

## Low Poly Free Pack Documentation

### - Presentation

Firstly we would like to thank you for downloading our package. The package is designed for low poly scenes and it contains more than 25 different meshes.

We would like to mention that we will update this pack monthly. To keep updated follow our facebook page: <http://tinyurl.com/tornadobanditsstudio>

**\*Important note:** Due to possible compatibility issues between Unity versions we removed the Standard Assets images effects from the project folder. To achieve the camera effects, presented in screenshots and video presentation you will have to import the Image Effects Package from Unity Standard Assets. You can find more information about importing packages here:

<https://docs.unity3d.com/Manual/HOWTO-InstallStandardAssets.html>

### - Project folders

The project folder is divided in the following folders:

- **DemoScenes** - in this folder you will be able to find 4 demo scenes, with lightning examples. In those scenes you will be able to find all the assets.
- **Docs** - documentation file.
- **Materials** - all materials used to build all scenes.
- **Meshes** - contains all 3d models used in our package.
- **Prefabs** - the folder is split in just as the meshes folder is in different subfolders, containing all ready to use assets.
- **Scripts** - containing all scripts used in our scenes, To not disturb you somehow we have created our own namespace, called TornadoBanditsStudio and all our scripts are integrated in the namespace.
- **Skyboxes** - Different skyboxes ready to use in your scenes
- **Textures** - all textures used for creating particles effects and the meshes textures.

## - Demo scenes

Our package comes with 4 demo scenes showing different lightning options that matches the assets art direction.

In the layout scene you will be able to find all meshes alligned.

In the palm tree scene you will be able to find a desert environment.

In the pine tree scene you will be able to find a forest environment.

In the terrain scene you will be able to see all the terrains available in the pack.

## - Scripts

All the scripts contained by our package are integrated in the namespace called TornadoBanditsStudio. If you will want to use them you will first have to include the namespace in your own scripts. Every class/method is commented and ready to use.

**TBS\_CameraMovement** - script for a smooth camera transition. It is used in the Layout Scene, for a short presentation of assets. You can set the duration and the target point. It also has enabled the draw gizmos function showing the path of the camera.

## - Tehnical stuff

All the meshes have between 50 and 1000 triangles. Every mesh is scaled in meters.

All the textures are 8x8 pixels.

Particles textures are between 128x128 and 1024x1024 and they can be rescaled.

Each environment prefab has a mesh collider attached. You can disable them or create basic colliders for each prefab.

Particles are optimized for mobile devices.

All the scenes use a lot of camera effects, so if there is any problem on mobile devices try to reduce the number of image effects. Also, all lights in the project aren't baked.

Also, we have created an editor script for Unity, that you can acces from the TornadoBanditsStudio tab in Unity (near Window). You can access it and keep in touch with our latest updates. Don't forget to follow our [facebook](https://www.facebook.com/tornadobanditsstudio) page and don't hesitate to contact us for any information/problem that you have.

**Kindest regards,**

**Tornado Bandits Studio**

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