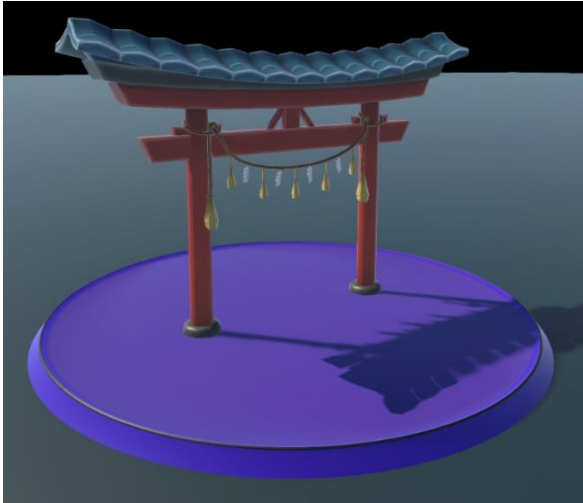


Wood Torii Variant

Triangles: **4834**

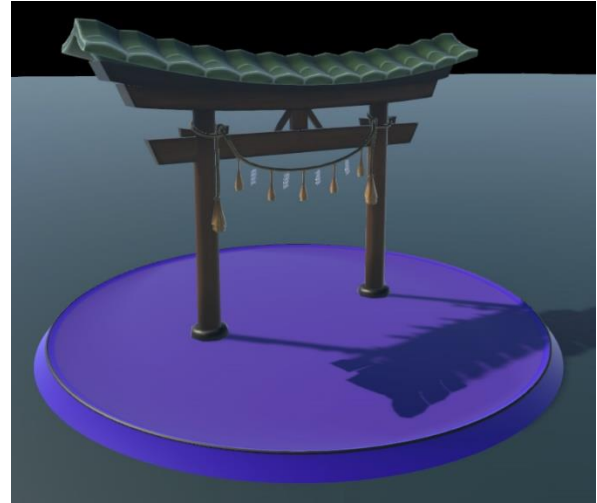


3.4 Torii 4



Red Torii Variant

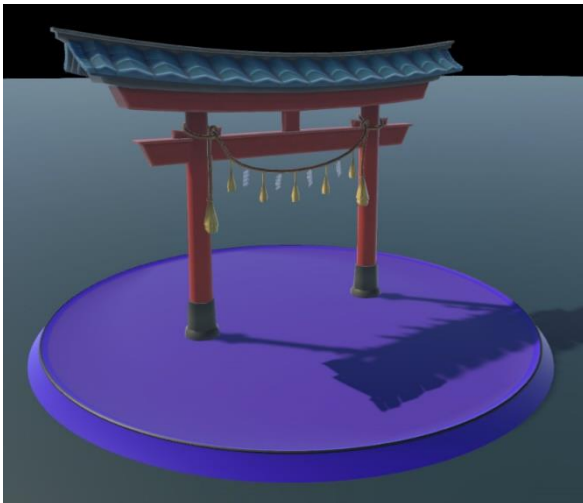
Customizable: **No**



Wood Torii Variant

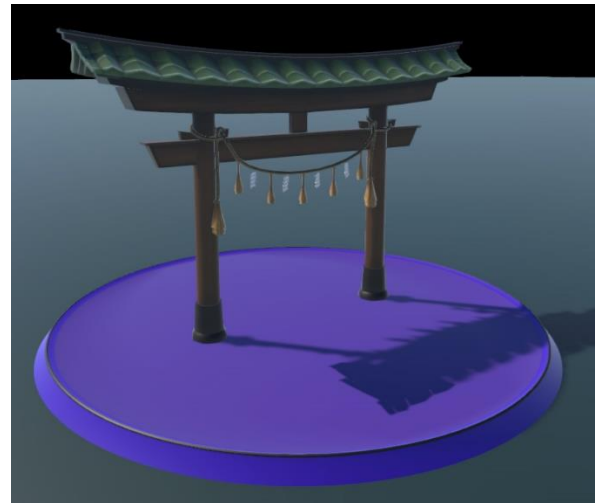
Triangles: **3980**

3.5 Torii 5



Red Torii Variant

Customizable: **No**

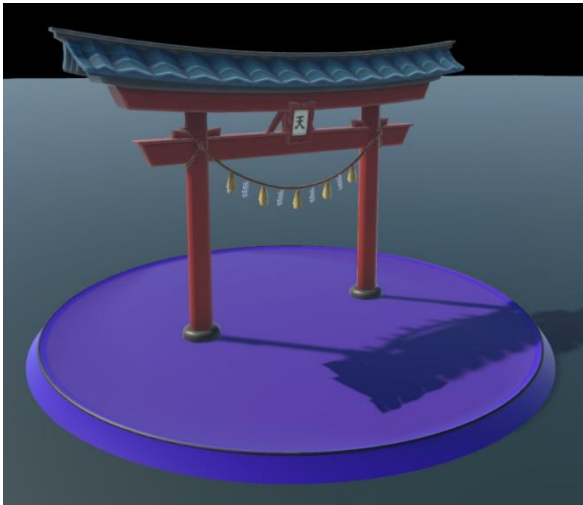


Wood Torii Variant

Triangles: **5216**

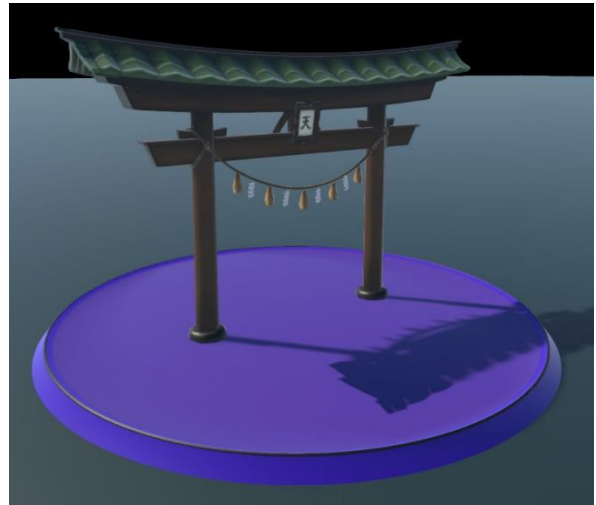


3.6 Torii 6



Red Torii Variant

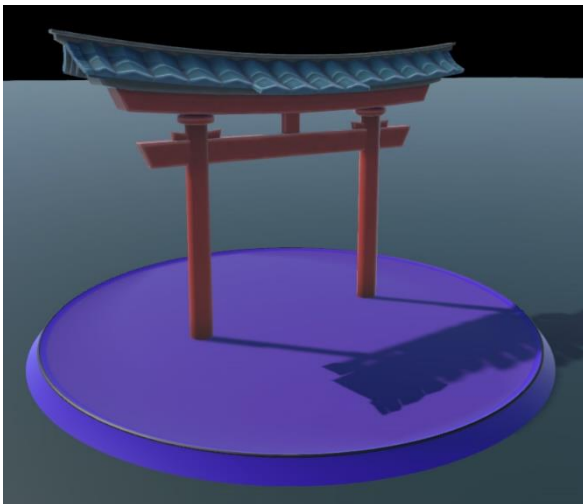
Customizable: **Yes**



Wood Torii Variant

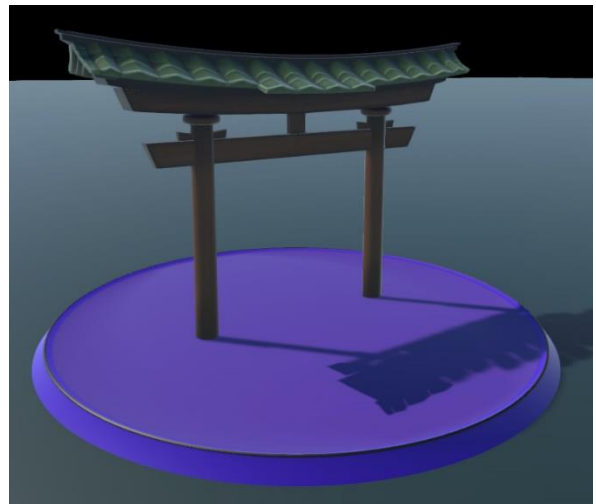
Triangles: **5130**

3.7 Torii 7



Red Torii Variant

Customizable: **No**

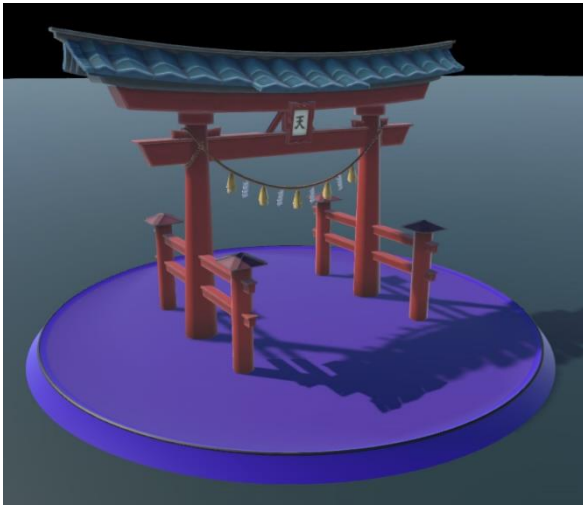


Wood Torii Variant

Triangles: **2892**

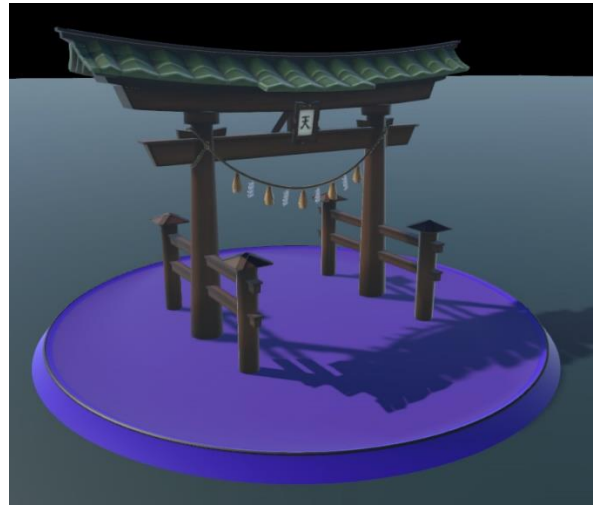


3.8 Torii 8



Red Torii Variant

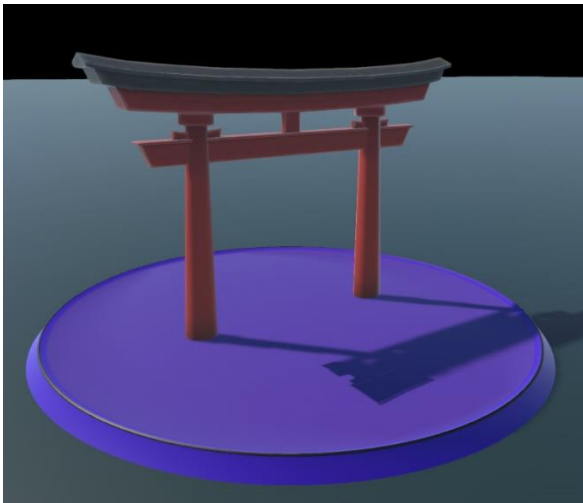
Customizable: **Yes**



Wood Torii Variant

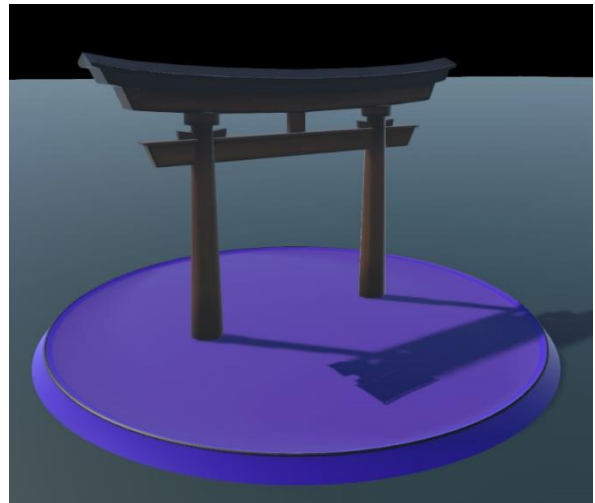
Triangles: **5818**

3.9 Torii 9



Red Torii Variant

Customizable: **No**

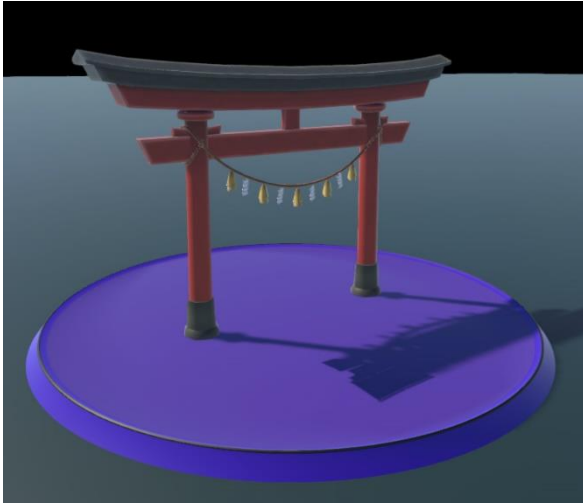


Wood Torii Variant

Triangles: **1072**

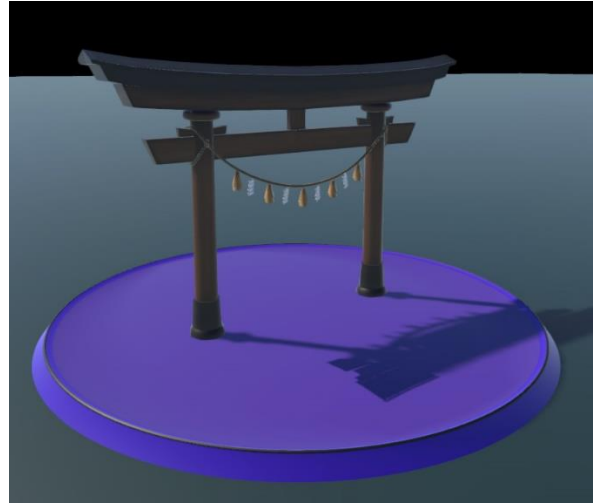


3.10 Torii 10



Red Torii Variant

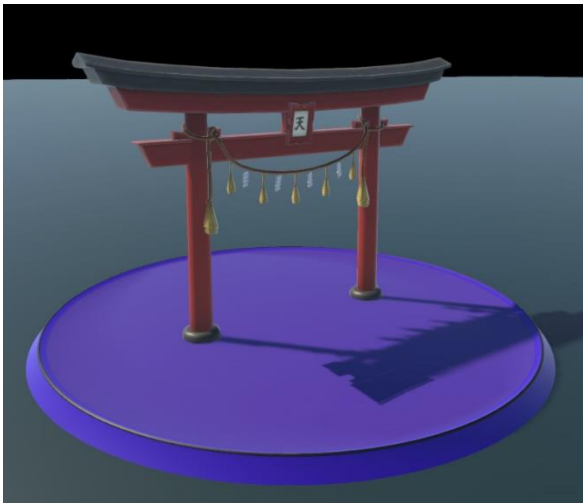
Customizable: **No**



Wood Torii Variant

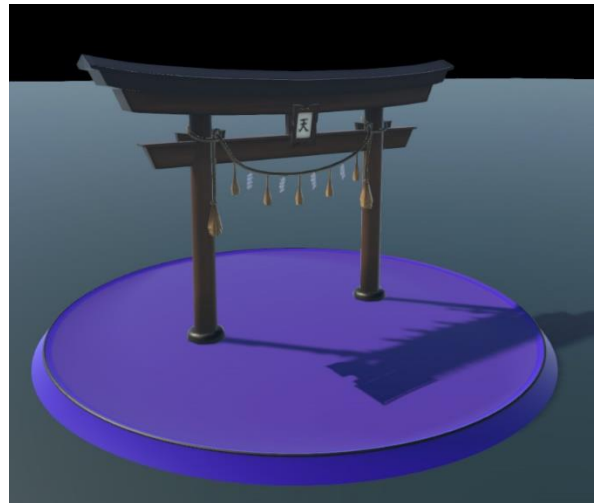
Triangles: **3068**

3.11 Torii 11



Red Torii Variant

Customizable: **Yes**

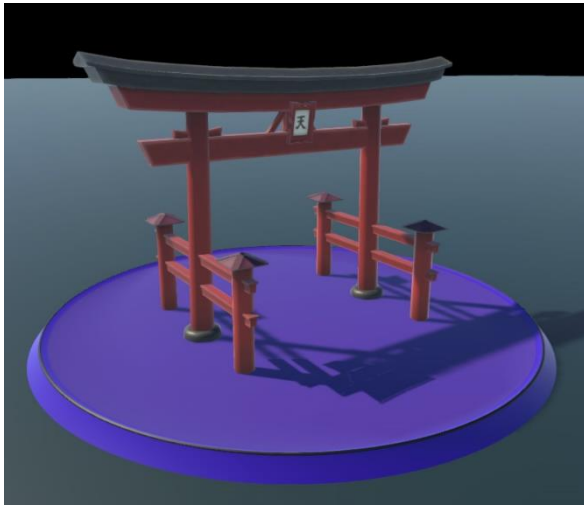


Wood Torii Variant

Triangles: **3754**

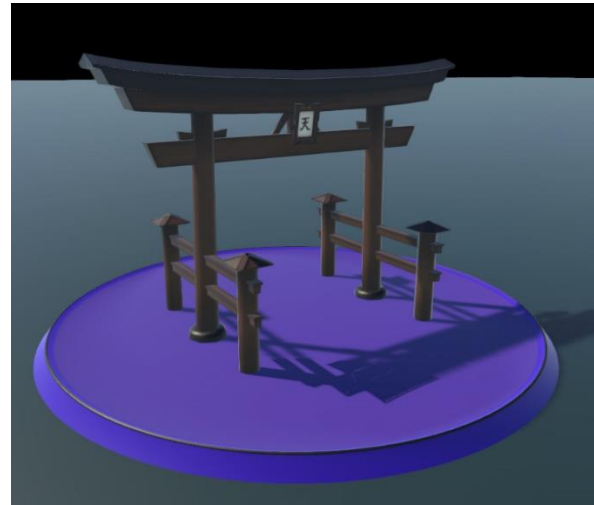


3.12 Torii 12



Red Torii Variant

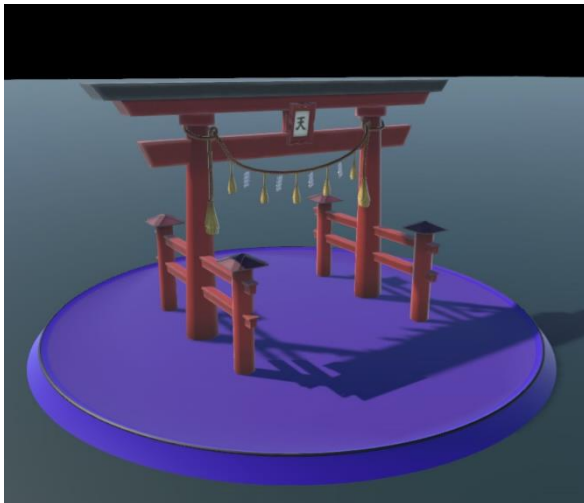
Customizable: **Yes**



Wood Torii Variant

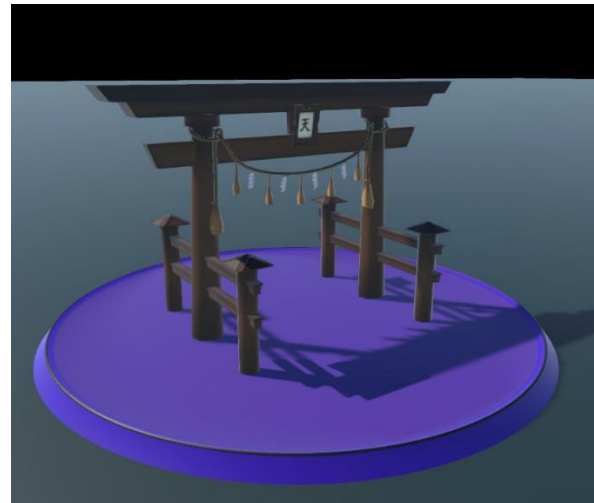
Triangles: **1958**

3.13 Torii 13



Red Torii Variant

Customizable: **Yes**

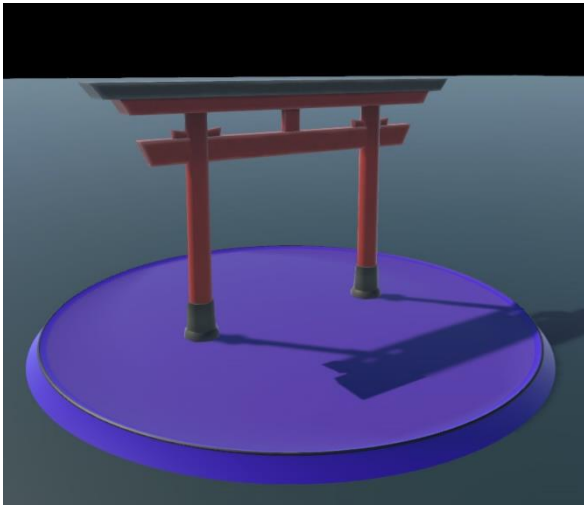


Wood Torii Variant

Triangles: **3474**

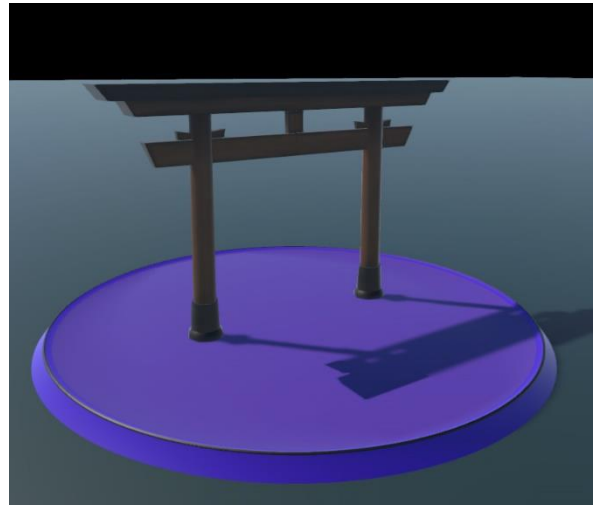


3.14 Torii 14



Red Torii Variant

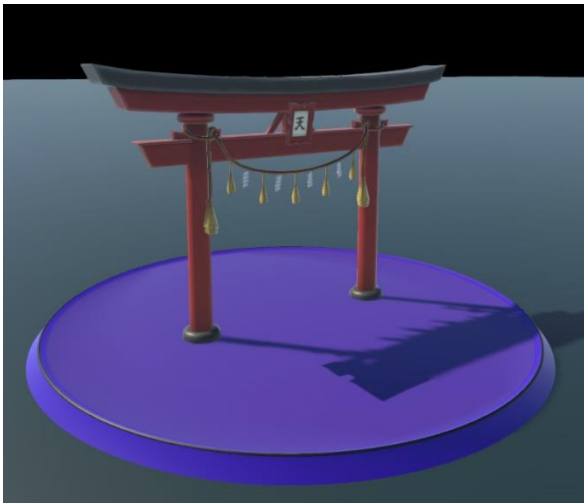
Customizable: **No**



Wood Torii Variant

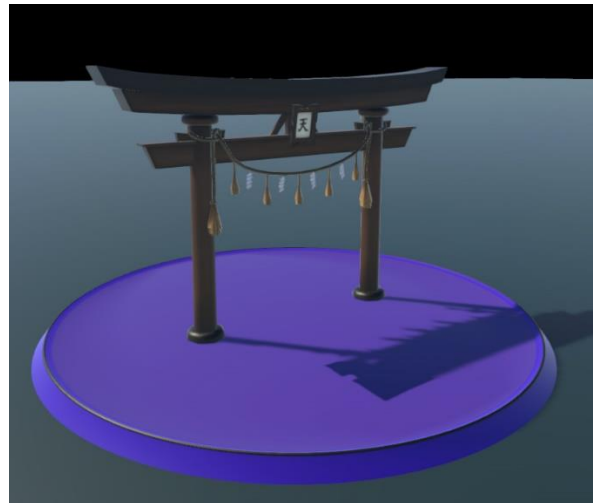
Triangles: **360**

3.15 Torii 15



Red Torii Variant

Customizable: **Yes**

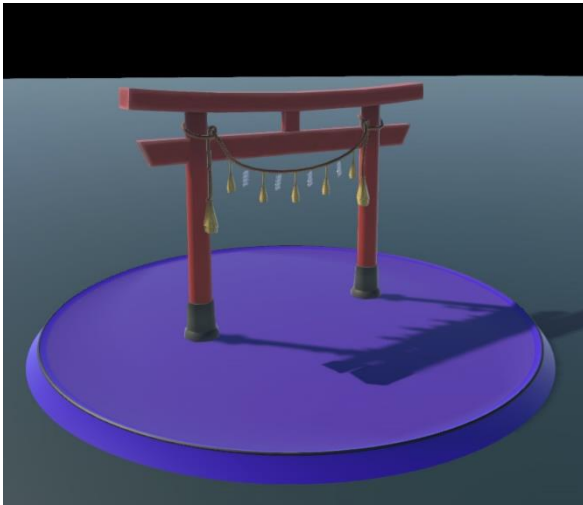


Wood Torii Variant

Triangles: **3650**

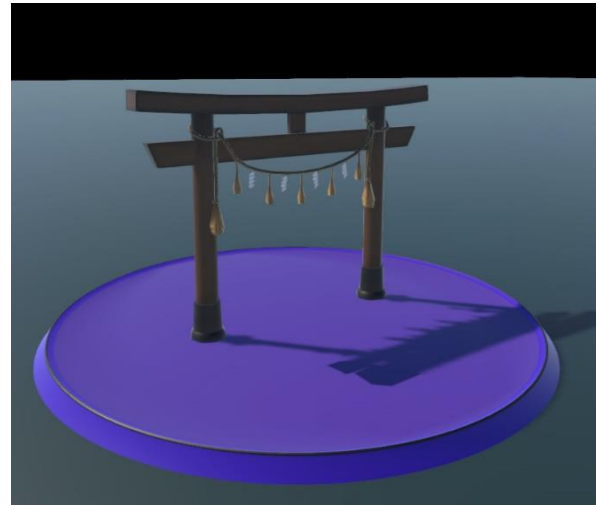


3.16 Torii 16



Red Torii Variant

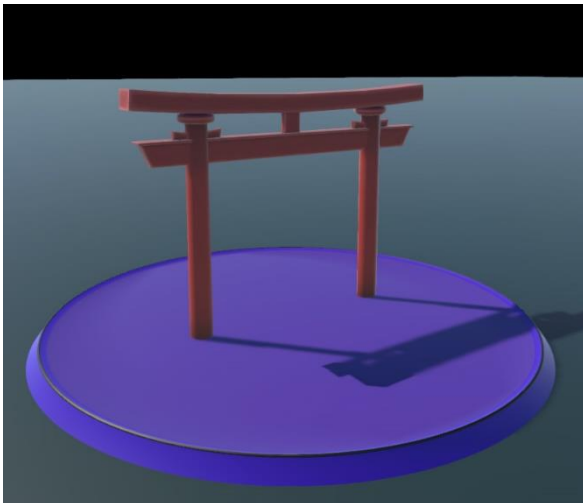
Customizable: **No**



Wood Torii Variant

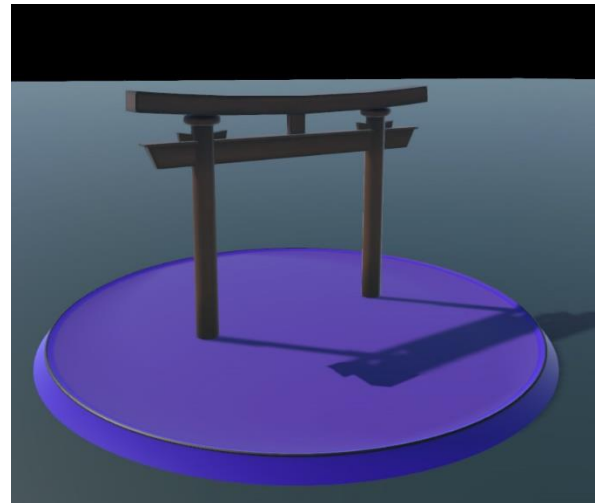
Triangles: 2624

3.17 Torii 17



Red Torii Variant

Customizable: **No**

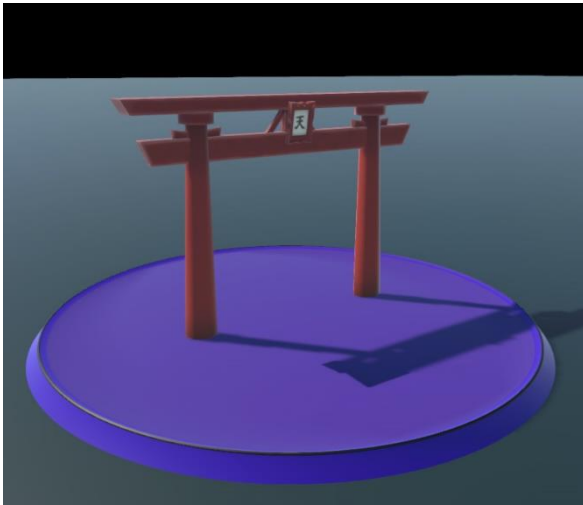


Wood Torii Variant

Triangles: 644

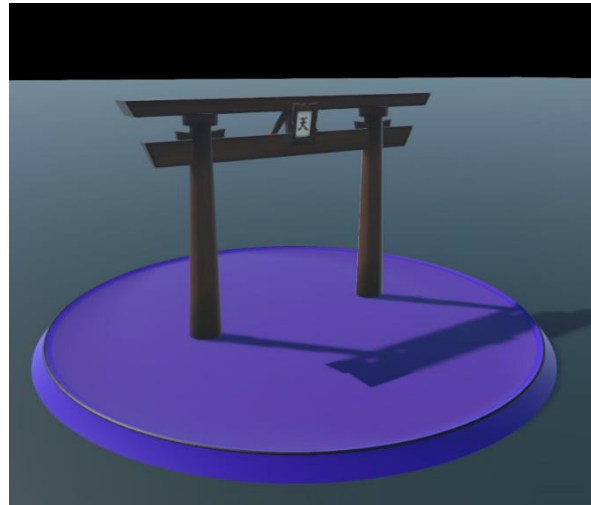


3.18 Torii 18



Red Torii Variant

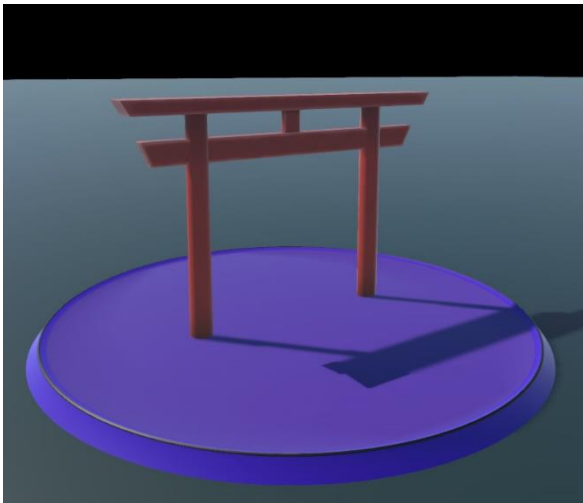
Customizable: **Yes**



Wood Torii Variant

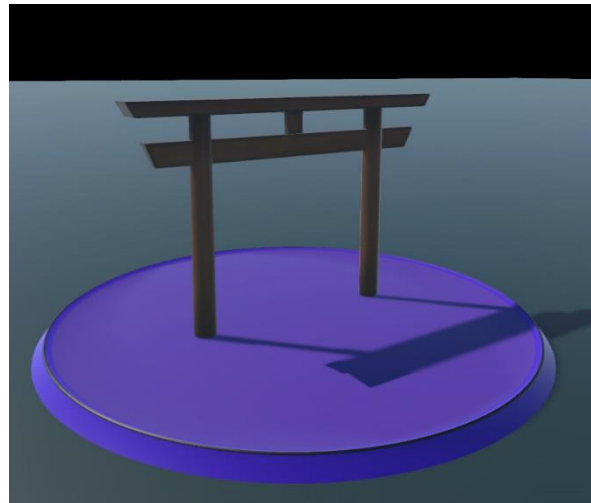
Triangles: **754**

3.19 Torii 19



Red Torii Variant

Customizable: **No**



Wood Torii Variant

Triangles: **168**



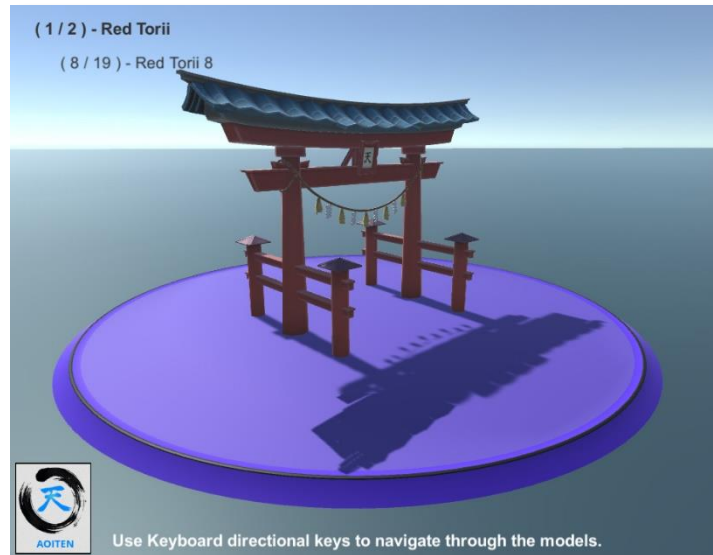
4 Demo Scene

A demo scene is included in the package within the folder “demo”:

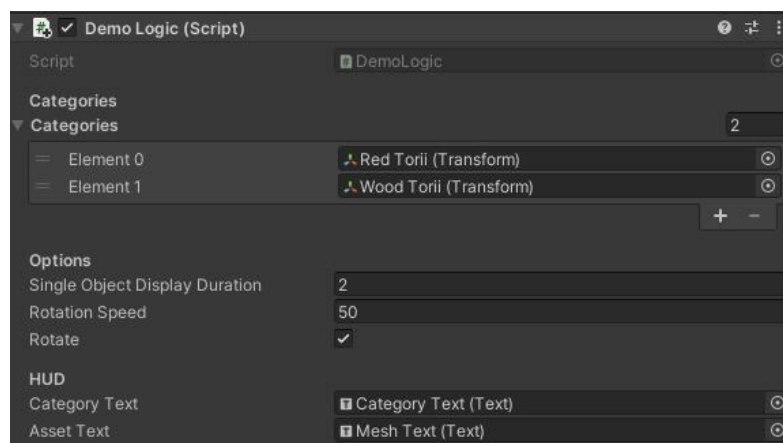
The demo is designed for showcasing purposes.

Once you press play the different models contained in the pack will be cycling on top of the rotating base.

You can use the right and left directional keys of your keyboard to display the next / previous model of the pack.



If you select the prefab “Base” in the hierarchy of the demo scene, you will notice the component “Demo Logic” (its script is included within the demo folder), here you can tweak some of the options of the demo:



- **Categories:** Here you can define the number of categories to display by linking the parent transform that contains all the models within a particular category. Note this field is not meant to be modified for the demo purposes.



- **Options:** Feel free to play with the values here to tweak the demo to your liking.
 - **Single Object Display Duration:** The duration in seconds a model will be displayed before displaying the next model.
 - **Rotation speed:** The speed the base will rotate, the higher the value the faster it will rotate.
 - **Rotate:** Sets if the base should rotate (true) or not (false).
- **HUD:** Please do not modify this section to avoid breaking the logic of the demo. In this section UI Text objects are linked to correctly display the names of categories and models during run-time.
 - **Category Text:** Link to a UI Text object that will display the name of the category of the object that is being displayed.
 - **Asset Text:** Link to a UI Text object that will display the name of the model that is being displayed.

Note the customizable Torii models do not appear in the demo (since they are included blank for the user to customize them).

Note none of the files included in the folder “demo” are needed for the correct work of the Torii Pack, you can delete the folder “demo” if you don’t want to have the extra files in your project.



5 Contact

For any questions, suggestions or anything you would like to tell us, please feel free to contact via e-mail at: aoitenart@gmail.com

Please allow us 2 working days to come back to you, we will try our best to come back to you earlier though.

In addition you can find more information about Aoiten and our assets on our website: <https://aoitenart.wixsite.com/aoiten>