

Thank you for purchasing the Stylized Medieval Props !

If you encounter any trouble using this product, or for any questions or suggestions, please contact us at
twotheories.helpcenter@gmail.com

If you purchased our package and you are satisfied, please rate the package and leave us a review. It's helpful to customers and to us !



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GETTING STARTED

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WHAT SHOULD I DO TO USE THE PACK ?

Importing

- : Import the Unity package through the Asset Store (under Window/Asset Store).
- : - If you are using the Built-in Standard Pipeline, you are good to go ! You can start navigating
- : the /Scenes folder or using the assets found inside the /Prefabs folder !
- : - If you are using a SRP version compatible with the package, please check the next part !

WHAT IF I'M USING HDRP OR URP ?

URP/HDRP Compatibility

- : • Models and their materials are compatible with all URP and HDRP versions.
- : • VFXs and Demo scenes are only compatible with 7.xx SRP versions.
- : **To use the package with URP or HDRP :**
- : 1- Create a new project with the desired pipeline and import the Stylized Medieval Props package
- : 2- Install the corresponding additionnal package included at the root of the package :
- : - SMP_HDRP_7.xx
- : or
- : - SMP_URP_7.xx
- : Shaders, materials, demo scenes and some prefabs will be replaced.
- : *Take note that the VFXs and the Demo Scenes are only supported in 7.xx SRP versions.*
- : *We won't be able to provide a lot of support for any SRP related issues as this process is still*
- : *new in Unity but feel free to contact us.*

HOW TO GET THE SAME SET-UP AS YOU FOR THE SCENES ?

Demo Scenes

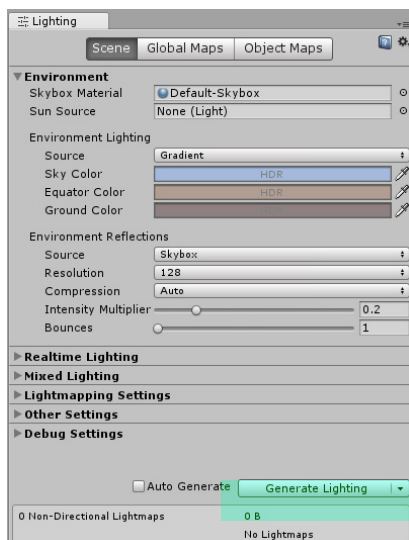
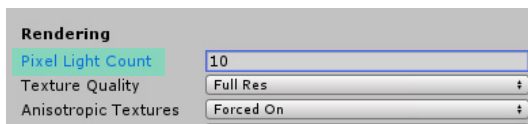
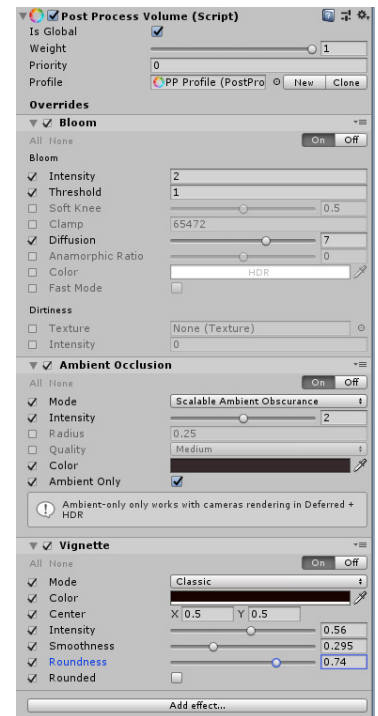
- The demo scenes are in **Linear Space** (you can change it under Edit/Settings/Player). You won't get the same colors as the screenshots if you are using Gamma Space. However, the package is perfectly compatible with both.

- The screenshots are taken using Unity **Post Processing Stack V2** to add nice effects like Bloom or Ambient Occlusion. You can add it to your project to get the same visuals as the screenshots. [You can follow this tutorial](#) if you don't know how to set-up Unity's Post Processing Stack.

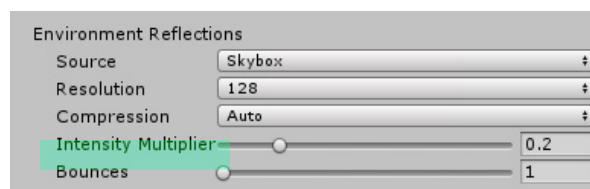
On the right, the Post Processing settings we used.

- Don't forget to tweak the Shadow Distance parameter accordingly to your needs (Edit/Settings/Quality). For the demo scenes, Shadow Distance value has been set to 150.

- If you see some point lights flickering on Playmode, then your Pixel lights count is too low. You can increase it under Project Settings/Quality.



- You might also need to bake reflection data for the metal parts to behave correctly. Navigate to the "Lighting Settings" tab and click on "Generate Lighting" at the bottom. That will create reflections based on the Skybox. You can now control these reflections with the "Intensity Multiplier" slider.



ADDITIONAL INFOS

.....

IS THERE MORE INFORMATIONS I SHOULD KNOW ?

Nothing essential, but feel free to read the further informations about the package ! We're describing in full details how to make the best use of the assets. If you're already familiar with Unity, you can probably skip this section.

Prefab Library

- : A large prefab library is available for your needs. You will find all the assets ready to be used
- : under the /Prefabs folder.
- : All the resources needed by the prefabs (textures, materials, meshes, etc.) can be found under
- : the /Resources folder. Don't use the models directly from the /Resources/Mesh folder.

- : You will find 3 categories inside the /Prefabs folder :
- :
 - Props :
 - : This is the main course ! A large variety of objects and useful hand-made compositions.
 - :
 - Construction :
 - : Fences, low walls, stones, stakes, ... You will find already built structures as well as individual
 - : assets in order to build your own structures.
 - :
 - VFXs :
 - : Some fire VFXs. These are used inside some prefabs (Torch, FireCamp_02). Please note that
 - : they are not used as nested prefabs.

Pivot Points

- : Pivot points are strategically placed.
- :
 - They're very often centered at the base of the asset if this one is meant to be placed right
 - : on the ground.
 - The pivot will be at the center of the mass of the object if it's meant to be at different angles
 - : (wood crates, coin, apple, etc.)
 - The pivot is sometimes placed at a specific point to allow for an easy control over the object
 - : rotation (woodcart, lamp, etc.).
 - For an asset composed of several submeshes, each submesh will have its pivot at the best
 - : place to control the rotation of the object (chest, trunk).
 - An asset meant to be possibly held will have its pivot around hand position (Axe, pickaxe,
 - : sword, etc.).

Collisions

- ⋮ For better performances, a lot of prefabs are using a simplified mesh with high fidelity to the original shape. If you don't need collision you can delete the mesh collider component.
- ⋮ If you need accurate collisions, feel free to replace it and to use the same mesh as the Mesh Renderer for the Mesh Collider component.
- ⋮ Some Art Tips!
- ⋮
- ⋮ Do you want to easily place static objects in your scene in a random, lively way ? Use Physics ! Place some objects in the air, let's say some apples. Try to add a Rigidbody with Collision Detection set as "Continuous Dynamic" and a Mesh Collider set as "Convex". Hit play ! Now that your apples are randomly placed, you can copy them, exit Play mode and paste them to create a prefab.

Materials

- ⋮ The assets are using the standard Unity shader, meaning it's compatible with any Unity versions! You just need to follow the process described in the SRP COMPATIBILITY part.
- ⋮ For ease of use, textures, materials and shaders use the prefix SMP (Stylized Medieval Props) as a naming convention.
- ⋮ A lot of the assets have metallic parts. If the metallic part looks weird and if you're not familiar with the metallic workflow and reflections, we recommend you to check [this explanation by LMH Poly on reflections](#).

Animations

- ⋮ The package comes with few chest animations. To use them, you can directly use the Chest_Treasure_Gold or the Trunk_Treasure_Gold prefabs.
- ⋮ Each of these assets has 2 animations, Opening_Burst and Opening_Standard. The animations are feed to the animator placed on the _Bottom object inside the prefab.
- ⋮ If you are not familiar with animations and animator inside Unity, we recommend you to check some tutorials, [like this one](#).
- ⋮
- ⋮ Feel free to create your own animations !

Performances

- : The assets are optimized for real time use. The triangle count is as low as possible while
- : keeping nice shapes and avoiding visible triangles. All the textures are atlased and the models
- : make use of detailed normal maps. Simplified colliders will also enhance the performances.



A wireframe view of one of the asset.

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