# Ver 2.0

Thank you for purchasing Cubits Dogos

In this document you will find everything you need to know about this package, how to use it and tricks to make your game more optimized.

## Table of contents

## Quick Start

1.-Drag the **Dogo_Blank (Standard)** Prefab from the **Prefabs** folder (Lightweight Render Pipeline Prefab is also available if you are using the LWRP) into your scene. In this example we will use the standard one but the LWRP works pretty much the same way with minor differences. For more information on Lightweight Render Pipeline please check the Unity Documentation.
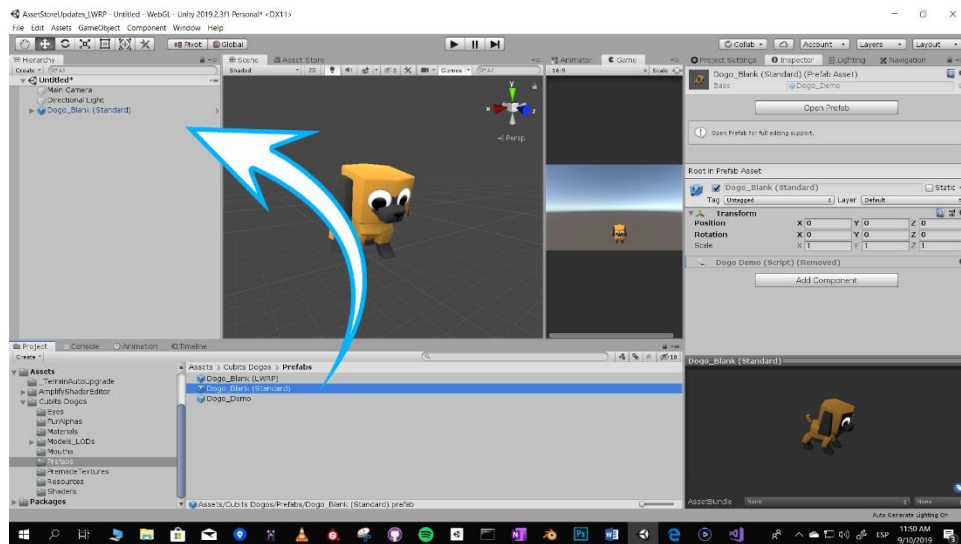


2.-Create a new material and assign it to the all the Game Objects inside the Dogo Hierarchy shown in the next image.
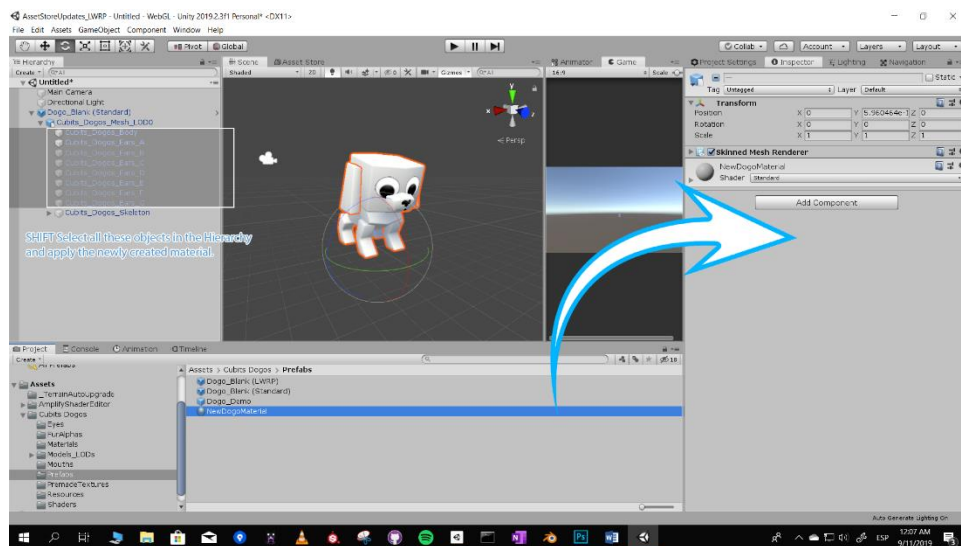
3.- Change the shader type of the newly created material to the appropriate Dogo Shader. (LWRP or Standar).

> For the Standar Shader click on the shader dropdown and navigate to:

> Custom > Cubits Dogos_Standard

> For the LWRP Shader click on the shader dropdown and navigate to:

> ShaderGraphs > Cubits Dogos_LWRP

Once you click on the selected material, you will notice that the cubit dogo on your scene has the new shader applied and you can customize it to your liking.
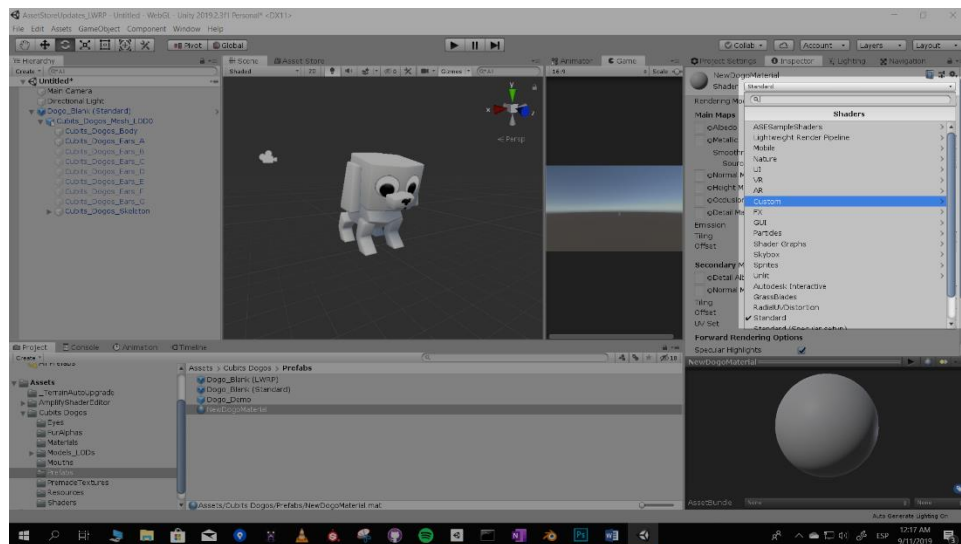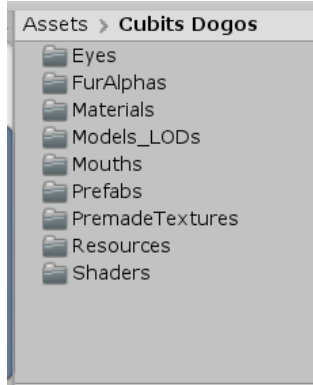


4.- Modify colors to your liking. Both LWRP and Standard have the same properties to modify.
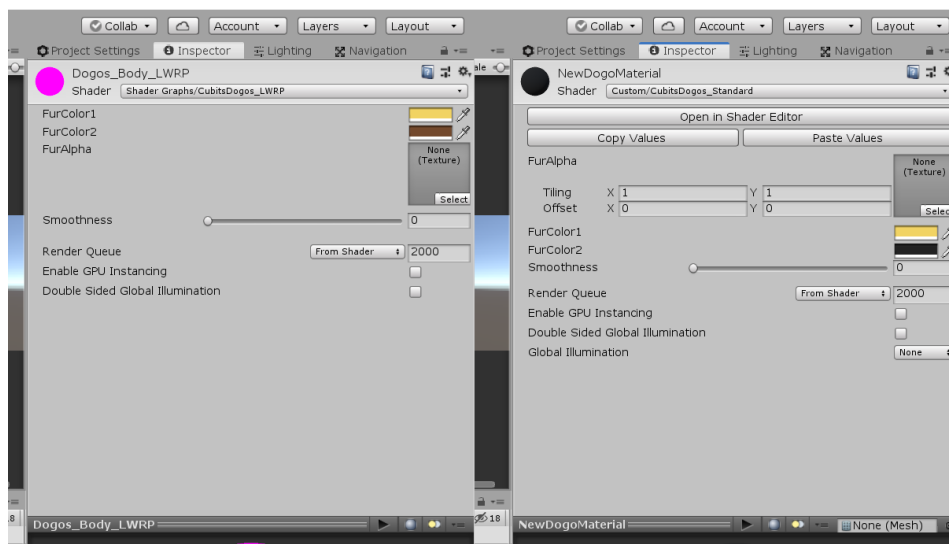
5.- Modify the Eyes and Mouth. If you expand the Hierarchy, you will find the Eyes and Mouth Game Objects inside the Head bone of the Cubit Skeleton. This to make sure you are able to change the size, position and materials of the objects individually.
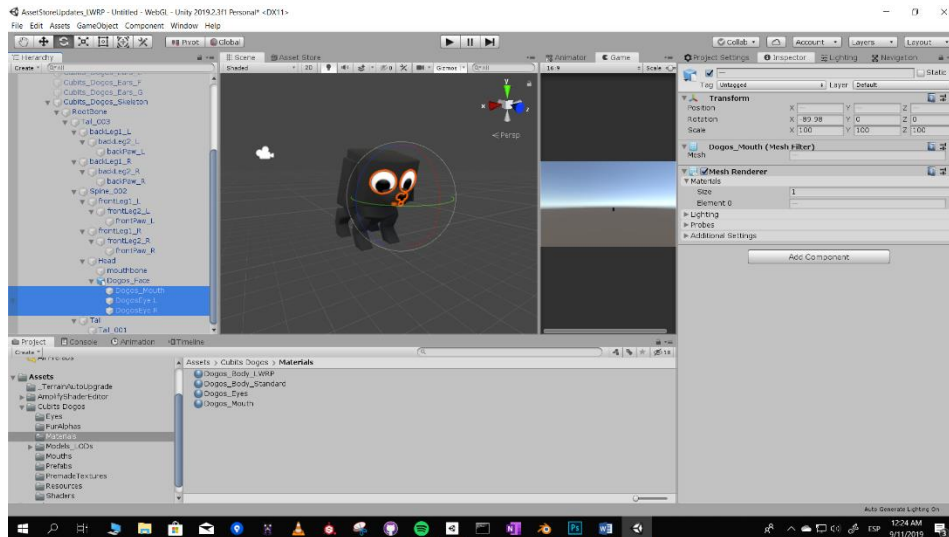
## Package Contents

Eyes: This folder contains all the images for the different types of eyes. If you have other Cubits Packs downloaded, you can also use those eyes to add even more variation to your Dogos.

FurAlphas: This folder contains the alphas for the different fur types that will work with the FurColor1 and FurColor2 on the material.

Materials: Contains premade materials for LWRP as well as Standard rendering pipeline.

Models_LODs: Contains the FBX models of the Cubits Dogos. LOD0 means the maximum detail for the character while LOD2 contains a lower resolution mesh. For more information on LODs check out the Unity Manual on the subject

Mouths: Contains all the images for the mouths/noses to create many variations.

Prefabs: Contains premade Cubits Dogos to start playing around with it.

Premade Textures: Some premade textures are also available if you prefer to use other shader type.

Resources: Contains resources such as Demo Scenes, basic demo scripts and presentation helpers.

Shaders: This folder contains both the LWRP Shader as well as the Standard Cubits Dogos Shader scripts.

## Contact

If you have any questions or feedback on this package, feel free to send an email to:

ultimate.spidey.18@gmail.com

Thanks again for your purchase of Cubits Dogos Ver 2.0