Documentation & Quick Start

Thank you!

Thank you for choosing this pack! We hope you create something really special with it.

Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.
Feel free to give us feedback via E-Mail info@tidalflask.com or our social media!
Your feedback helps us focus on the right updates for the future which will be free for existing users!

*Enjoy, your **Tidal Flask** team!*

Content

Quick Start

Importing to Built-in RP project

After importing the Standard version into your Unity project 2019.4.30 & above, which doesn't use any of the Scriptable render pipeline packages (URP/HDRP), it should just work[tm.]
If you see any warnings in the Console window, try the Clear button and/or relaunch Unity. If the warnings don't disappear consult the FAQ or drop us an e-mail.
If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.

Make sure you have Post Processing installed from Unity's Package Manager. If you install it after you imported the pack, reload the demoscene to get rid of possible errors.

Using an older Unity version than 2019.4.30

If you purchased this pack with version 1.8 or lower you can also import the updated pack into Unity version 2019.1.0 and up to the latest 2019.3.x version.

Lightweight Render Pipeline (LWRP) and Universal Render Pipeline (URP)

Our latest pack update no longer supports LWRP due to Unity discontinuing LWRP development. In case you purchased this pack with version 1.0 and are using LWRP you still can update your project with the latest pack version, but keep in mind to back up your project and use the legacy LWRP shaders.

Importing to URP project

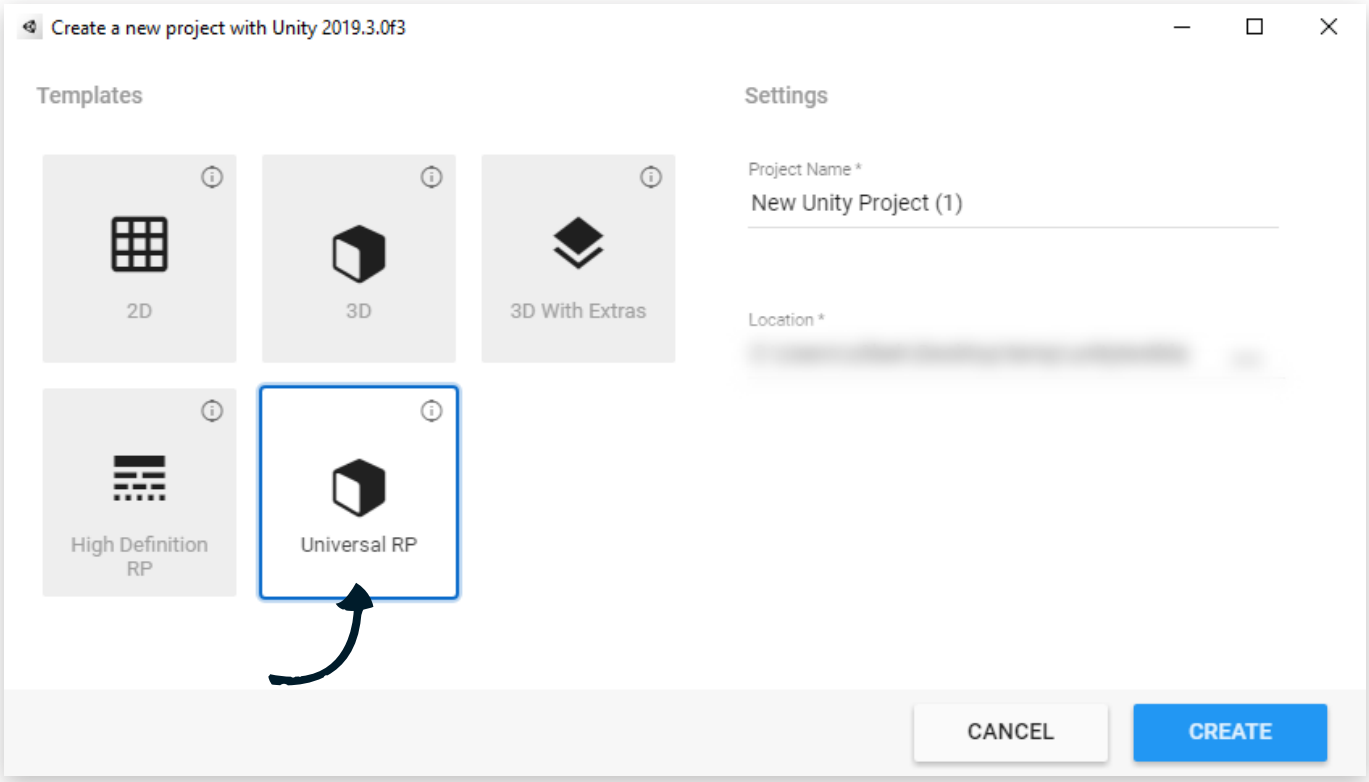
Additionally to the built-in RP version, this pack also includes a version which works with the Universal Render Pipeline. If you want to find out exactly what it can and can't do please visit this page:
https://docs.unity3d.com/Manual/render-pipelines.html

Since Unity 2019.3 the LWRP is renamed to Universal Render Pipeline (URP). Make sure you are importing the URP version of our package if you are using URP and Unity version 2019.4.30 or above.
On the following pages you will find detailed steps on how to import the package.

How to set up your project for URP (option 1)

We recommend to create a clean project and install the URP via the Package Manager or via Templates and import our package to this project.
To do so follow the steps below:

Step 1: Click “NEW” to create a new project (for URP pick Unity 2019.4.30 or above).



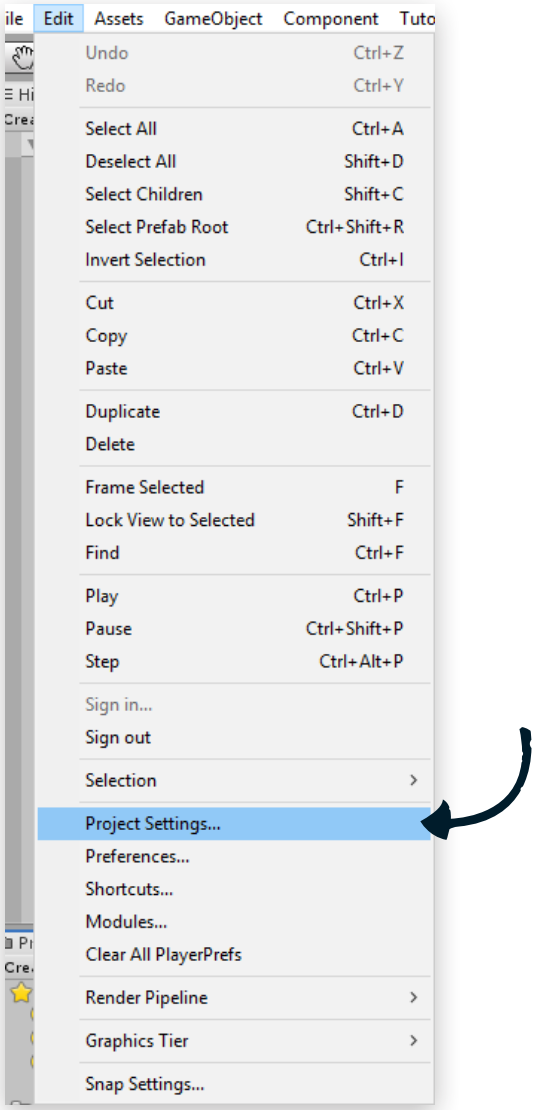
Step 2: In the “Templates” select “Universal RP”, this way everything you need for this package will be preinstalled.

Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

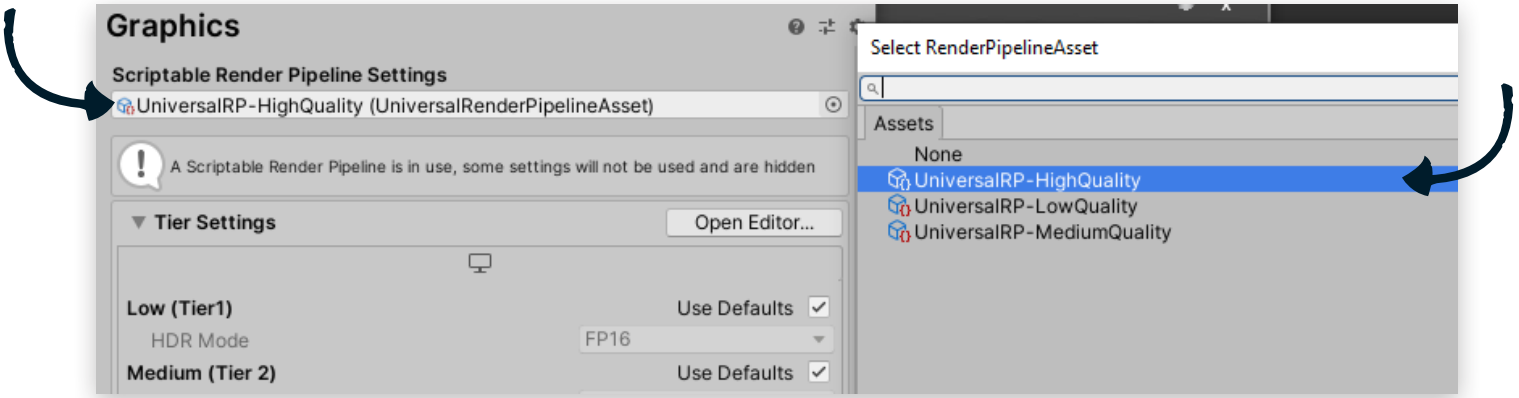
If you see any errors in the “Console”, try the “Clear” button. If the errors don’t disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window, simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > right click > Reimport and it should fix it.

If you still encounter pink shaders, please make sure you have the correct pack version installed, depending on the render pipeline you are using.



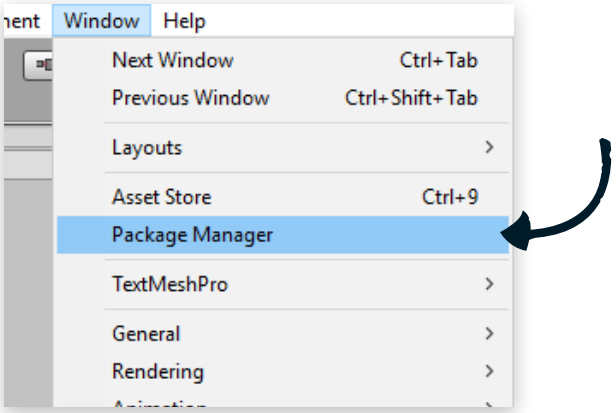
Step 4: After the project is loaded, go to Edit > Project Settings...



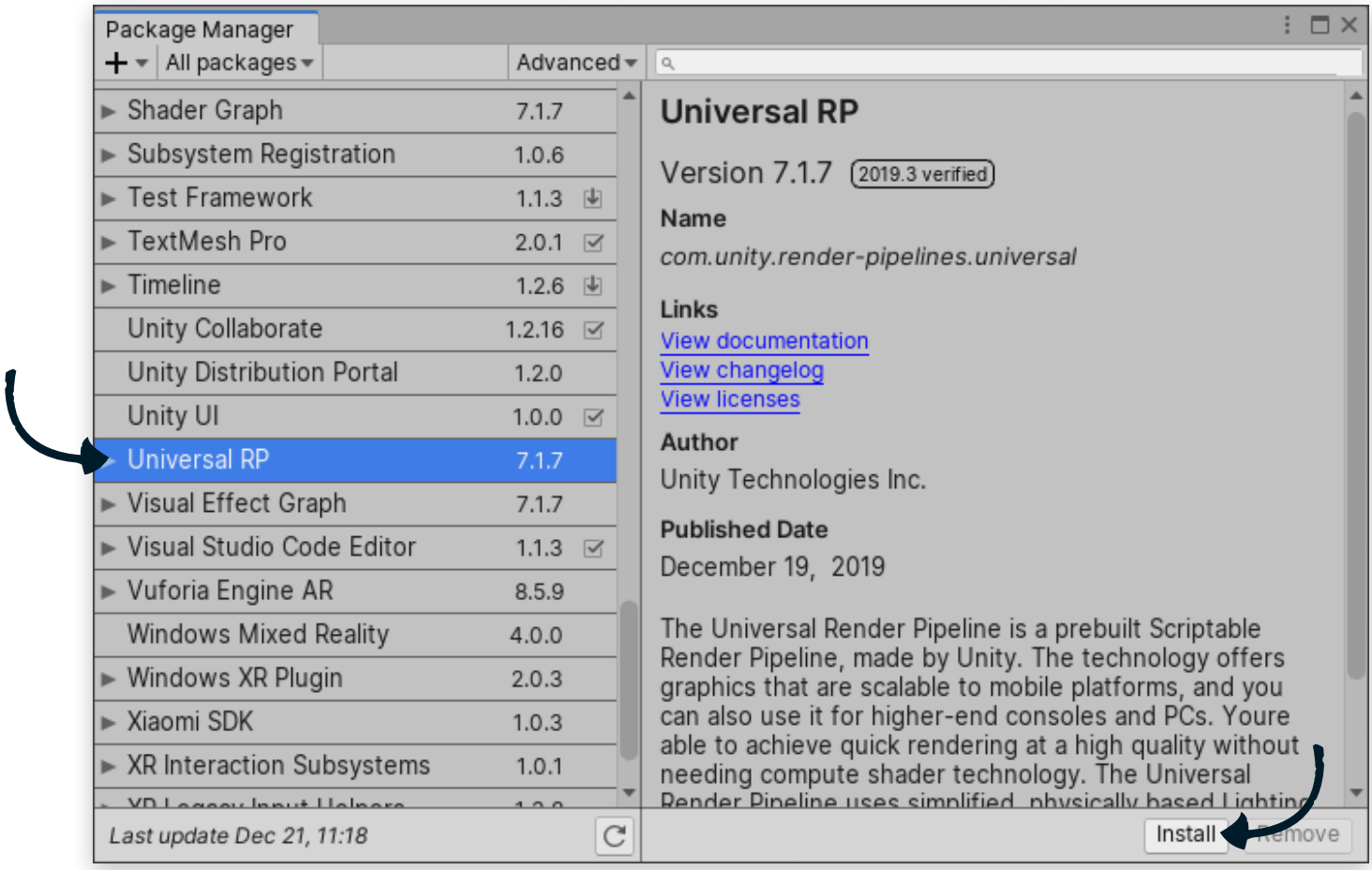
Step 5: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.

How to set up your project for URP (option 2)

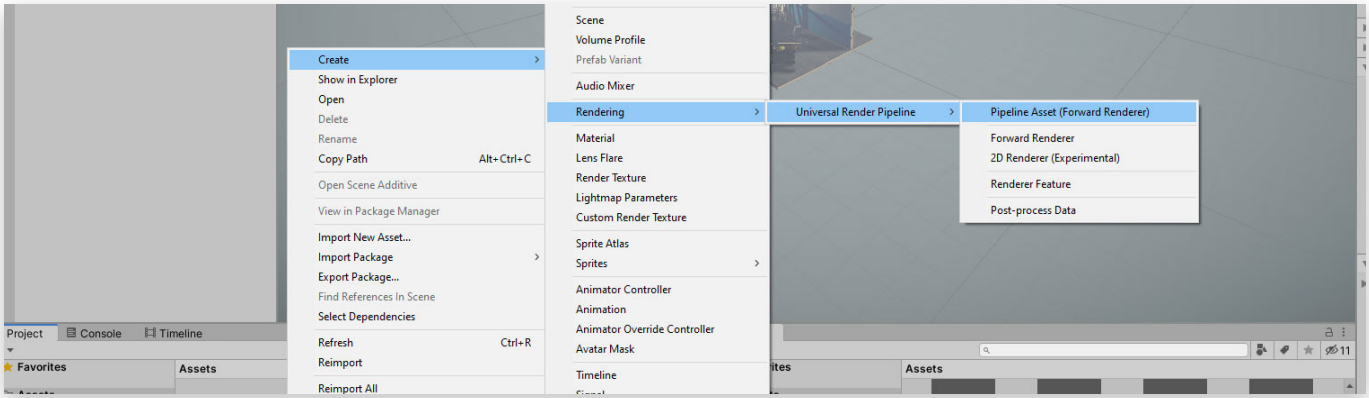
If you imported the pack before you installed the URP please follow the steps below:



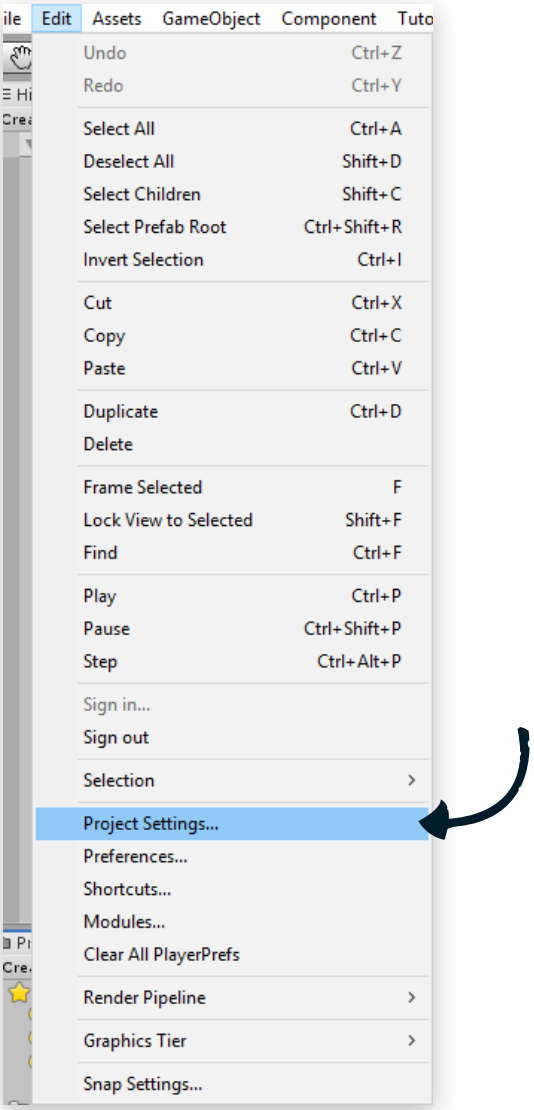
Step 1: go the Window > Package Manager.



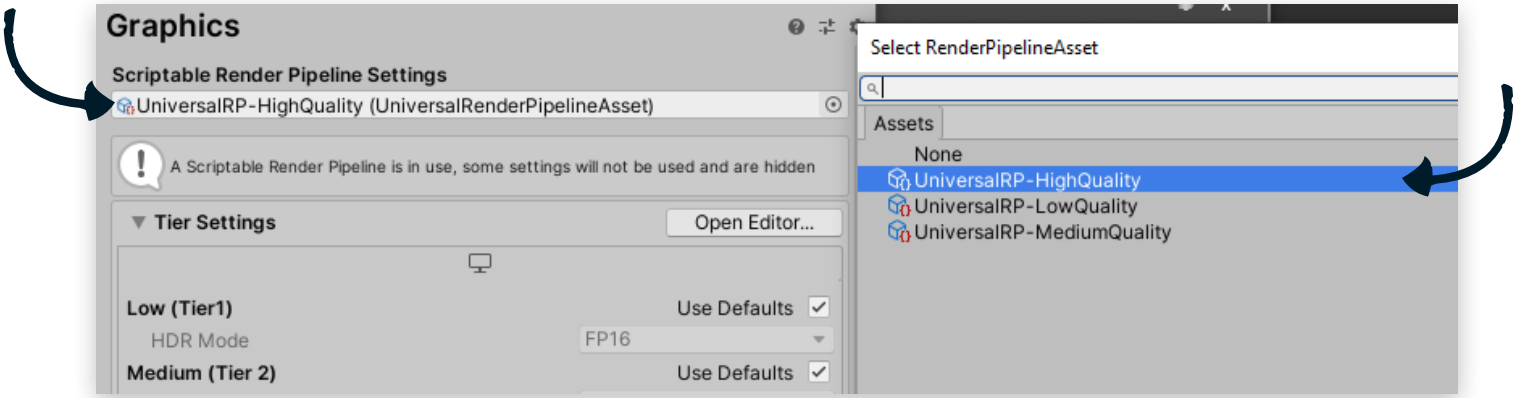
Step 2: Select “Universal RP” asset and click “Install”.



Step 3: Create new Pipeline Asset.



Step 4: Go to Edit > Project Settings...



Step 5: For the Scriptable Render Pipeline Settings select the asset created at Step 3.

How to set up Post Processing for URP

Note: These steps are only needed in case you have imported the LWRP version into an URP project.

The Post Processing has changed since Unity 2019.3.0 and is now included in URP. To make Post Processing work with URP you will have to do the following steps:

Step 1: Inside “Window” > “Package Manager”, make sure that the “Post Processing Package” is NOT installed.
Step 2: Open the Demoscene from the package.
Step 3: In the Hierarchy Tab of the scene delete the “Post Processing Volume” object.
Step 4: Select the camera. In the Inspector Tab remove the “Missing Script” component. (this is the post processing layer from LWRP)
Step 5: In the Hierarchy Tab of the scene create a new “Global Volume”. (right click > Volume > Global Volume)
Step 6: Select the “Global Volume”. In the Inspector Tab of the “Volume” component click “New” at the Profile. Then click on the newly created profile to reveal it inside your project.
Step 7: After selecting the new profile, click on “Add Override” in the Inspector Tab, select “Post-processing” and select your desired effect.
Step 8: Additionally you will have to activate Post-processing here: in your Camera Inspector Tab go to “Rendering” and enable Post-processing there.

Demoscenes

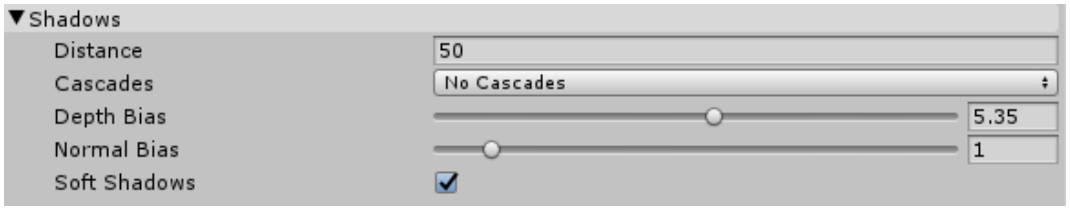
demoscene_interior_assets_modular: all modular architecture assets
demoscene_interior_assets_props: all the props within the package
demoscene_interior_level_1_studyroom: the biggest scene of the pack
demoscene_interior_level_2_bedroom: small demoscene
demoscene_interior_level_3_tavern: small demoscene
demoscene_interior_level_4_basement: small demoscene
demoscene_interior_level_5_bathroom: small demoscene
All trailer sceneneries were recorded directly out of the demoscenes (Built-in Pipeline).





Quality settings for URP

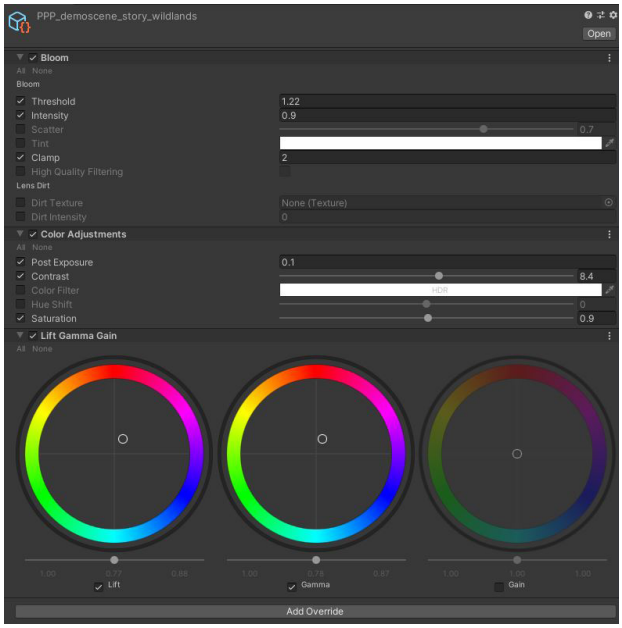
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows in the render pipeline asset.

Post Processing

Inside the \Fantastic Interior Pack\Settings folder you will find all Post Processing files for the demoscenes. There you can adjust the postprocessing to your liking.



The post processing settings.

Assets

Meshes

Lightmap UVs

All the assets have a custom Lightmap UV in the second channel.

Mesh Colliders

All the assets have either custom mesh collider or a box collider where needed.

Textures & Materials

You can find all the textures in the \2d\textures folder. The materials are in the \materials folder.

Tileable materials

- M_ENV_MOD_Interior_Bricks_01_v1
- M_ENV_MOD_Interior_Bricks_01_v2
- M_ENV_MOD_Interior_PlanksLong_01_v2
- M_ENV_MOD_Interior_PlanksLong_02_v2
- M_ENV_MOD_Interior_PlanksShort_01_v2
- M_ENV_MOD_Interior_PlanksShort_02_v2
- M_ENV_MOD_Interior_StoneFloor
- M_ENV_MOD_Interior_WallPainted_v1
- M_ENV_MOD_Interior_WallPainted_v2
- M_ENV_MOD_Interior_WoodGeneric_v1
- M_ENV_MOD_Interior_WoodGeneric_v2

FX

- M_FX_fire_interior
- M_FX_glow_interior
- M_FX_gradient_linear_interior
- M_FX_steam_interior

Atlases

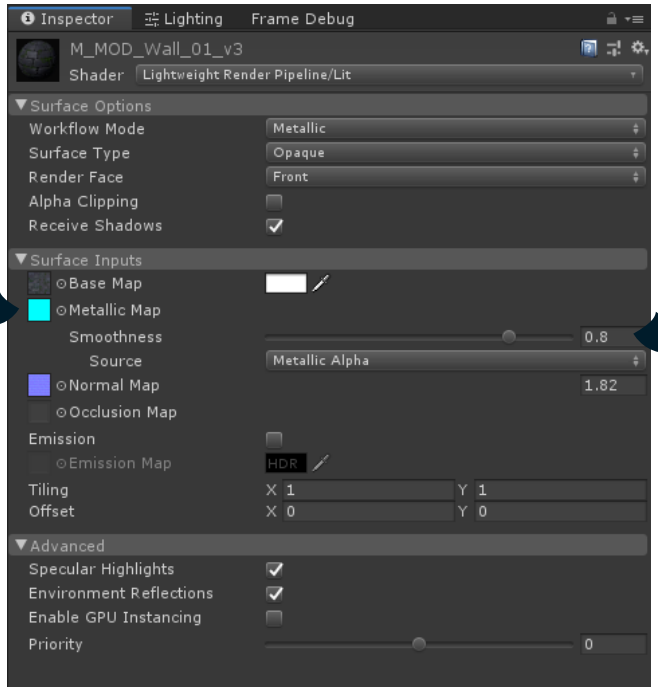
- M_ENV_MOD_gateway_interior
- M_PROP_bed_interior
- M_PROP_fabrics_interior
- M_PROP_fireplaces_interior
- M_PROP_frames_interior
- M_PROP_items_interior_01
- M_PROP_items_interior_02
- M_PROP_items_interior_03
- M_PROP_metal_interior
- M_PROP_plant_interior
- M_PROP_sofa_interior
- M_PROP_weapon_interior
- M_PROP_wood_planks_interior_01
- M_PROP_wood_planks_interior_02

Physically Based Rendering (PBR) - setup and how to use

The PBR textures are set up the following way:
Metallic levels for the material are controlled by the values in the Red channel of the texture, and the Smoothness levels for the material are controlled by the Alpha channel of the texture.
These textures have the tag "_ MTSM" at the end of the texture name.

This setup works for both URP and Built-in render pipeline.
To read more about this please visit the Unity Documentation here:
https://docs.unity3d.com/Manual/StandardShaderMetallicVsSpecular.html

Add the corresponding MTSM texture here



You can adjust the smoothness amount here

FX

Inside the \Assets\Fantastic Interior Pack\prefabs\FX folder you will find the various effects to decorate your scenes. We added the following effects:

Fire

Steam

Godrays

Particles

Customizing Assets

Materials

We have added multiple variants for some most materials. For instance you will find 5 different wood textures with 2 variants each, 2 different wall textures with 2 variations and a single stone floor texture.

You can either adjust the assets directly or create different prefab versions with different materials applied!

Light sources

When you inspect the “lightsource” prefabs (candles) , you’ll find a light in them.
For every “fire-based” light source there is a prefab with a flickering animation on it.
Adjusting that prefab directly will update all the “fire-based” prefabs automatically

Modular Assets

Meshes

All assets have a custom Lightmap UV in the second channel and colliders (Unity) where needed.

Naming convention

Prefixes and suffixes

All the modular pieces follow a strict naming convention to make your life easier. You can use the prefixes/affixes to either search for a group of assets, or simply know in the scene view which asset is what.
To familiarize yourself better with the naming convention we strongly suggest looking into the demoscene_interior_assets_modular scene. There you will find ever single piece of the pack:

Prefix

P_	Prefab
MOD	Modular piece

Suffix

_O_	OneSided
_M_	PivotMiddle
large	6 units
med	4 units
small	2 units

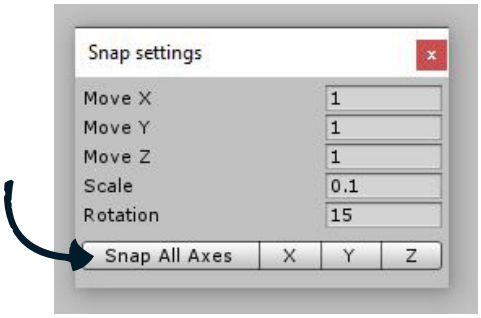
Example

P_	**MOD_**	**Stairs_**	**02_**	**E_**	**straight_**	**01**
Prefab	*Modular*	*Object type stairs*	*Set Number*	*PivotEdge*	*Straight version*	*variant 01*

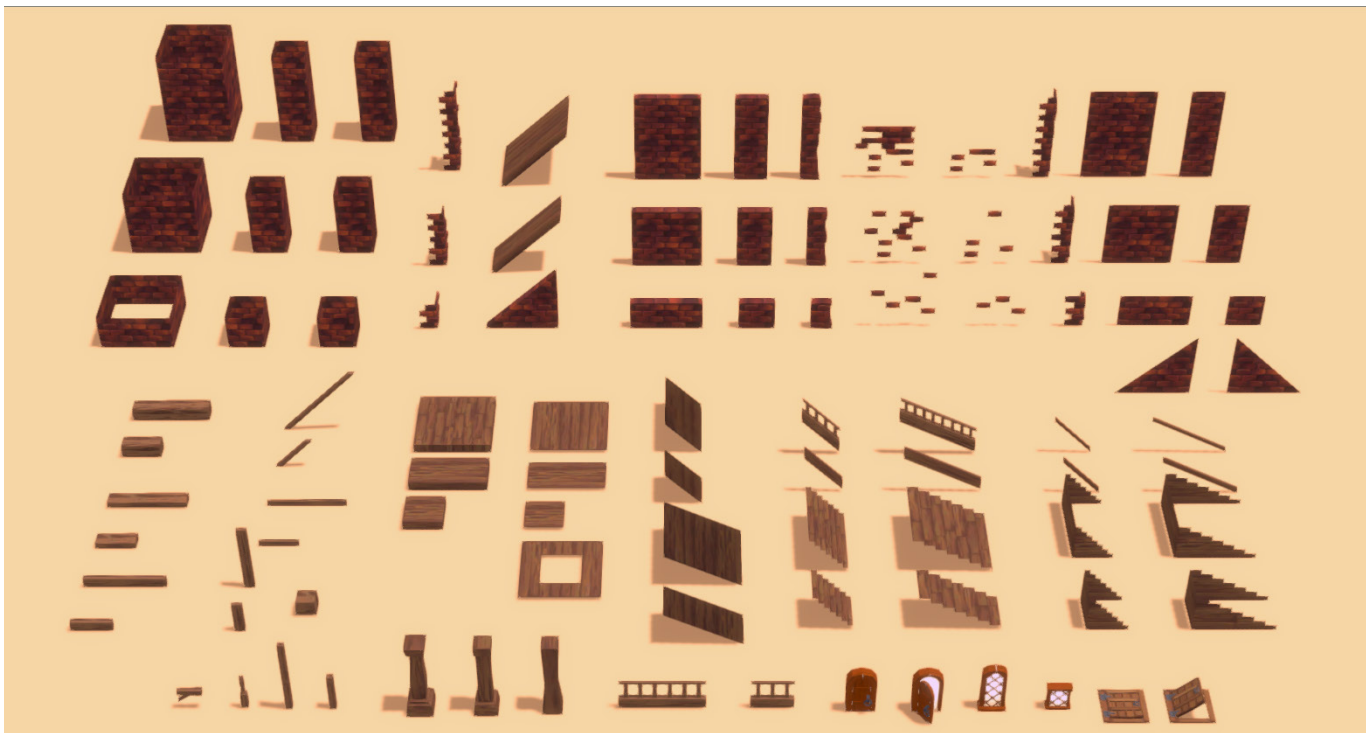
Working with the modular pieces

Snapping

You can activate snapping by holding Control (Command) key while moving and rotating objects.
Additionaly when you go to Edit > Snap Settings you will get a very useful window. If you don't use any third-party plugins for snapping, press **Snap All Axes** button when placing any of the modular elements into the scene.



Generally speaking every asset need to snap on nondecimal numbers. You will notice, that for this rule there are some exceptions when combining certain elements that do not naturally match.
When working with PivotMiddle walls for example, if you want to place Columns or Trims at those walls you can move them by 0.25 units to reveal more volume of asset.



Blocking out a level

Step 1:
Take the Base prefabs and/or OneSided walls and block out the volume of your level.

You can find these prefabs here:
prefabs\ENV\Base
and here:
prefabs\ENV\Wall\OneSided

Step 2:
Take single parts and add detail to the architecture. For example columns and walltrims.

Step 3:
And last but not least add some decorational props!

You can find these prefabs here:
prefabs\PROPS

Support

FAQ

Will there be updates to the package?

Yes. We plan to update all our packages as soon as there is a relevant update or if the community asks for adjustments.

Can you give support to users if something doesn't work?

Yes, but first please read through this document and if you still need help with something related to this package, feel free to contact us.

What's the deal with Universal Render Pipeline (URP)?

With Unity 2019.3 the Lightweight Render Pipeline is renamed to Universal Render Pipeline. If you set up your project using LWRP from an older version of our pack, you can change to URP and everything should work from the getgo - shaders, materials and lighting are compatible with URP.

A list of errors shows up in a shader.

Try reimporting the shader (in project tab > right-click on the shader > Reimport).
We are aware of some shader warnings showing up, which don't seem to actually break the shader. So simply clearing the warning in the console tab should fix the problem.

I opened the project for the first time and everything is pink. When I select a material, the shader says "Hidden/InternalErrorShader"

This is the case when your project doesn't use the same render pipeline as the pack version you installed. Starting on page 4 you will find all the steps needed to properly set up your project.

I imported the package but some assets still appear pink in the scene...

Make sure you installed the correct render pipeline version of our pack. After opening a scene it's still possible, that some assets are pink. If that is the case, do the following:

- In the Hierarchy window select "Terrain"
- In the "Paint Details" tab double click on any asset
- Click on the circle next to the asset which was added in the "Detail" panel
- Re-add the same asset and the scene should look normal again

I imported the package but some assets still appear pink in the Project window...

If you see any pink assets inside the Project window or inside the "Terrain"-object in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > right click > Reimport and it should fix it.

I'm using Unity version older than 2019.4.30 and the scene assets have shadow errors and/or pink materials and/or the terrain isn't showing.

Regarding pink assets and terrain issues please see the chapters 1, 2 and 3.
The new URP shaders are created in Unity 2019.4.30 and are not backwards compatible. The errors is created by the shadow cascades settings in the render pipeline asset. You can set the Cascades option in your render pipeline asset to "No Cascades".

The fog isn't displayed correctly.

Make sure to enable "Depth Texture" in your URP Render Pipeline Asset, otherwise the fog appears "cut off" when it intersects with a mesh.

Contact & Support

Visit our page for updates and more packages in the future:
https://tidalflask.com/

Contact us if you didn't find an answer to your questions:
info@tidalflask.com

Social Media

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https://twitter.com/TidalFlask

https://www.instagram.com/tidalflask/