

Frequently Asked Questions

After I reorganized the demo scene, I get weird flickering, meshes disappear.

Why?

The demo scene comes with pre-baked occlusion data. If you modify the scene, you need to re-bake it. (Window/Occlusion panel.)

I deleted the canvas so I can see the scene, but the train isn't arriving like in the video.

The train's timer is on the canvas object. If you remove it, the demo scene won't function properly. Please only delete or disable NotifyUser gameobject, which is nested under Canvas gameobject.

Colors are dull, way too bright, lights seem to be too intensive. Why? Please change to linear color space!

I can't find a mirrored mesh to snap to the regular ones.

Remember that you can always mirror models within Unity by setting their scale to -1 in the desired direction.