



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. Feedback and suggestions can be made in the Unity Forums. You will find the link to it on the store page of the pack. Your feedback helps us focus on the right updates for the future which will be free for existing users!

*Enjoy, your **Tidal Flask** team! 🎉*





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Quick Start

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

This package is made using **Lightweight Render Pipeline**. If you want to find out exactly what it can and can't do please visit this page:

<https://unity.com/lightweight-render-pipeline>

Since **Unity 2019.3** the **LWRP** is renamed to **Universal Render Pipeline (URP)**. For more information please visit this page:

<https://docs.unity3d.com/2019.3/Documentation/Manual/universal-render-pipeline.html>

Importing

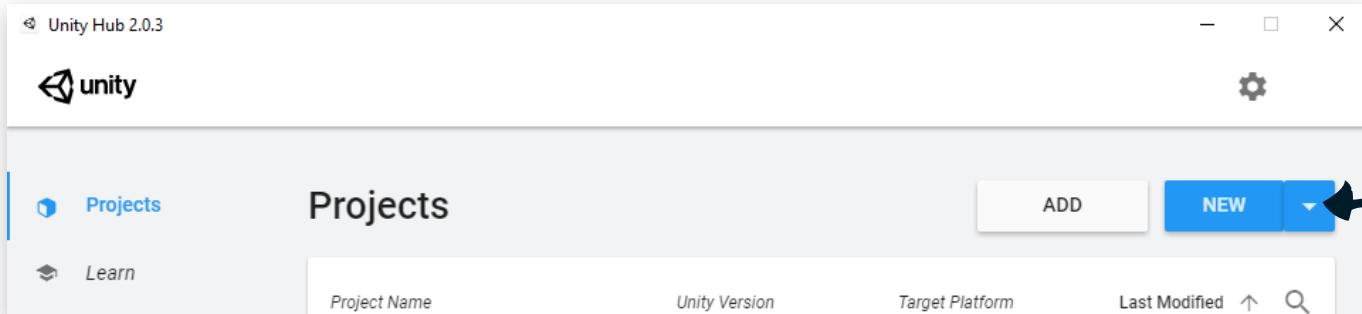
You will find detailed steps on how to import the package below. Please note that since this package was made using **LWRP** you will need **Unity 2019.1.0 or above**. If you want to use **URP** you will need **Unity 2019.3 or above**.

IMPORTANT!!! *LWRP is not compatible with other render pipelines. You can convert from the Unity Built-In Render Pipeline to LWRP. To do so, you'll have to rewrite your assets and redo the lighting in your game or app. You can use the upgrader to upgrade Built-in Shaders to LWRP Shaders (Edit > Render Pipeline > Upgrade Project Materials to LightweightRP Materials). For custom Shaders, you'll have to upgrade them manually.*

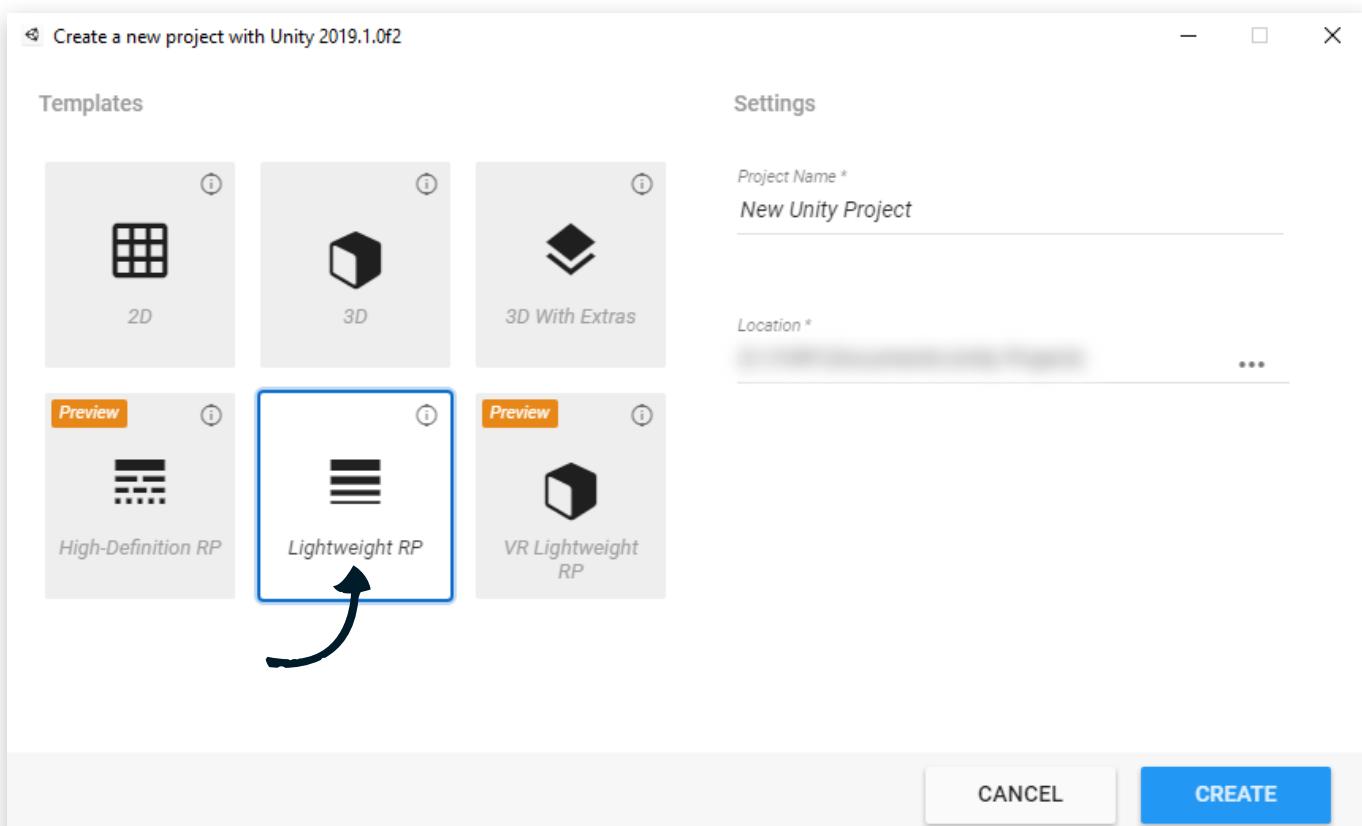


How to set up your project for LWRP (option 1)

We recommend to create a **clean project** and install the **LWRP** 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 LWRP pick **Unity 2019.1.0 or above**).



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

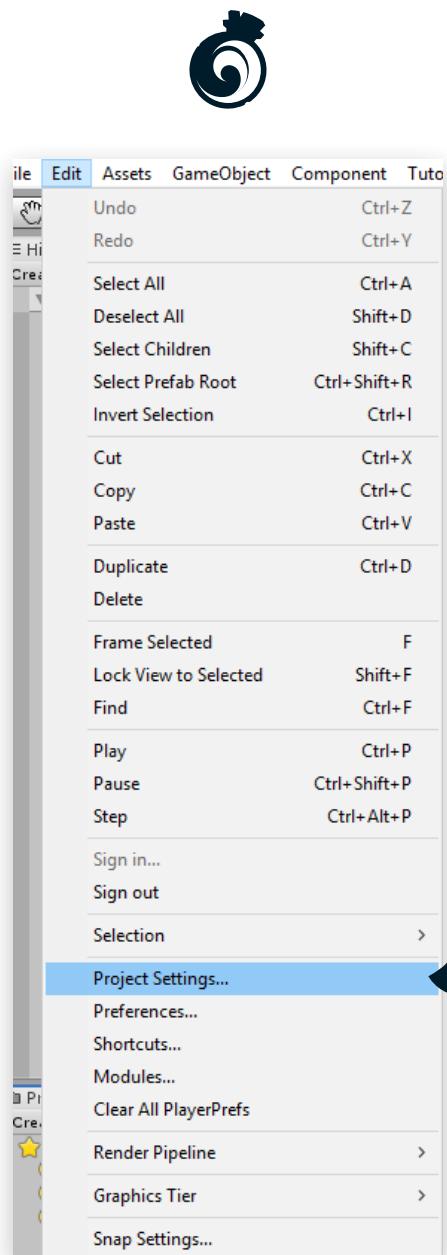


Step 3: Download the “**FANTASTIC - Village Pack**” from the Asset Store and integrate it into your project.

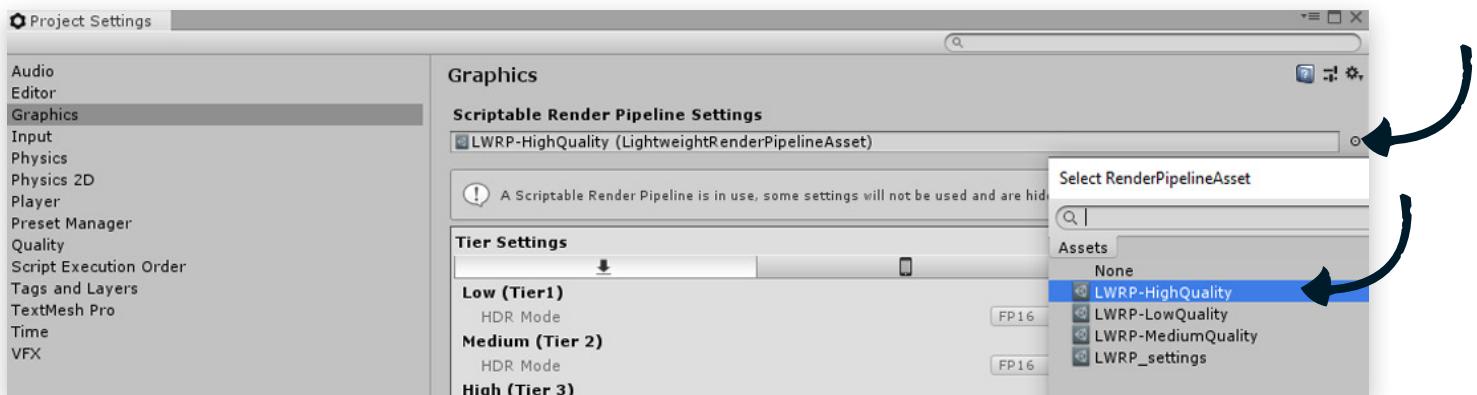
At this point you already can go to **\Fantastic Village Pack\scenes** and select any of the scenes.

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 **Mail**.

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.



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

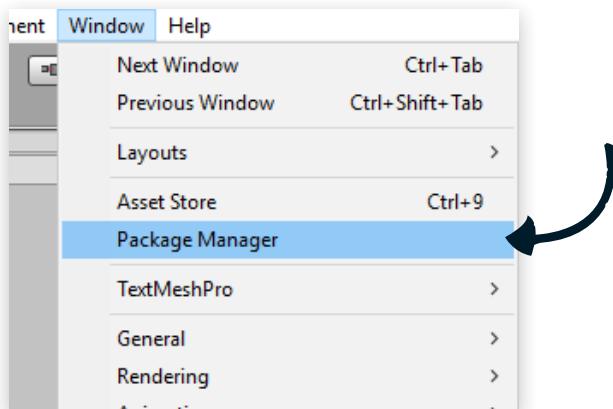


Step 5: For the Scriptable Render Pipeline Settings select “**LWRP_HighQuality**”.

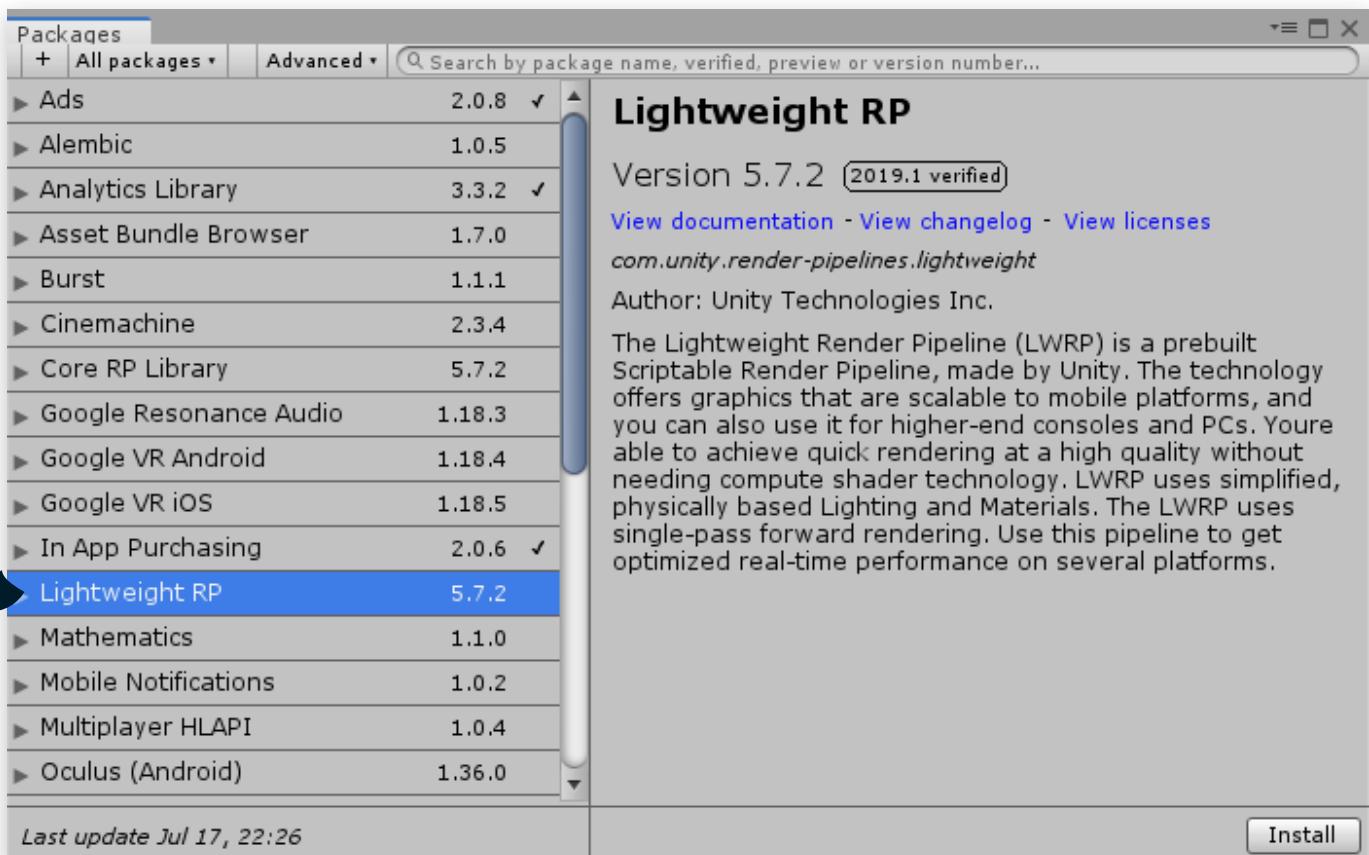


How to set up your project for LWRP (option 2)

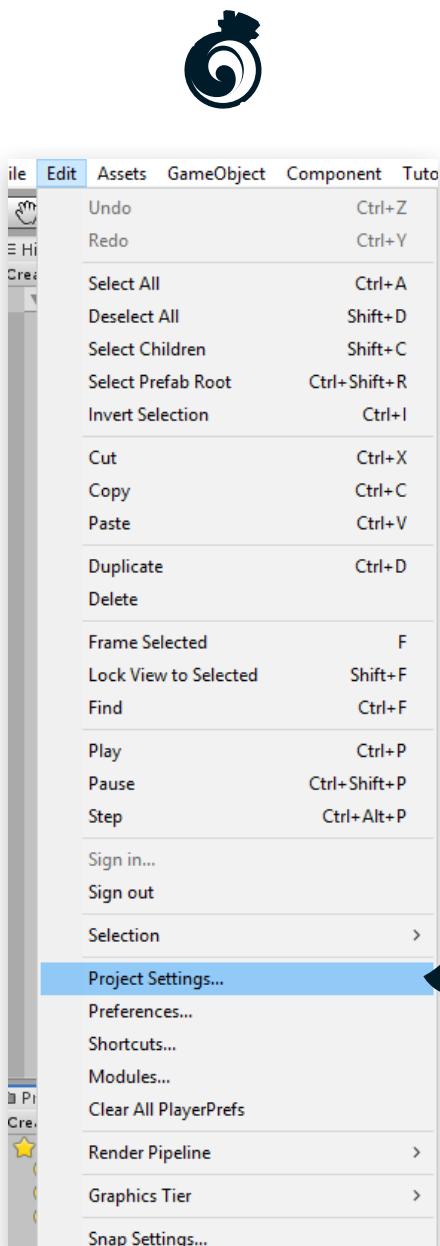
If you imported the “**FANTASTIC - Village Pack**” before you installed the LWRP please follow the steps below:



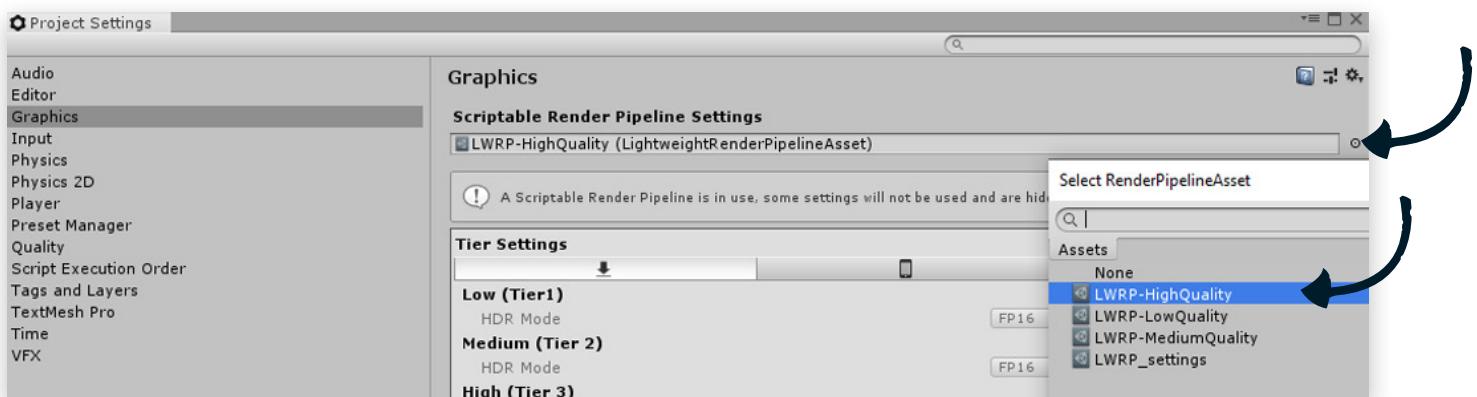
Step 1: go the Window > Package Manager.



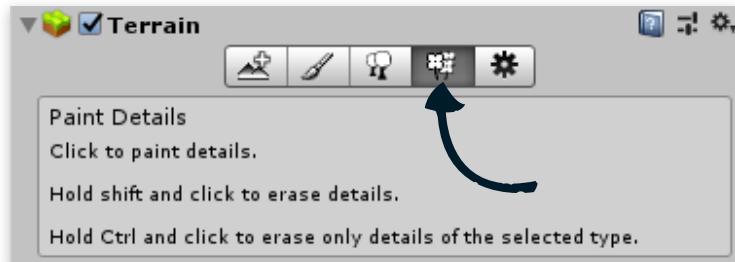
Step 2: Select “Lightweight RP” asset and click “Install”.



Step 3: After the package is loaded, go to **Edit > Project Settings...**



Step 4: For the Scriptable Render Pipeline Settings select “**LWRP_HighQuality**”.



It is possible that if you open any of the scenes, that some assets still appear pink. If that is the case do the following:

- In the “Hierarchy” tab 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

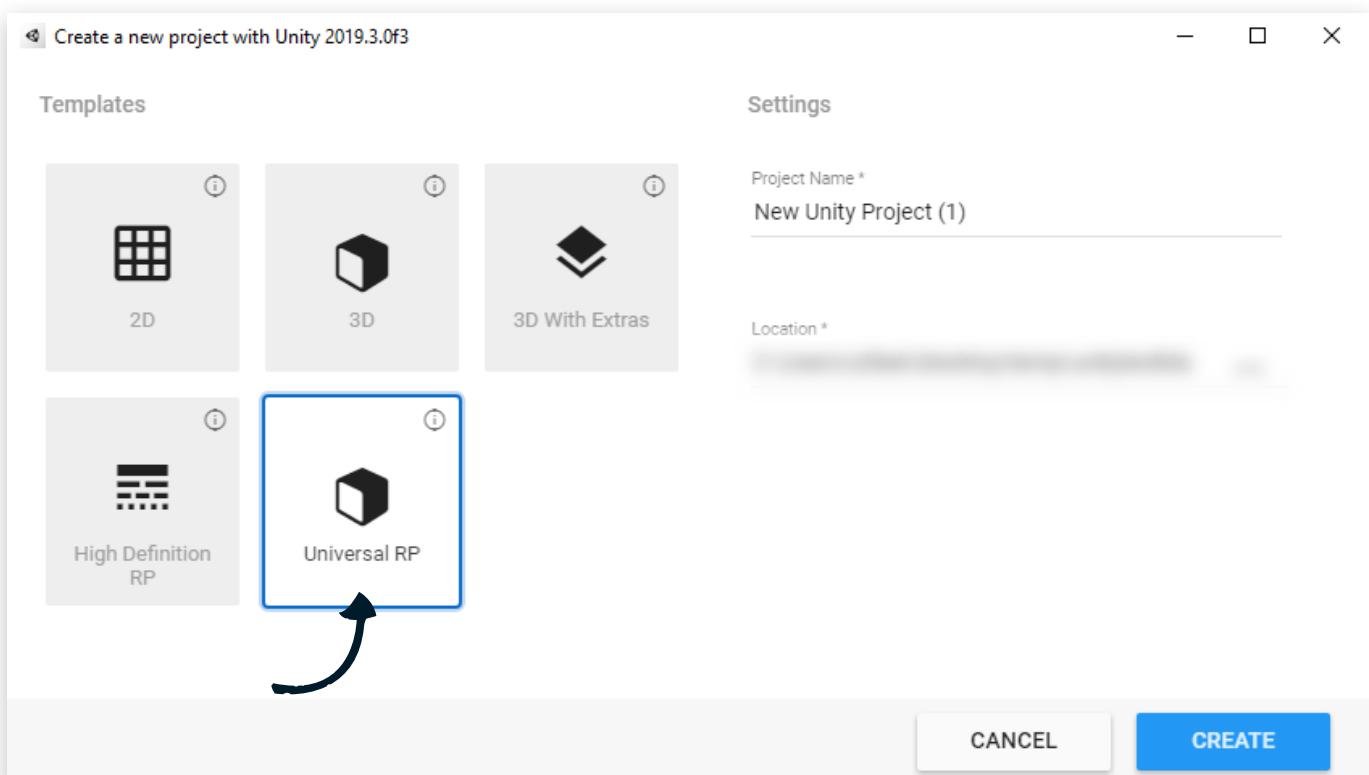


How to set up your project for URP (option 1)

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 2019.3 or above**).



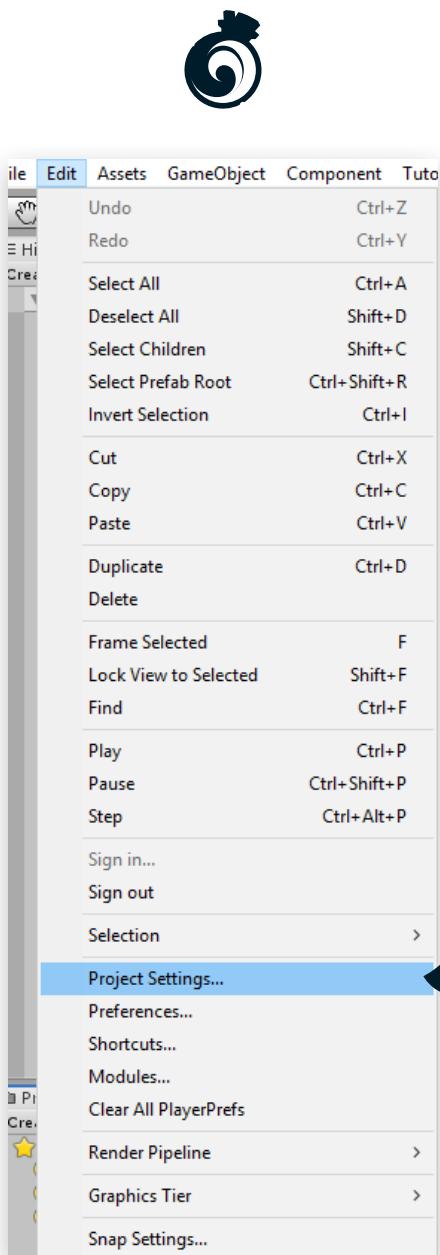
Step 2: In the “**Templates**” select “**Universal RP**”, this way everything you need for this package will be preinstalled.



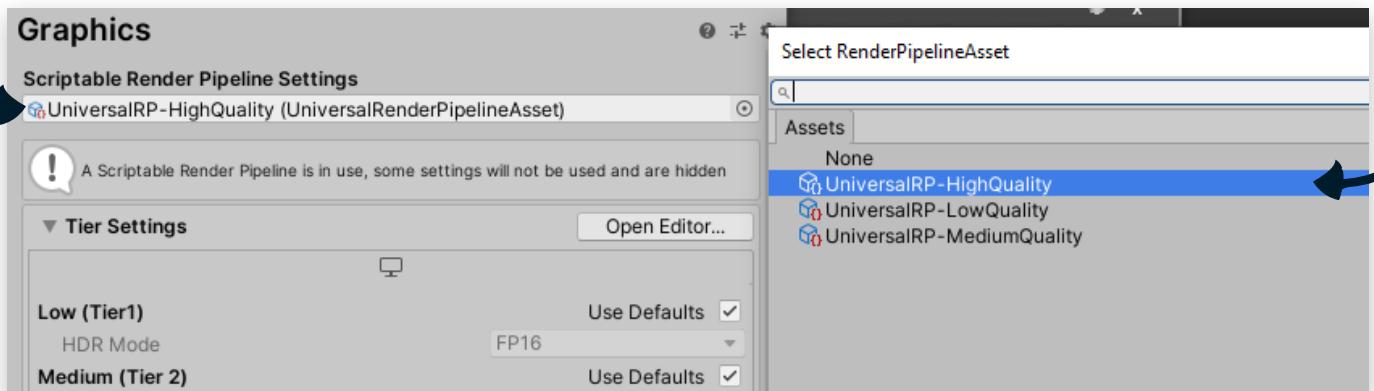
Step 3: Download the “**FANTASTIC - Village Pack**” from the Asset Store and import it into your project.

At this point you already can go to **\Fantastic Village Pack\scenes** 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 **Email**.



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

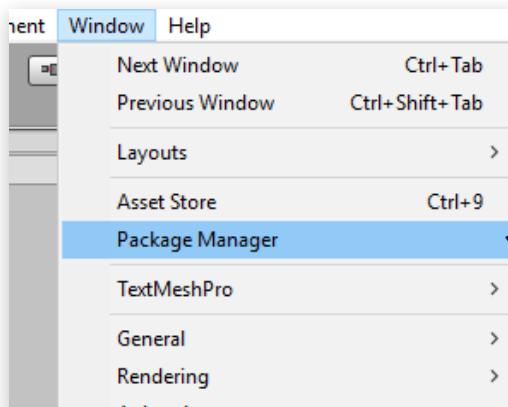


Step 5: For the Scriptable Render Pipeline Settings select “**UniversalRP_HighQuality**”. These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.

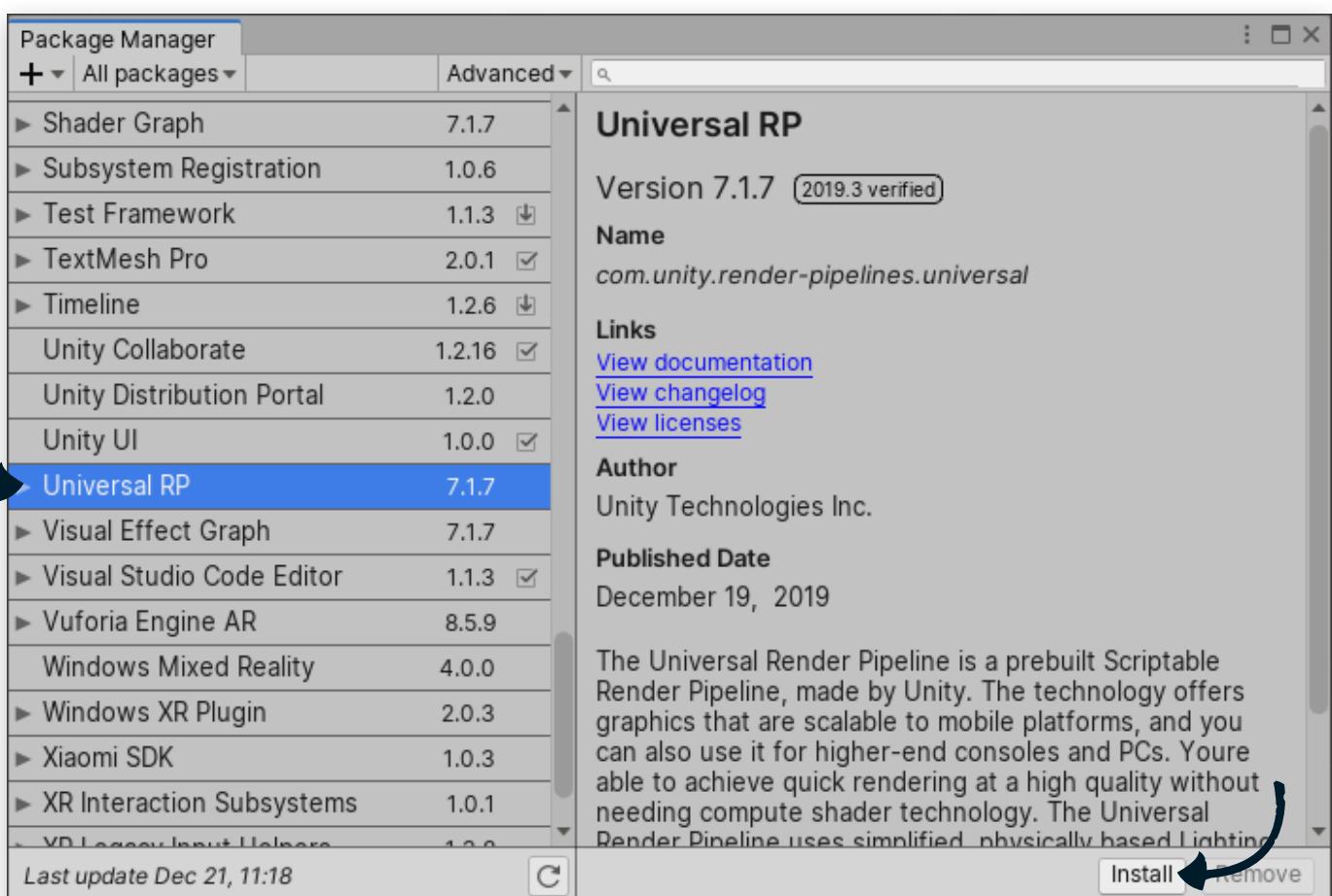


How to set up your project for URP (option 2)

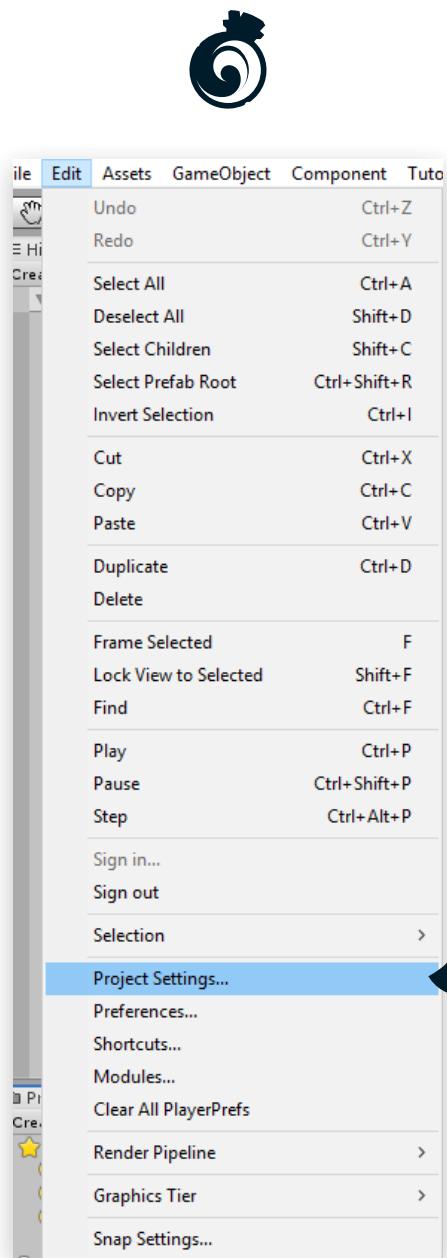
If you imported the “**FANTASTIC - Village Pack**” before you installed the URP please follow the steps below:



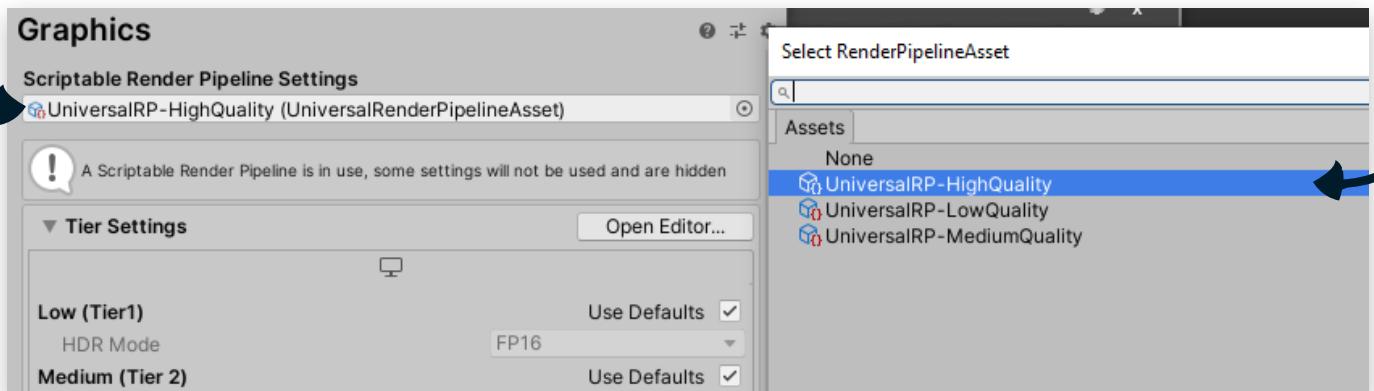
Step 1: go the Window > Package Manager.



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



Step 3: After the project is loaded, go to **Edit > Project Settings...**



Step 4: For the Scriptable Render Pipeline Settings select “**UniversalRP_HighQuality**”. These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.



How to set up Post Processing for URP

Since the Post Processing has changed since 2019.3.0 and is included in 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)

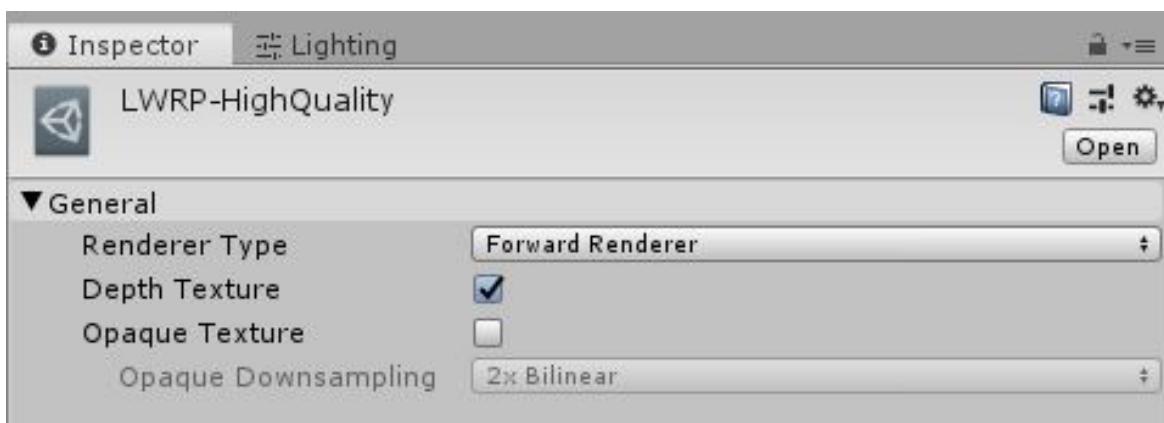
Step 5: In the Hierarchy Tab of the scene create a new “**Global Volume**”. (right click > Volume > Global Volume)

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.

Note: Make sure to enable “Depth Texture” in the render pipeline settings.





Demo scenes

Demoscene_village_day: daylight scene with different sceneries (see screenshots below)

Demoscene_village_night: night scene with the same sceneries like the daylight scene (see screenshots below)

Demoscene_village_assets: in this scene you will find all the assets within the package

All the sceneries you see in the trailer were recorded directly out of these scenes. The only difference is the lack of the Nature Pack (sold separately).

Settings for LWRP or URP

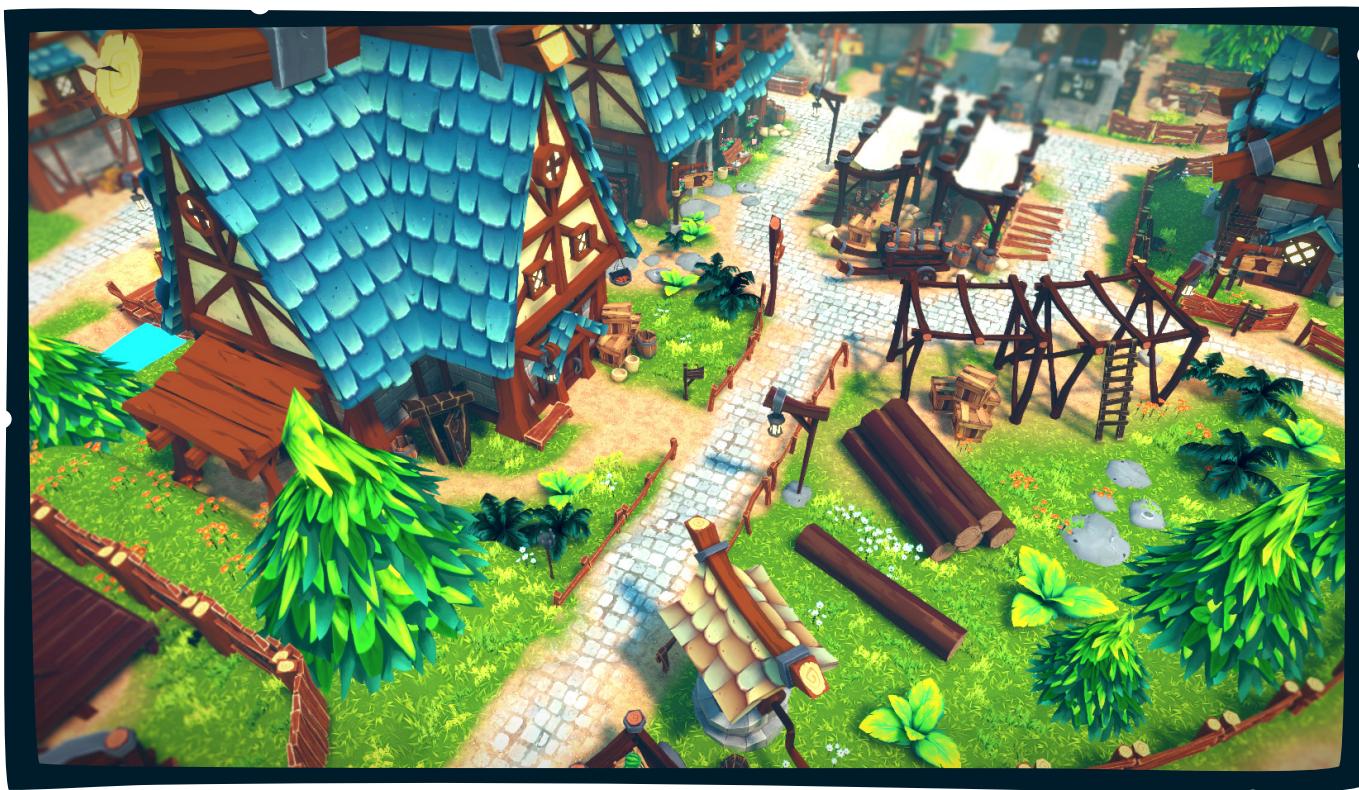
To quickly adjust any quality settings for LWRP or URP please find the assets inside the **Assets\Settings** folder.

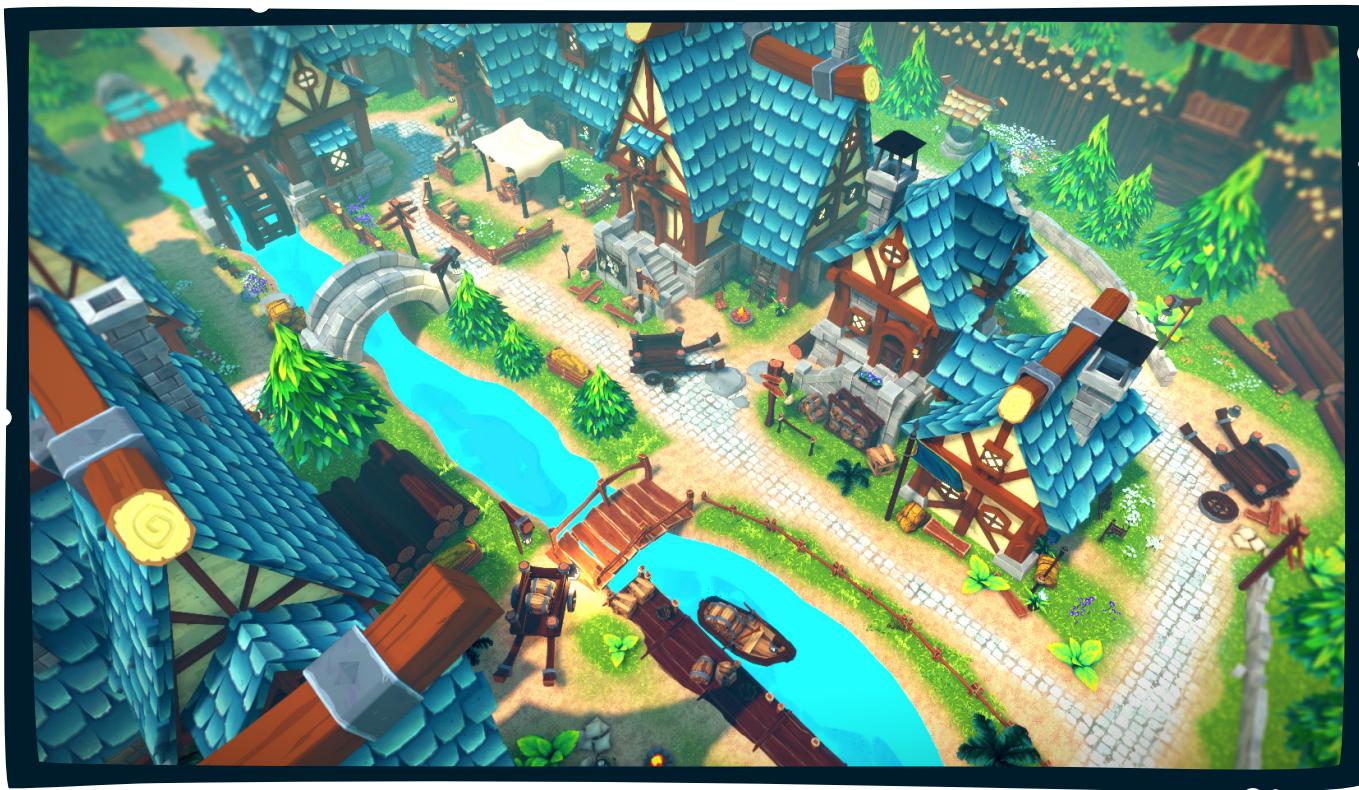
Post Processing

Inside the **\Fantastic Village Pack\Settings** folder you will find **PPP_** files for day, night and the assets scenes.



Demoscene_village_day







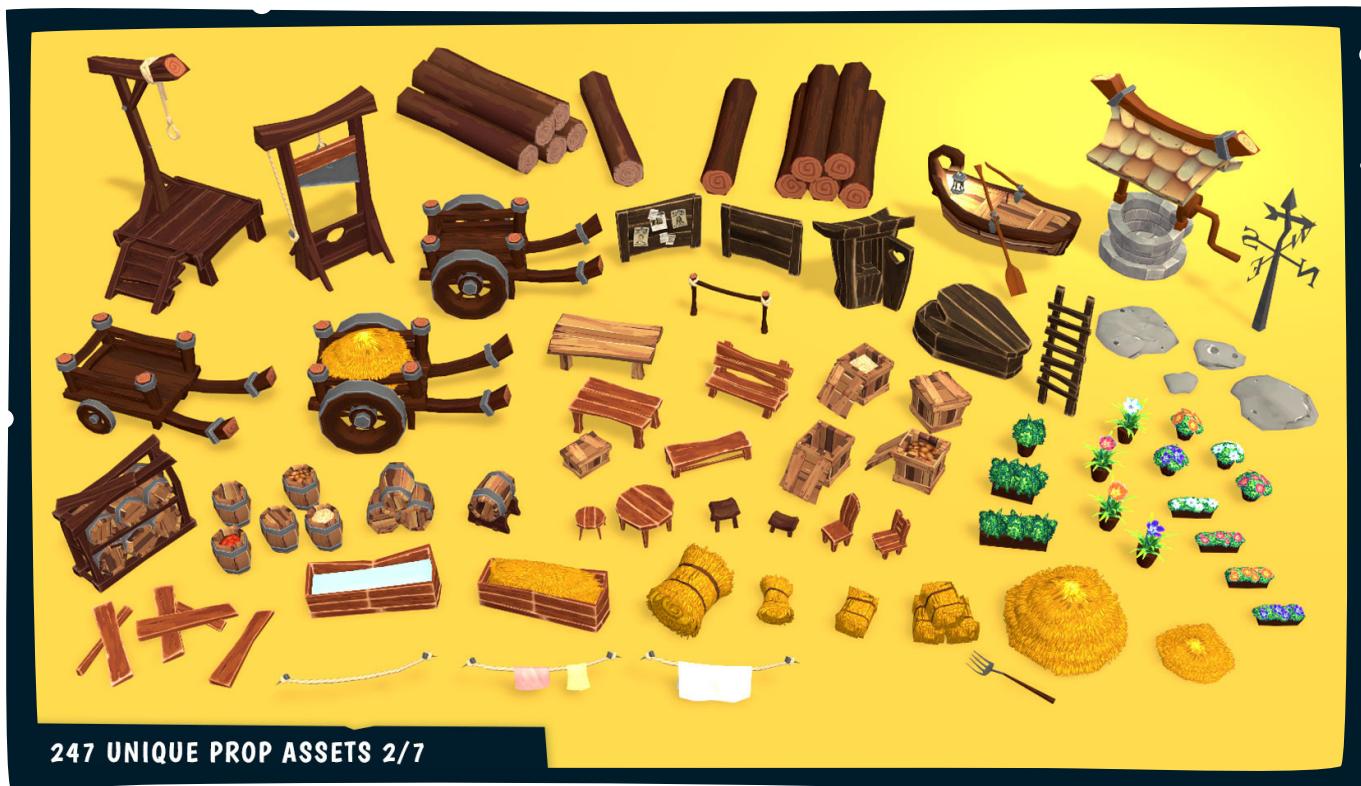
Demoscene_village_night

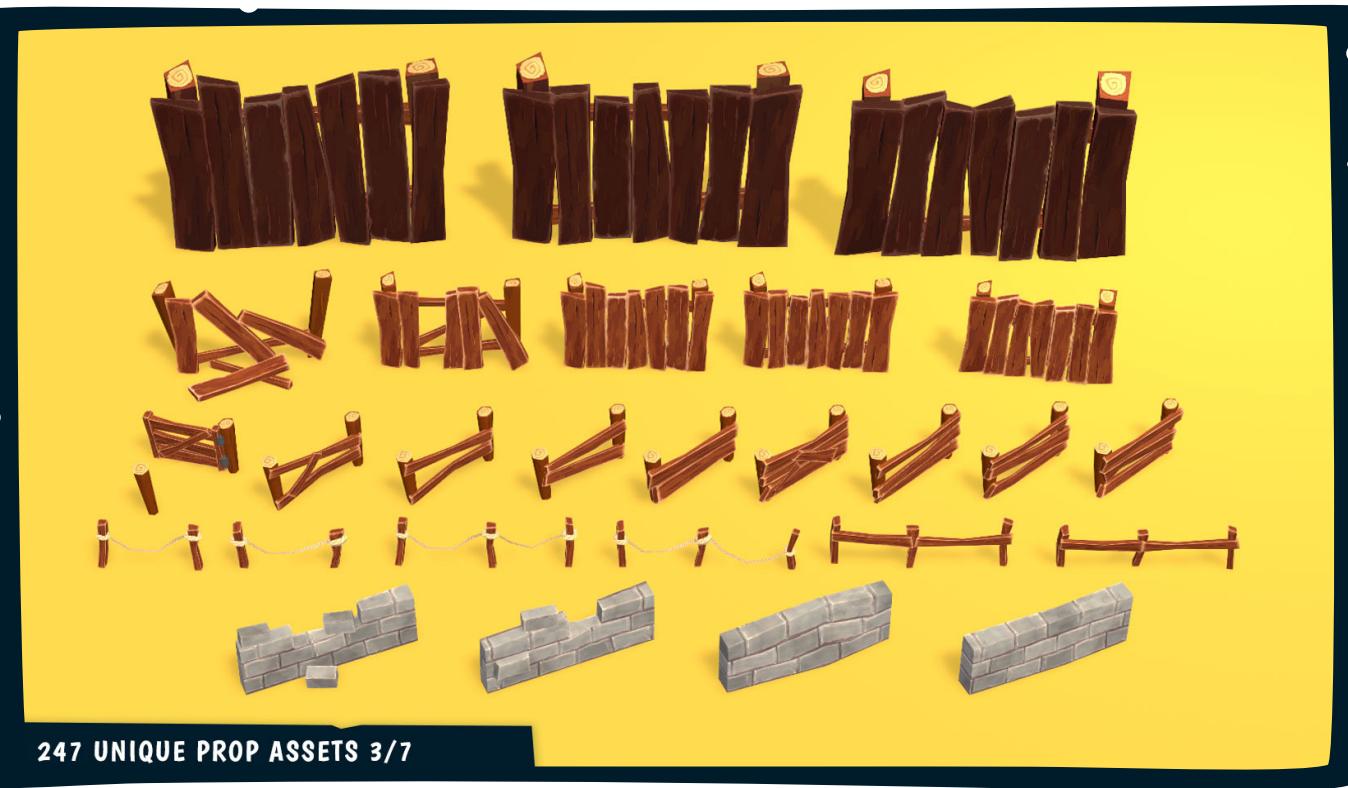




Demoscene_village_assets

In this scene you will find all the assets within this package.









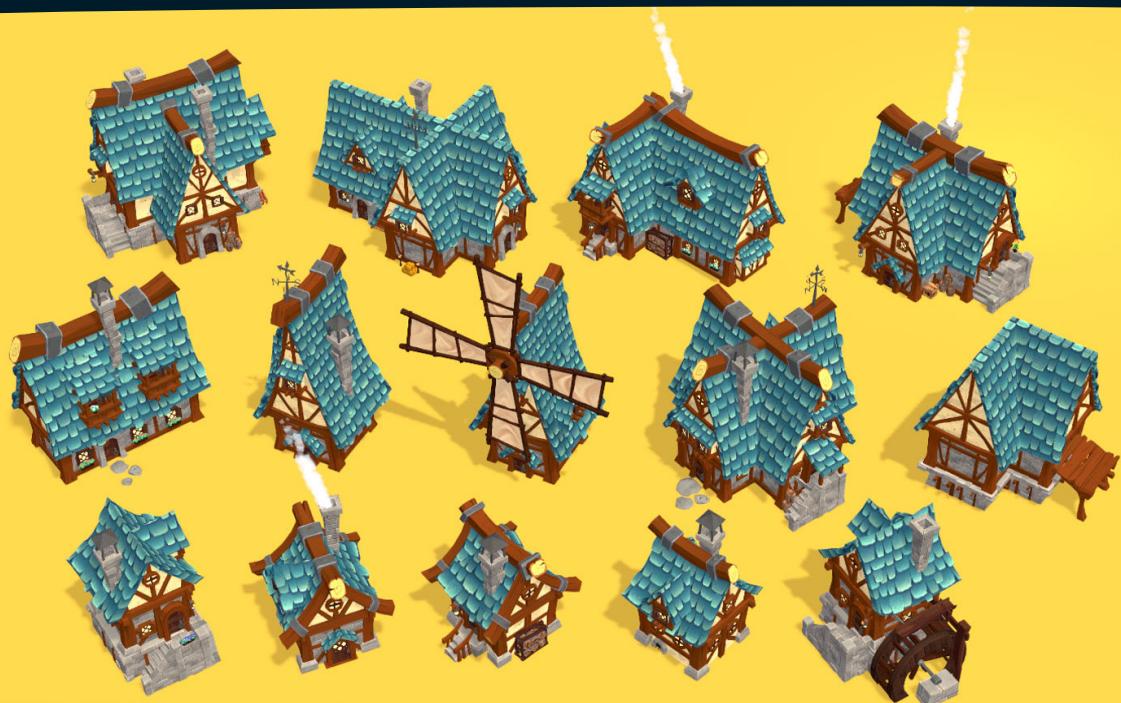
247 UNIQUE PROP ASSETS 7/7



83 MODULAR BUILDING ASSETS 1/2



83 MODULAR BUILDING ASSETS 2/2



14 PREASSEMBLED BUILDINGS



UPDATE: TREE, BUSH & GRASS



Bonus: FANTASTIC - Food Pack. You will find more screenshots in the Bonus chapter.





Assets

Meshes

Lightmap UVs

All the assets (except the food assets) have a custom Lightmap UV in the second channel.

Textures & Materials

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

Tileable materials

- M_chains
- M_cloth_01
- M_gold
- M_ENV_stone
- M_metal_01
- M_metal_02
- M_rooftiles_01
- M_rooftiles_02
- M_rooftiles_03
- M_rooftiles_04
- M_rooftiles_05
- M_rope
- M_stonebrick_01
- M_stonebrick_02
- M_wall_02
- M_wood_03
- M_wood_05
- M_wood_06
- M_wood_07
- M_wood_planks_01
- M_wood_planks_02
- M_wood_planks_03
- M_wood_planks_04
- M_wood_planks_05
- M_wood_planks_06
- M_wood_planks_07
- M_wood_planks_08



27 TILEABLE TEXTURES

Terrain

- T_ENV_farmfield_BC
- T_ENV_pavingstone_01_BC
- T_ENV_TERRAIN_grass_01_BC
- T_ENV_TERRAIN_gravel_BC

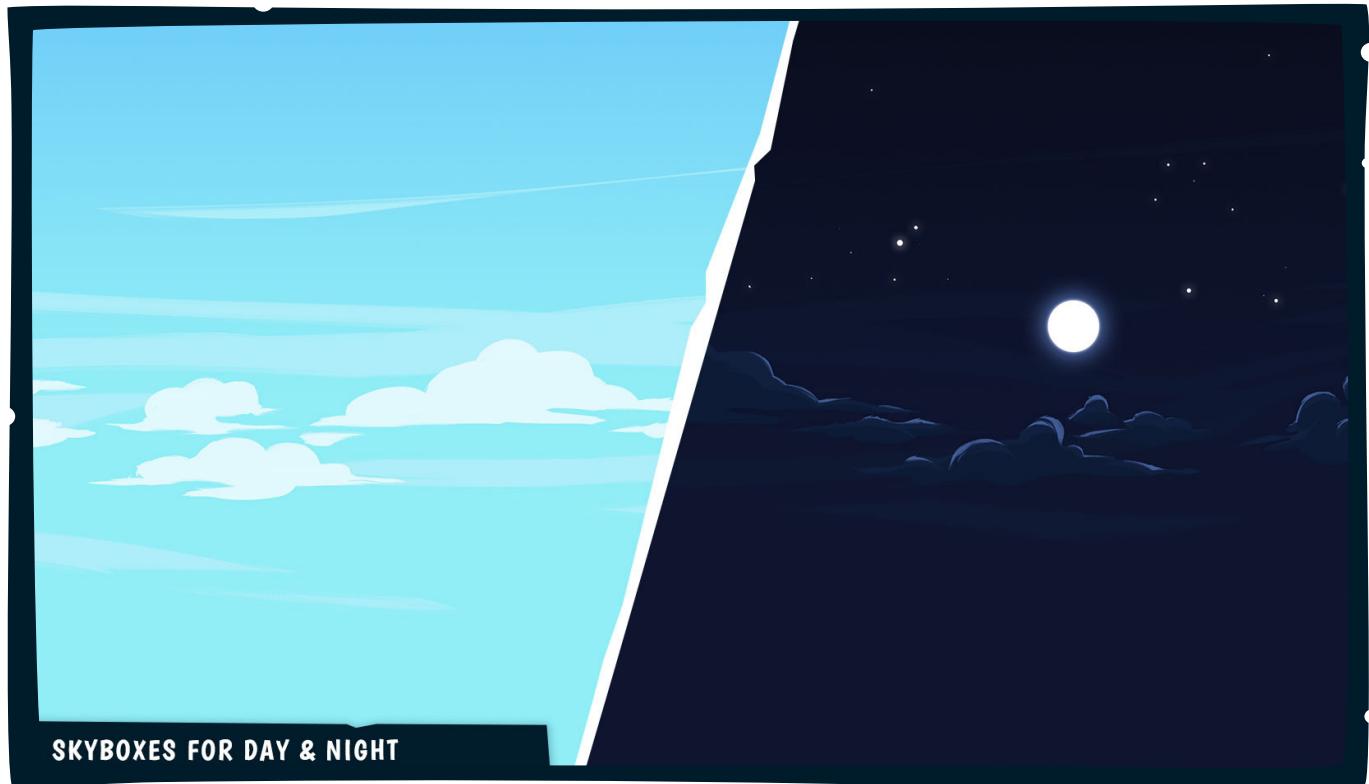


4 TILEABLE TERRAIN TEXTURES



Skybox

You will also find 2 skyboxes for day and night.



Atlases

- M_PROP_hay
- M_PROP_laundry
- M_PROP_paper
- M_PROP_potplants
- M_PROP_signpost
- M_PROP_signs
- M_PROP_wood_log_burn
- M_wood_detail_01

FX:

- M_FX_steam
- M_FX_water_village
- M_FX_windtrail



Bonus asset "FANTASTIC - Food Pack" specific materials

There is a single Atlas for the whole Food Pack. We also added a Metalness and Smoothness map to the project which is set up the following way:

- Red channel = Metalness
- Alpha channel = Smoothness

You will find both Atlases in the \textures folder (**T_food** and **T_food_MTSM**).

Shaders

All the custom shaders were made with the **Shader Graph**. For more information about Shader Graph and how to use it visit this site:

<https://unity.com/shader-graph>

Rest of the shaders are all standard LWRP.

We recommend to install the **Shader Graph** via the **Package Manager** or via **Templates**. To use the Shader Graph in your project either start a new project using a template that includes Shader Graph or download a **Render Pipeline** package from the **Package Manager**. The Shader Graph will be downloaded automatically for your use in either of these cases.

Packages that contain Shader Graph:

- Lightweight Render Pipeline
- HD Render Pipeline

Templates that contain Shader Graph:

- Lightweight 3D Template
- HD 3D Template



Water shader

The screenshot shows the Unity Inspector window for the 'M_FX_water' shader. The top bar has tabs for 'Inspector' and 'Lighting'. The main area displays various shader parameters:

Parameter	Type	Value	Editor Type
Metallic	Float	0.1	Slider
Gloss	Float	1.3	Slider
Transparency	Float	4.56	Slider
BaseColor	Color	(HDR)	Color Picker
RipplesColor	Color	(HDR)	Color Picker
RippleSpeed	Float	1.99	Slider
RippleScale	Float	1.27	Slider
RipplesDissolve	Float	10.92	Slider
NormalStrength	Float	0.4	Slider
NormalSpeed	Vector (X, Y, Z, W)	X: 0.05, Y: -0.01, Z: 0, W: 0	Vector Input
FoamColor	Color	(HDR)	Color Picker
FoamOffset	Float	0.49	Slider
EmissionIntensity	Color	(Black)	Color Picker
Render Queue	Dropdown	From Shader	Dropdown
Enable GPU Instancing	checkbox	<input type="checkbox"/>	checkbox
Double Sided Global Illumination	checkbox	<input type="checkbox"/>	checkbox

- Metallic: metalness amount
- Gloss: gloss amount
- Transparency: transparency amount
- Base Color: base color of the water
- Ripples Color: color of the ripples
- Ripple Speed: defines the movement speed of the ripples
- Ripple Scale: defines the scale of the ripples
- Ripples Dissolve: contrast of the noise which is used for the ripples
- Normal Strength: normal for the waves
- Normal Speed: speed of the waves
- Foam Color: color of the foam where the meshes intersect with the water
- Foam Offset: size of the foam
- Emission Intensity: emission of the water (the hex values we used in the videos are **#959595** for the day and **#252525** for the night scene)



Flags, plants and grass - wind movement

M_PROP_flags, **M_ENV_grass_village** and **M_ENV_plants_village** is ment to be used for wind movement of the flags, plants and grass. In all of those materials you will find the same settings for **wind movement, density and strength**.

Wind Movement	X <input type="text" value="0.67"/>	Y <input type="text" value="0"/>	Z <input type="text" value="0"/>	W <input type="text" value="0"/>
Wind Density	1.64			
Wind Strength	0.15			

- Wind Movement: movement direction of the noise (only edit the **x** and **y** values, it displays a vector4 inputfield, **z** and **w** components are **not** used)
- Wind Density: density of the noise applied to the mesh
- Wind Strength: strength of the deformation

FX

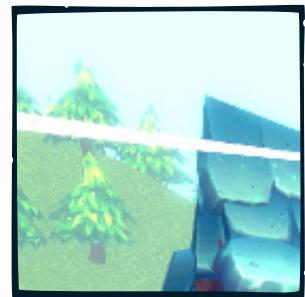
Inside the **\Assets\prefabs\FX** folder you will find some particle effects to decorate your scenes. We added the following effects:



Fire



Steam

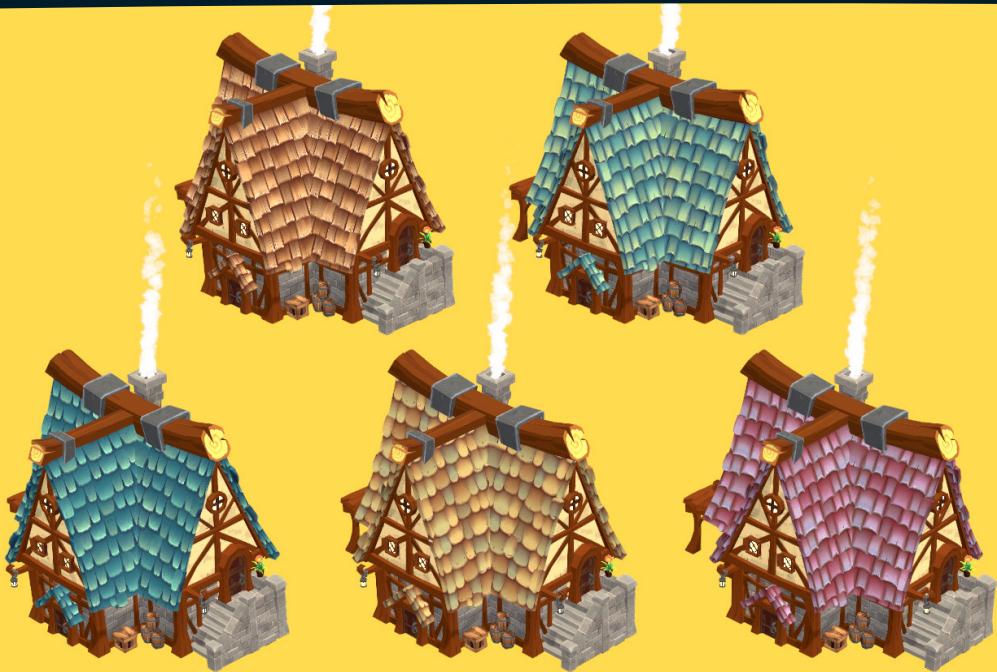


Wind Trail

Customizing Assets

We have added multiple variants for some assets. For instance you will find **5 different rooftiles** or for the woodplanks there are **2 groups with each 4 different variations**.

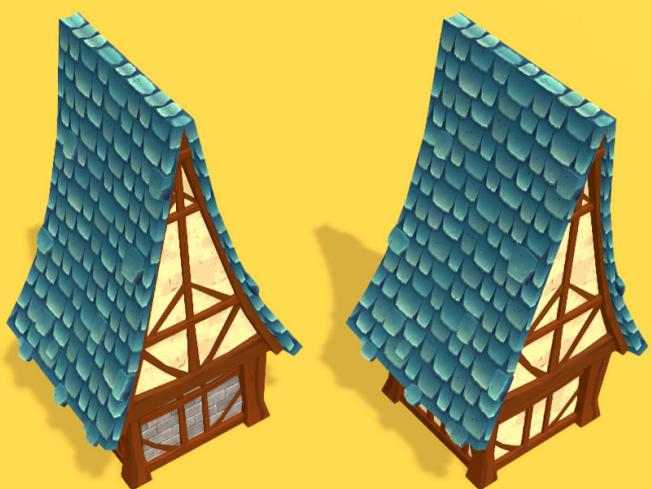
You can either adjust the assets directly or create different prefab versions with different materials applied!



5 ROOFTILES TEXTURES

Material setup for **BLD_body** assets

When you inspect the different **BLD_body** assets, you notice a slight difference in the amount of materials used. We created two versions of these building modules for easy customization. **_01** has two wall materials assigned, **_02** has a single one.



Material setup for **BLD_body** assets



PROP_lantern assets

When you inspect the **PROP_lantern** assets, you notice we placed a prefab called “**Light_lantern**” in each of them which has a single light source in it.

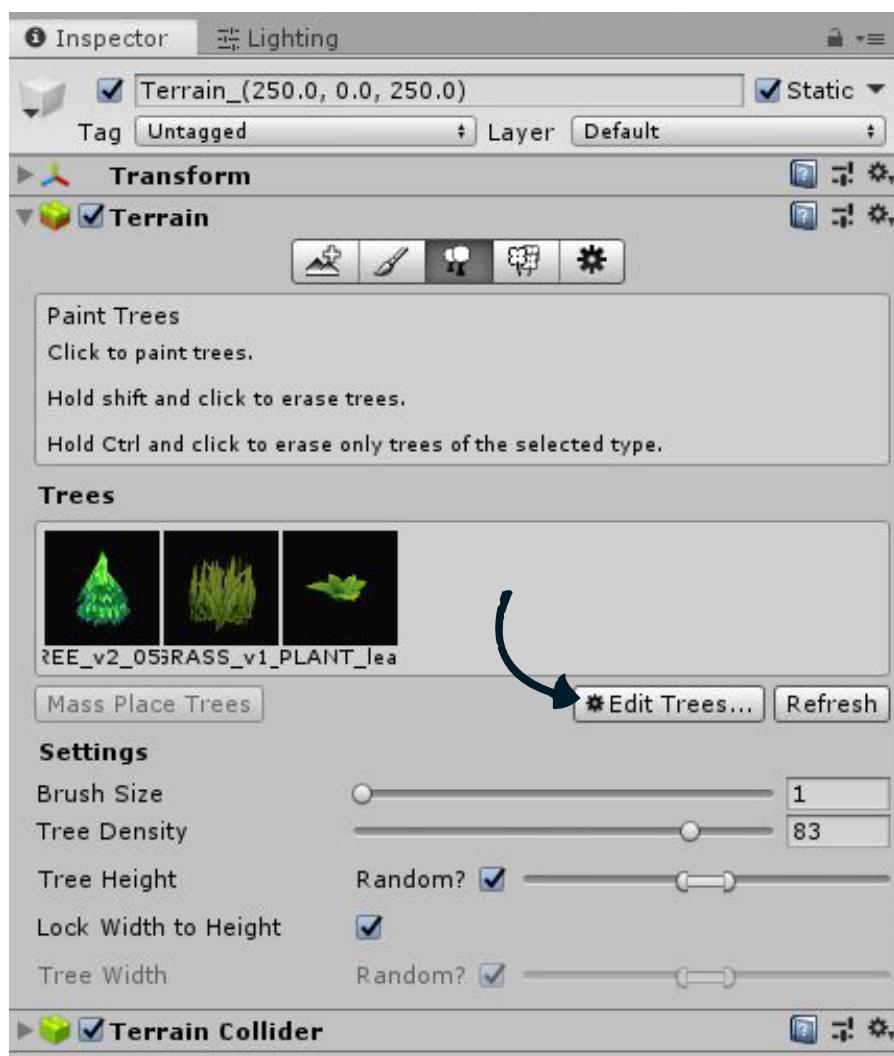
This way you can turn all the lights on or off with one single prefab. Simply adjust the “**Light_lantern**” prefab and you are good to go!





Environment setup - Terrain Tool

When selecting the terrain you can add a tree by clicking on “Edit Tree” > “Add Tree” > then select the tree prefab > Add. You now can “paint” the trees on the terrain. It’s important to note that **bushes/leaves and grass** will **not** work on the terrain as **“Detail Objects” or “Grass Texture”**. They should be added as **“Tree Objects”**, because the built-in grass shader would otherwise override our custom shaders. This is not a limitation of the package, but rather a limitation of Unity.



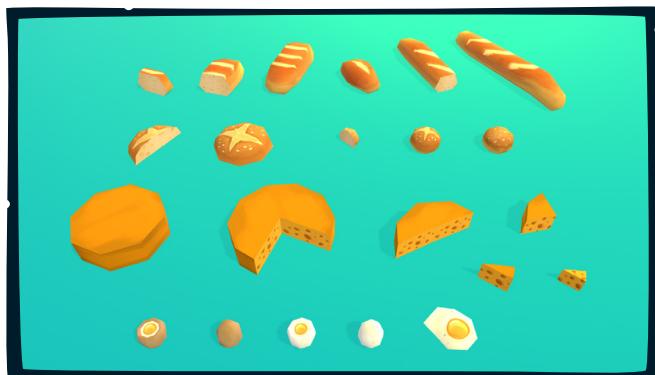
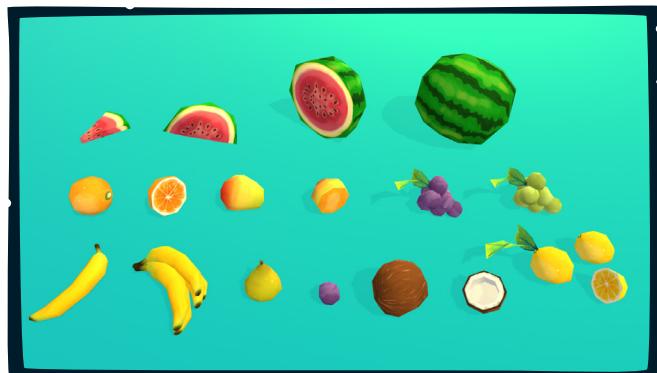


Bonus: "FANTASTIC - Food Pack"

As a bonus for this pack we have included the complete **FANTASTIC - Food Pack**.

You can find more information about this pack here:

<https://assetstore.unity.com/packages/3d/props/food/fantastic-food-pack-152704>





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.

Does the package only work with Lightweight Render Pipeline (LWRP)?

Yes and no. The package is set up using LWRP and all the materials are LWRP. BUT you can always change the render pipeline, you will just have to adjust the materials, lighting etc. accordingly.

To do this - first go to the \Materials folder and change all the materials to something which works with your render pipeline (for example the “Standard” Unity Shader).

All the shaders made with Shader Graph will have to be changed.

Shader Graph is only compatible with the Scriptable Render Pipelines (SRPs) namely the High Definition Render Pipeline (HDRP) and the Lightweight Render Pipeline (LWRP or URP from Unity 2019.3 on).

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 you can change to URP and everything should work from the getgo - shaders, materials, lighting and the renderpipeline setting assets 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). If this doesn't work, open the Shader Graph by double-clicking on the shader. In the Shader Graph then click on “Save Asset” in the top left corner of the window. If you are still having issues with the shader, please contact us.



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 is not set up for Lightweight Render Pipeline (LWRP) or Universal Render Pipeline (URP). Starting on page 4 you will find all the steps needed to properly set up your project.

I opened the project for the first time and in the Console I get the error "A tree couldn't be loaded because the prefab is missing"

This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package. Simply press “Clear” in the “Console” tab and it won’t appear again.

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

It is possible that if you open any of the scenes, that some assets still appear 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
- Readd 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 imported the package but the assets using your custom Shader Graph shaders have errors and show up pink in the scene...

We are aware of an error which sais the following: *Shader error in ‘Shader Graphs’/“shader name”: syntax error: unexpected integer constant at line...*

Saidly we could not reproduce it but we very closly follow possible solutions for it.

If you encounter this error please send us the following information:

- Operating system (also tell us if you are up to date with all the updates)
- Your Graphics card (also here please tell us if you are up to date with the drivers)
- Unity version
- Render pipeline type and version(for example LWRP 6.9.0)



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



<https://www.facebook.com/tidalflask>



<https://twitter.com/TidalFlask>



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

