

Low Poly Dungeon Pack Documentation

Firstly, we would like to say that we thank you for trusting us. This is the documentation file that comes with our dungeon pack. You will be able to find this documentation in the Unity Editor's toolbar.

If you have any question don't hesitate to contact us.

Our project's assets are packed in a single folder, called TornadoBanditsStudio. The Editor and Logo folders are used only for the in editor package presentation that might pop up whenever you open the package for the first time. The main assets of the package are childs of the folder called Low Poly Dungeon Pack.

As you may already know, the package contains more than 1250 meshes and more than 1500 prefabs ready to be used. Meshes may be located in the folder called Meshes while the prefabs may be found in the Prefabs folder.

Most of the meshes are used in our 8 demo scenes, that may be found in DemoScenes folder.

Meshes and Prefabs folders are split in different subfolders that helped us to organise the models. In the prefabs folder we have created different complex prefabs that will help you create your environments faster. We recommend you, if you want to create your own scenes to use the prefabs folder, because each prefab has a collider.

You will also be able to find some particles that fit the art direction of the package. You will be able to find them in the Particles folder.

We have also created some skyboxes and sprites that may help with your scenes backgrounds.

In the Scripts folder you will be able to find some behaviours that might help you creating small effects for your scenes.

- TBS_SimpleRotatableObject can rotate and object on a chosen axis
- TBS_Water to create a low poly water (see some examples in the Water folder)
- TBS_Banner_Movement might help you to animate a banner like the wind blows it
- TBS_FlickeringLight and LightBounce to create different effects for your lights



To achieve the camera effects presented in our screenshots/trailer, you will need to import [Unity Post Processing Stack](#) and [Unity Legacy Image Effects](#). Unity Legacy Image Effects is used only for the Global Fog camera effect. After you will import those two packages the effects will be set automatically in our demo scenes. If you want to use the already made camera effects you might be able to find the Post Processing Settings for each scene in the DemoScenes/PostProcessing folder

Thank you!



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