



EDGE

ISOMETRIC WORLD

ANIMAL

Thank you for your purchase of **EDGE – Isometric World**

Please consider writing a review or just rate the asset:

<https://assetstore.unity.com/packages/slug/122886>

For any question or support use forum and E-mail:

datokiknavelidze@gmail.com

EDGE
ISOMETRIC WORLD

EDGE – Isometric World

EDGE - Isometric World is high quality, extensive modular assets pack. With EDGE you can build all kinds of interesting, innovative and fun game levels.

Compatibility

The minimum supported unity version at this time is Unity 2017.3

The package was designed for desktop and mobile use. It's fully optimized for small levels as well as large desktop and console games.

Package Directory Structure

Directory structure of EDGE - Isometric World is pretty intuitive. Every asset is located in its logical thematic folder: *Color Variations, Materials, Models, Posts, Prefabs, Scenes, Shaders.*

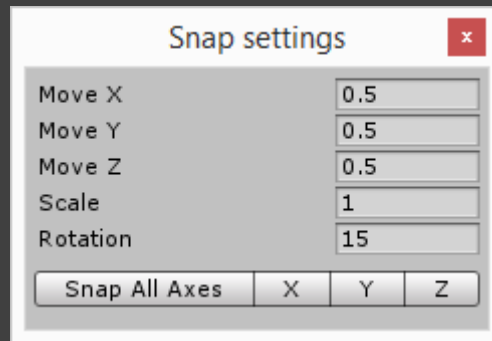
Prefabs Folder

- **Model Assets** – Includes lot of different modular asset models for building levels and worlds
- **Objects** – Includes interactive Objects, perfect for using as ingame artefacts and items. For great result you can apply one of included emissive materials.
- **Particles** – Includes 3 type of floating dust materials.
- **Cameras** – Includes prefab for Isometric camera preset.

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Placement and Grid Snapping

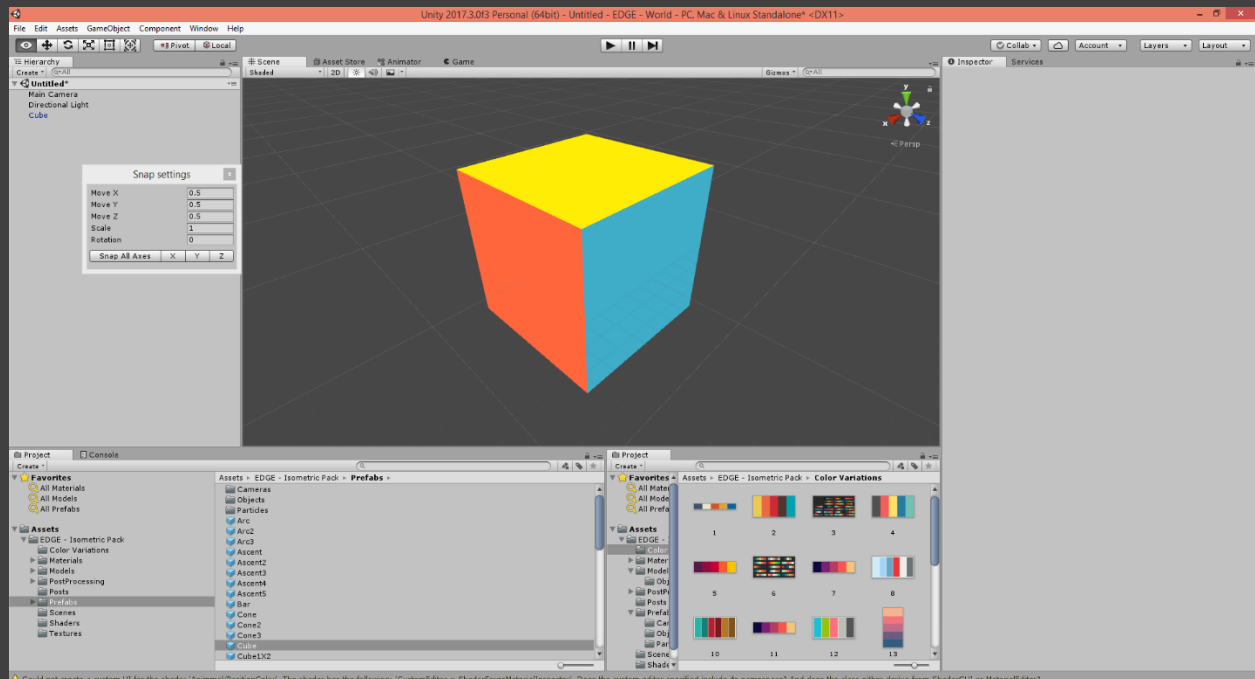
Its super easy to start building with EDGE - Isometric World, just drag and drop one of cube or different assets into the scene. Every asset in package was designed with modularity in mind, you just need to snap individual or multiply pieces on grid with unity build in snap settings menu.



Unity snap settings – Edit > Snap Settings

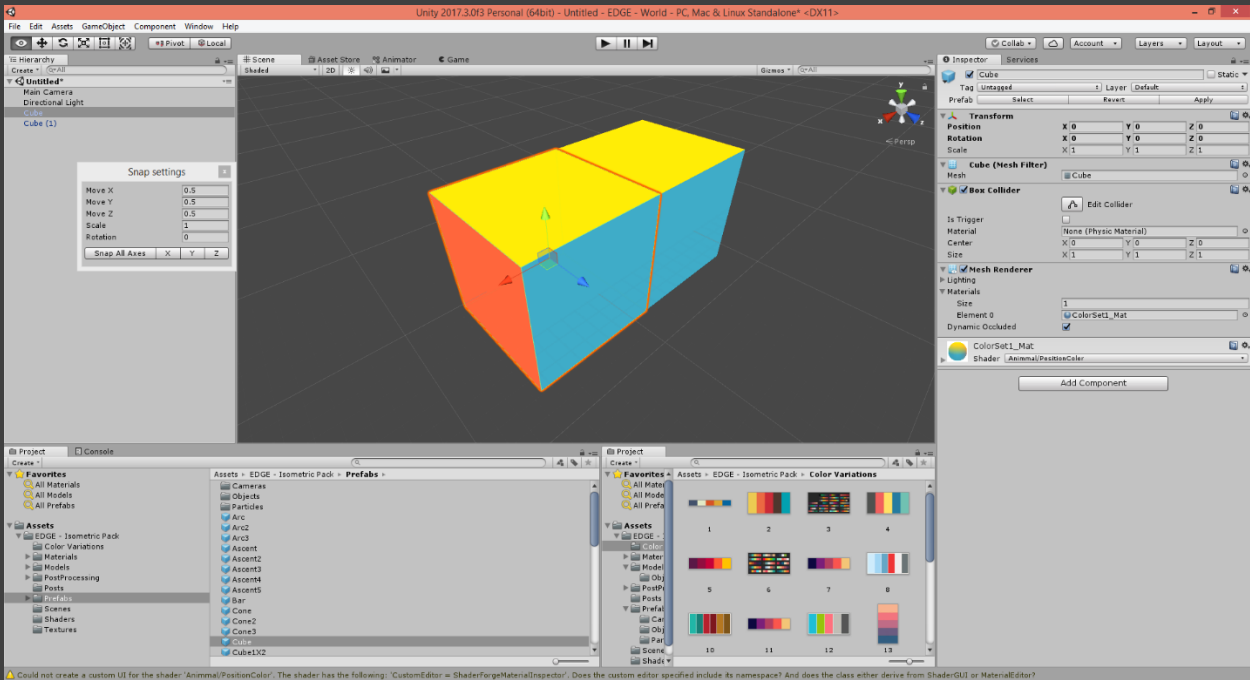
To start building with cube assets:

1. drop cube in scene.

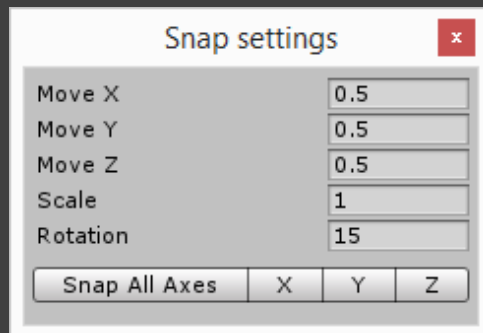


2. Make sure that its located on 0.0.0 coordinates

3. Copy cube with > CTRL + D, move it on to a place where you want it to be placed



4. Open snap settings and put 0.5 value in Move X,Y,Z fields



5. Select cube and just hit Snap all axes, it will be snapped and aligned to a grid.

6. To mirror object put negative value on the axis you want to mirror it. For example, if you want to mirror object on X axis, put -1 in its X scale value.

7. For same type of objects instead of using individual cubes to fill the space please use scale tool it will optimize poly count and overall level.

You can do this to individual or multiply pieces. You can even snap whole level to a grid, just select all pieces in scene and hit > Snap All Axes

WORLD POSITION SHADER

X Color – It lights mesh from **X** side with flat color

Y Color – It lights mesh from **Y** side with flat color

Z Color – It lights mesh from **Z** side with flat color

Opposite X Color – It lights mesh from - **X** side with flat color

Opposite Y Color – It lights mesh from - **Y** side with flat color

Opposite Z Color – It lights mesh from - **Z** side with flat color

Albedo – Applies custom texture on assets

Shadow Texture - Applies custom texture on assets

Shadow Tint – Generates fake ambient light

Light Multiplier – Light intensity and color

Light Add – Additional Light intensity and color

Overall Gradient – Turns on Overall Y Gradient

Overall Gradient Contrast – Controls Y Gradient Contrast

Overall Gradient Offset - Controls Y Gradient Height from 0 or negative y to 0 or positive Y

Emission X Color – It adds Emission light on **X** side of the mesh

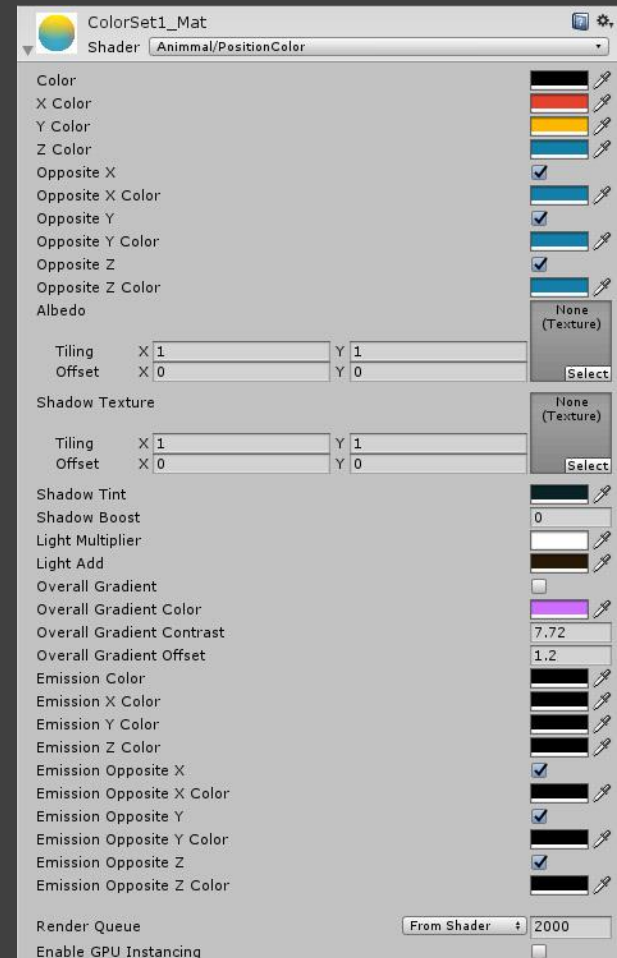
Emission Y Color – It adds Emission light on **Y** side of the mesh

Emission Z Color – It adds Emission light on **Z** side of the mesh

Emission Opposite X Color – It adds Emission light on - **X** side of the mesh

Emission Opposite Y Color – It adds Emission light on - **Y** side of the mesh

Emission Opposite Z Color – It adds Emission light on - **Z** side of the mesh



PLEASE NOTE

Vertical Fog Shader – For using `Vertical fog shader` on mobile platforms and WebGL please apply `EnableCameraDepthInForward` – script to the camera. Script located in scripts folder

Water Shader – For using `Water Shader` on mobile platforms and WebGL please apply `Water_ShaderMobile,WebGL` – shader. You can find it in /Shaders Folder

if you have any questions or comments please contact us via

support email:

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Happy Building !

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