TOON | Adventure Island

Thanks for purchasing **TOON Adventure Island!**

Initial use:

In the promotional materials, the pack uses a subtle post processing profile. It's included in the pack, but for the Built-In render pipeline you will need to import the post processing stack via the package manager and apply the profile (if you're using **URP**, the post processing stack is installed by default and **no** further action is necessary).

If you need help setting up the post processing stack, you can find more details here: https://docs.unity3d.com/Packages/com.unity.postprocessing@3.4/manual/Installation.html

Naming convention:

The assets in this package use the *"TAI"* prefix, if you're using other packs from the **TOON Series**, you'll be able to easily identify the origin of an asset.

The last letter in the Name, usually is a capital letter, such as: *"TAI_Shipwreck_01A"*. It signifies the color scheme of the asset. For more color schemes of an asset, the naming would continue as follows: *TAI_Shipwreck_01B"*, *"TAI_Shipwreck_01C"*, etc.

Prefabs:

If you use assets from the **"Prefabs"** folder, then **no** further setup is required and you can skip the next paragraph.

The source files are contained in the **"Models"** folder. When needed, custom mesh colliders were used and were exported in the hierarchy of their respective asset. If you plan on using the source .FBX files, then you will need to remove the *"Mesh Renderer"* and *"Mesh Filter"* component from the collider asset.

The Prefabs are structured in multiple folders, like **"Animals"**, **"Shipwreck"**, **"Vegetation"**, etc. The grass prefabs were used on the terrain in conjunction with "Prefab Painter 2", available here:

https://assetstore.unity.com/packages/tools/painting/prefab-painter-2-61331

It's a very powerful tool, which adds a lot of value to any project where large areas need to be covered with foliage, vegetation or any other asset (there are other good painting tools available on the Asset Store, even free ones).

Another way of planting vegetation on the terrain is to use the Unity default **"Paint Details"** tool in the terrain tools. You can find the grass and flower textures in the **"Textures"** folder.

Demo Scenes:

There are **2** scenes included in this pack, one with a full artistic environment and another scene, with all the assets grouped in large categories.

Shaders:

The assets use custom shaders for the most part, but the overall look of the package doesn't change drastically if the shaders are replaced by default Unity shaders (performance is also similar).

The water shader has a couple of nice features, such as shallow and deep colors, opacity, foam and refractions. There is also the option of activating the waves function, which add a nice height displacement effect on the water surface.

The grass shader interpolates two colors based on height and it has the option of adding a third color as a highlight where the wind distiortion is most visible.

The toon shaders have a custom lighting model which tries to replicate the CEL shaded effect and require one active directional light in the scene, in order to render properly.

Boid Manager:

In the **"Scripts"** folder, you will find a simple flock simulation tool which you can use to bring a little extra life in the scene, during play-mode.

During play-mode, the tool spawns a number of prefabs that start moving along random paths, towards a **"Goal"** (but not quite reaching it, just hovering in its vicinity).

There are already two presets, one for a school of fish and another for a flock of seagulls. Give those a try, to quickly understand the tools' capabilities.

You can edit a few simple settings, in order to customize this tool for your needs:

Velocity: the speed at which the prefabs will move towards the **"Goal"**

Num Spawn: the number of prefabs that will spawn in the instance

Goal Frequency: the frequency at which the **"Goal"** spawns in a different location

Turn Speed: how quickly the prefabs can turn; higher speed means sharper cornering

Turn Proximity: determines how closely the prefabs hover around the **"Goal"**

Prefabs: load your desired prefabs in these slots (add/remove slots with the +/- buttons)

Box Collider (Component): determines the prefabs spawn location

FreedomBox (Child): determines the location of possible spawn points for the **"Goal"**

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