

## *Information for Desert Village Asset Pack by GameDev.TV*

### Scenes

There are two scenes included with the Desert Village Pack. They are located in the scenes folder under assets. The demo scene has a game scene with every item in the pack in it in every color option. It comes with terrain and cliffs surrounding it. You can use the demo scene in a game or just for seeing the assets.

The prefab scene shows every asset and color option.

When you hit play you see the scene through a camera that doesn't move. If you are not in play mode you can use Flythrough mode by holding down right mouse button and fly around the scene using WASD

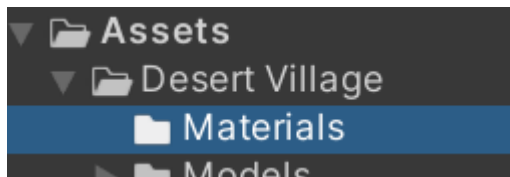
### Materials:

The main material files are **PaletteA, PaletteB, PaletteC and PaletteD**. Most objects can be changed by alternating those materials.

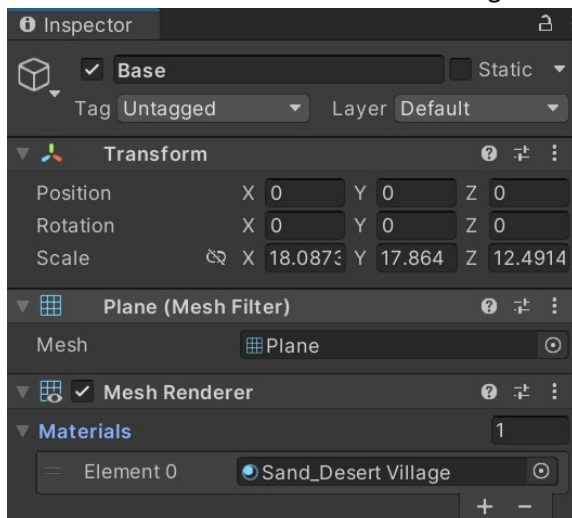
Rocks, Cliffs, Ivy, and Rugs have different materials. You can use any rock material on any rock, but Cliffs are labeled by number and the materials have a number that corresponds to it.

Ivy and Rugs **share Ivy\_Rug\_PaletteA, Ivy\_Rug\_PaletteB, Ivy\_Rug\_PaletteC, Ivy\_Rug\_PaletteD**, materials and those can be swapped interchangeably on the Ivy and rugs.

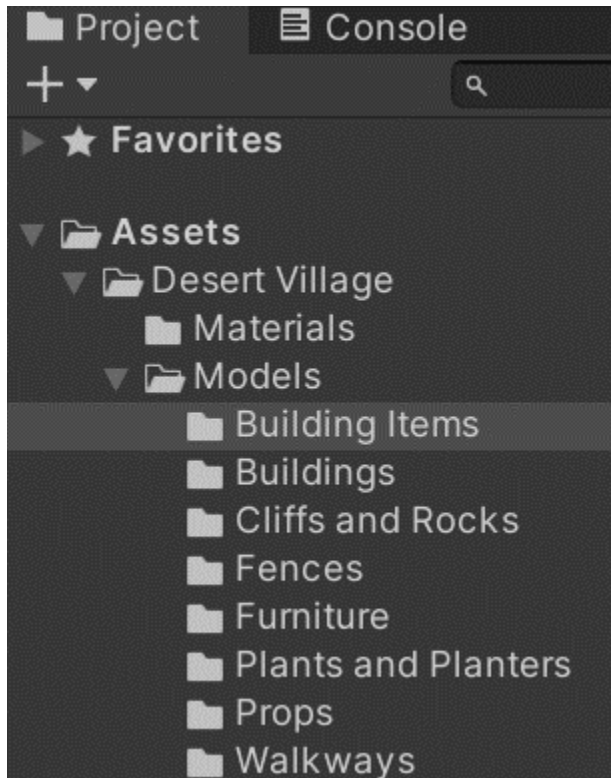
Materials can be changed by dragging a material from the materials folder onto an object in the scene.



You can also select an item and look in the inspector under mesh renderer and click the arrow flyout to see the material. Click the circle to the right of the material name and select the new material you want.

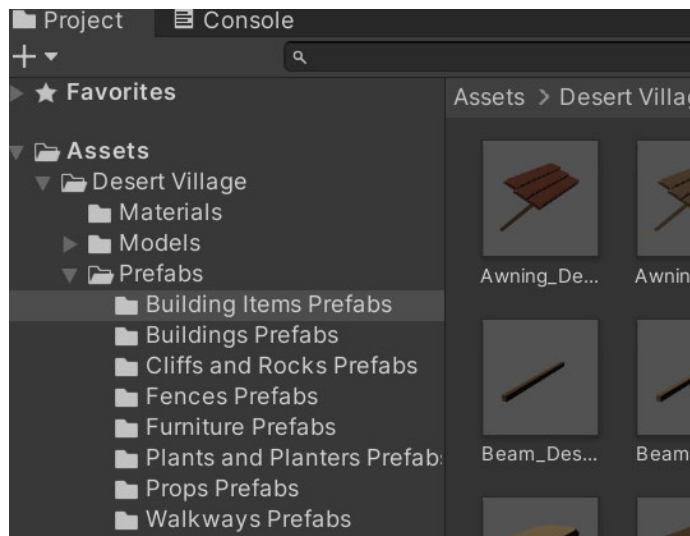


## Models

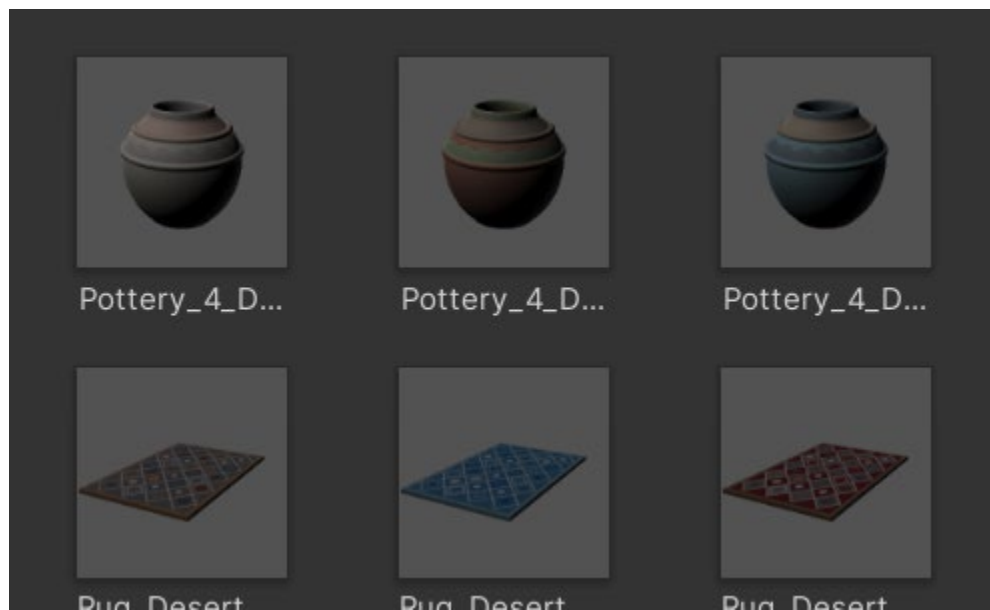


In the Models folder inside the Desert Village Assets are uncolored versions of all the different models available in the package. You can use these models by dragging them into the scene and picking a material for them (the way to do that is mentioned above in the materials section). You can also use prefabs which already have materials on them. They are explained in the next section.

## Prefabs



In the Prefabs folder there is a collection of every model and every texture that comes with that model. You can select a prefab and the texture and collisions are already on them. To put them in the scene you can just drag them in with your mouse from the prefab folder.

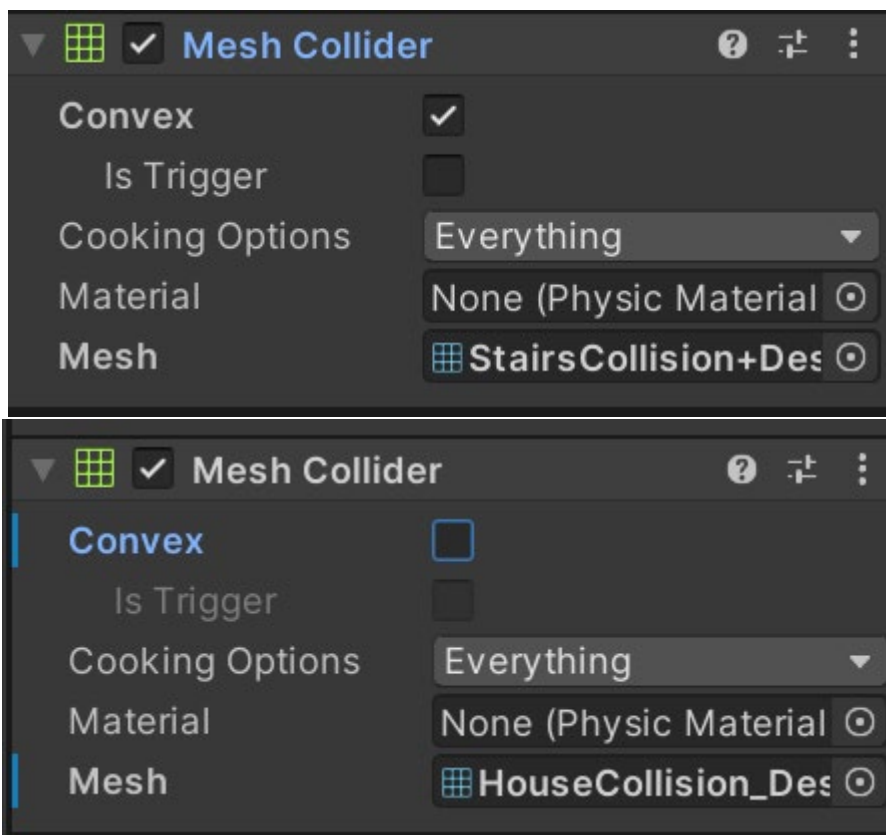


## Collision models

In the models folder there are two special types of models. The stair collision model and the house collision model. You can use these two to replace the colliders so you can walk up the stairs if you set up your player that way. The stair colliders are set up as ramps. You can also use these two with textures on them if you want a ramp in your game instead.



To use the stair collisions you can change the mesh collider mesh option to the collision mesh. For the house you will change how HouseCollision and will need to uncheck convex collider for it to work.



## **Using in older Unity builds**

Builds from 2019 and older will not import the unity package but the models will still work. Just pull in the models and texture folders and you will have all the models available to you!