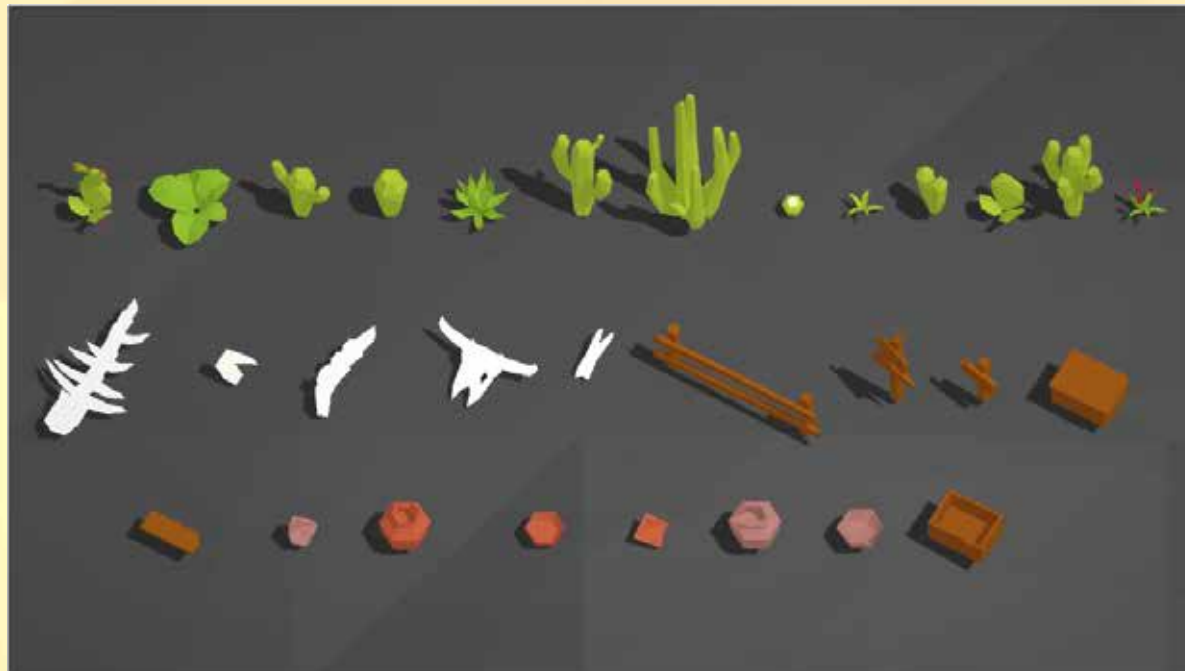


Thank you!

Hello! Thank you for purchase the "*LowPoly Desert Starter Kit*"! This document has been done for you can take advantage of the package in its entirety and facilitate their use.

The LowPoly Desert Starter Kit is a pack of assets for those who want to create low poly desert enviroments. The package contain folders that include a demo scene, FBX files, Unity Prefabs and Water Animations. In total, are 67 types of assets (66 with flat color, 66 with mixed colors and 1 water).

Are included 5 types of bones, 2 types of tents, 3 types of walls, 1 type of well, 10 types of cactus, 4 types of plants, 2 types of bowls, 3 types of boxes, 1 type of fence, 2 types of signs, 4 types of vases, 10 types of rocks, 12 types of terrains, 7 types of trees and 1 type of water.

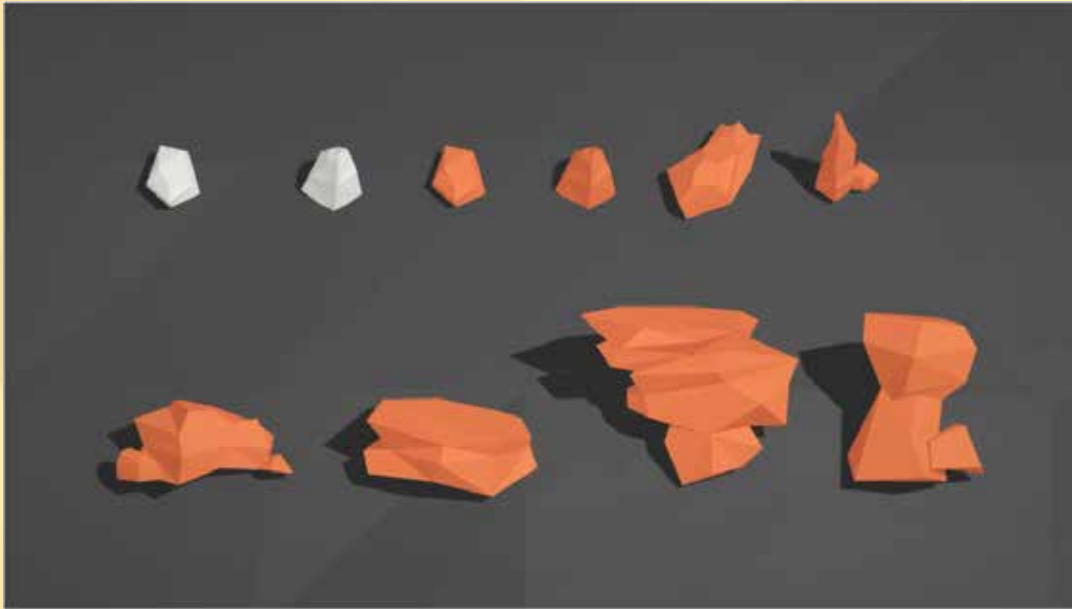




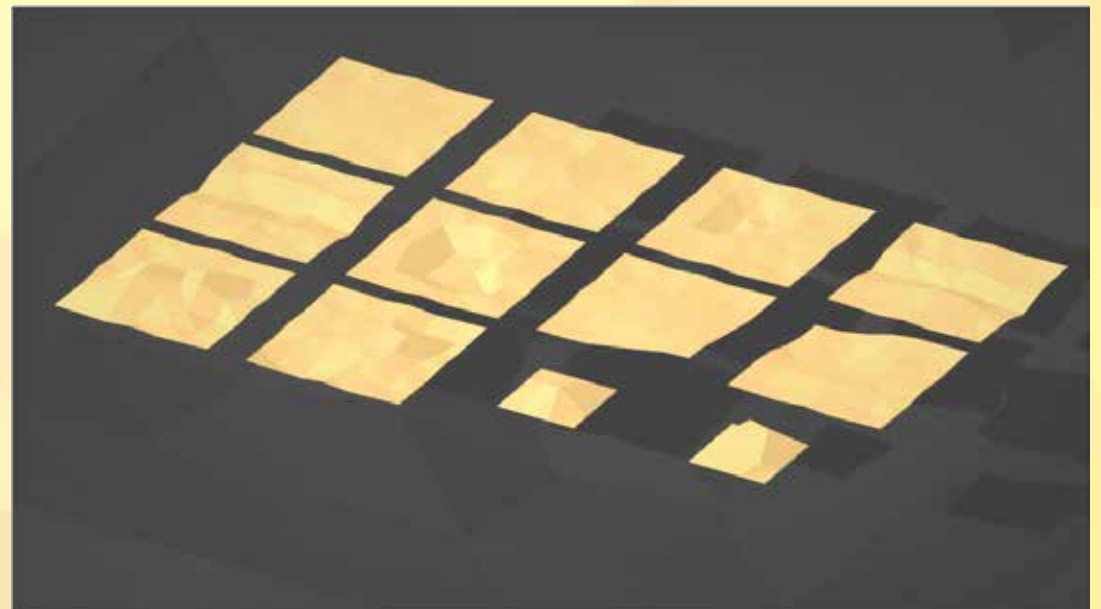
CONSTRUCTIONS



TREES



ROCKS

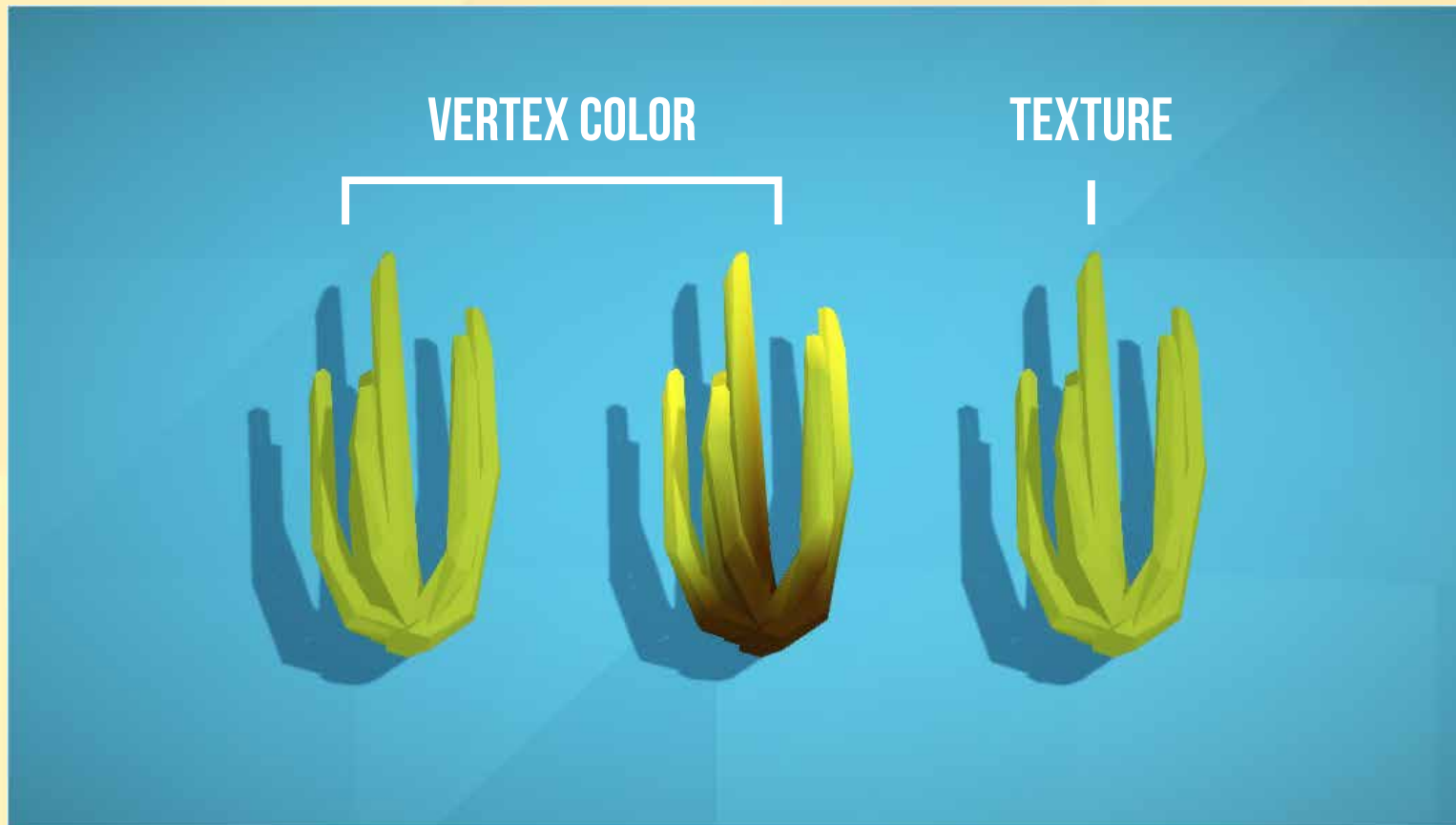


TERRAINS

Materials

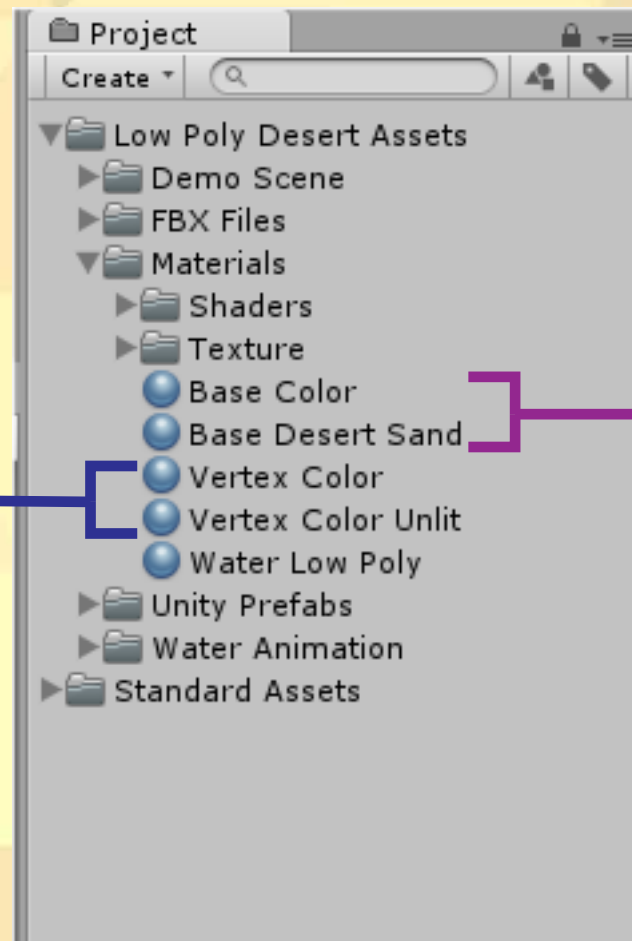
The package includes 5 types of materials: 2 basic textures materials, 2 types of vertex color materials and 1 material for water. All prefabs (Flat_ and Mixed_) are using the material "Vertex Color" as default, ready to use.

The basic shaders are made using the Unity Manual as a reference, which you can check here : <http://docs.unity3d.com/Manual/SL-Reference.html>



If you want to use the basic texture material ("Base Color" and "Base Desert Sand"), just drag and drop the material to the model. The texture based material can be used in the Flat_ or Mixed_ prefabs. However, if applied in a Mixed_ model, the asset will look like a Flat_ model, with the same appearance. The "Base Color" material can be applied in any models, except in the terrains. For those, use the "Base Desert Sand" material.

VERTEX COLOR



TEXTURE

Assets Positions

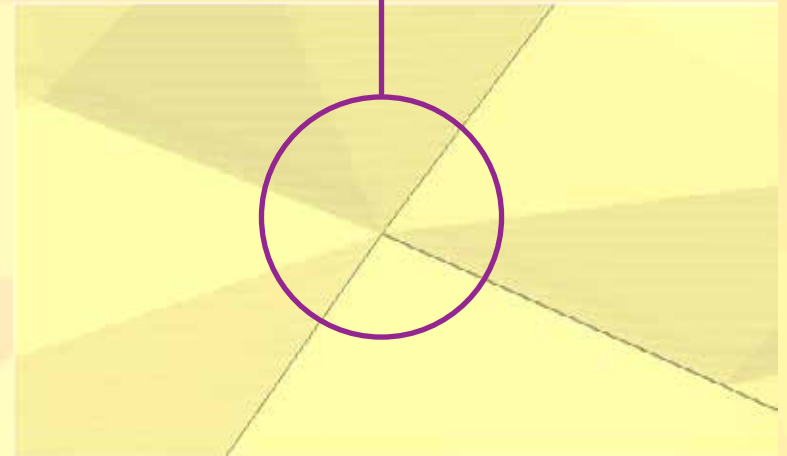
Using the terrains and water assets, pay attention when you add them or move them into a scene. The terrains has the size of 10x10 meters and the water has the size of 5x 5 Unity meters.

It's more easy to add them into a scene in the position (0,0,0), and, with the CTRL key down, move them to the wanted position. This avoids show little gaps between the meshes.

10X10

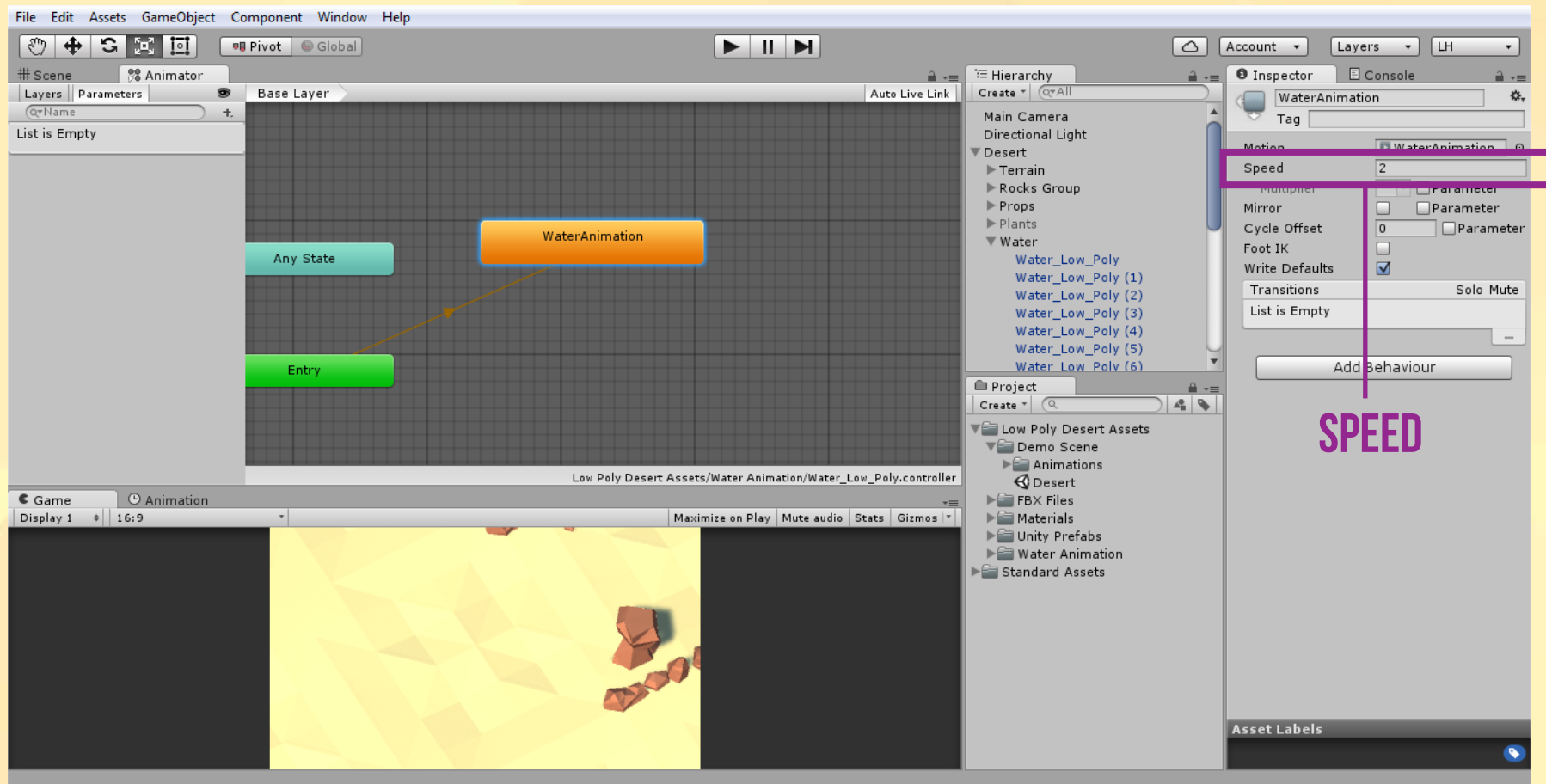
5X5

GAPS

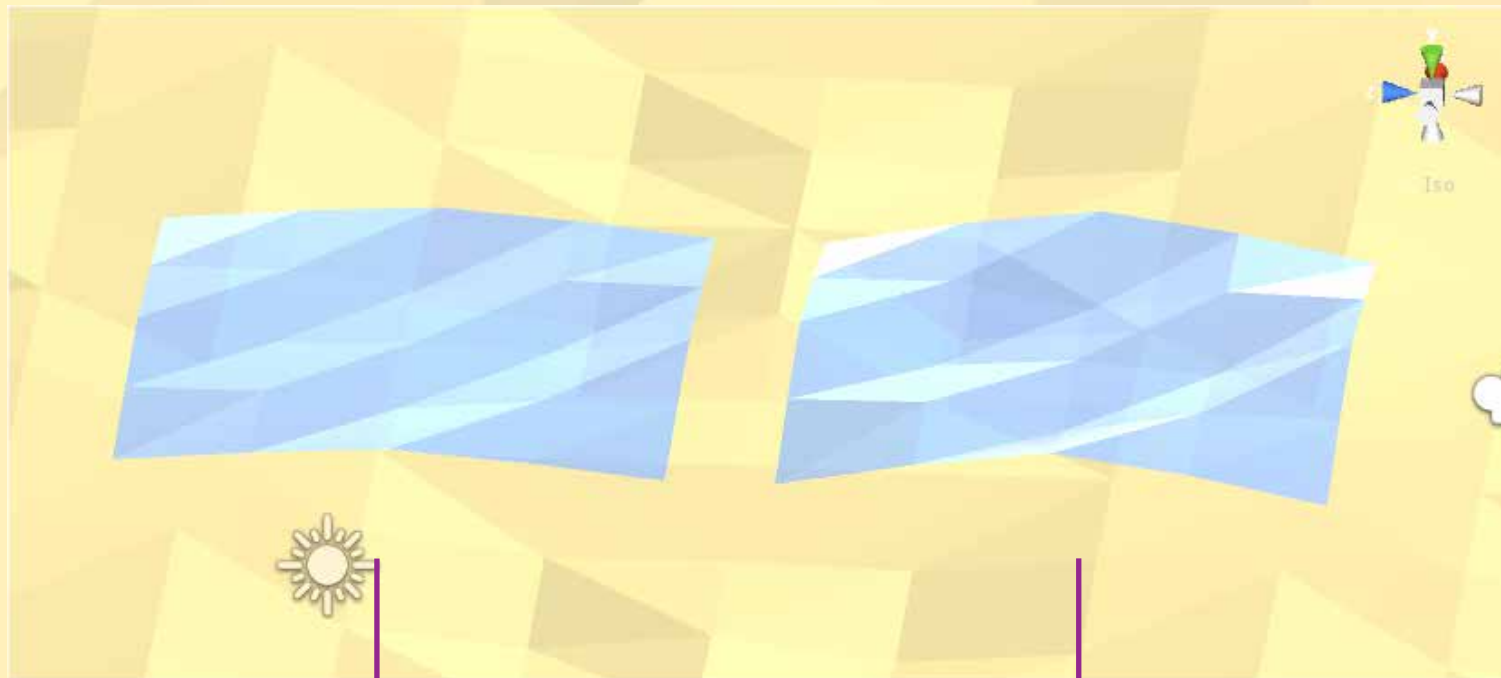


Water

The water prefab is very basic, in a low poly stylized 3d model. The animations are made using Blend Shapes. If you wanted to speed up the water movement, use the Speed Attribute in the Animator Properties panel (Windows>Animator).



If you want to make a more smoothed movement with the water, you can scale the asset in the Y direction (Always hold down the CTRL key to avoid troubles). This change is more noticeable in Play Mode.



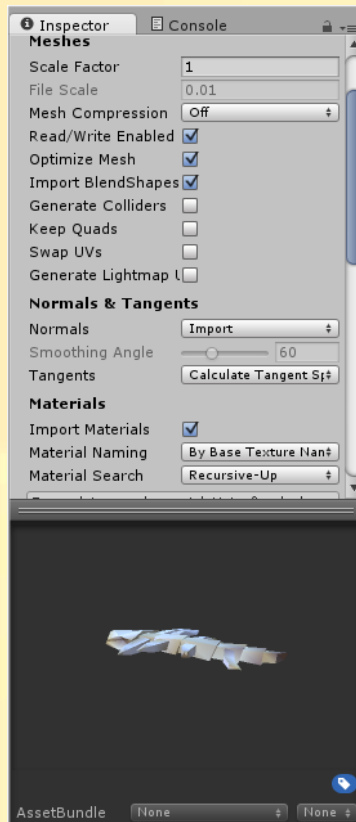
SCALE Y = 0.6

SCALE Y = 1

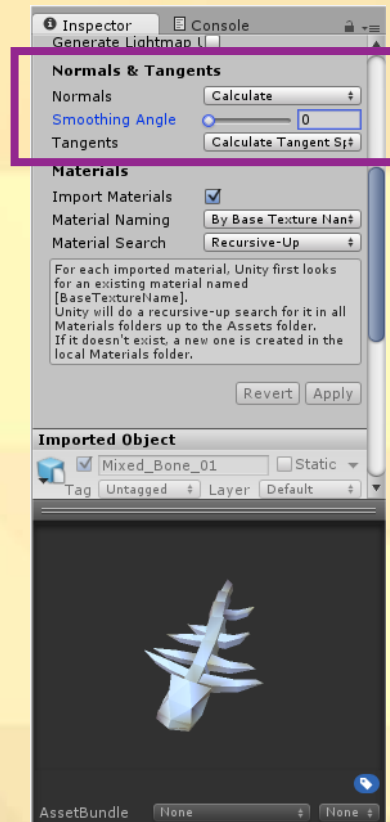
Change your asset

If you want a smoother appearance to your object, you can change it selecting the model in the FBX folder. In the Inspector, change the normals and tangents to calculate and set an intended value. Then, just apply it. The changes are more visible when you use the Mixed_ prefabs.

DEFAULT



VALUE = 0



VALUE = 180



Tip

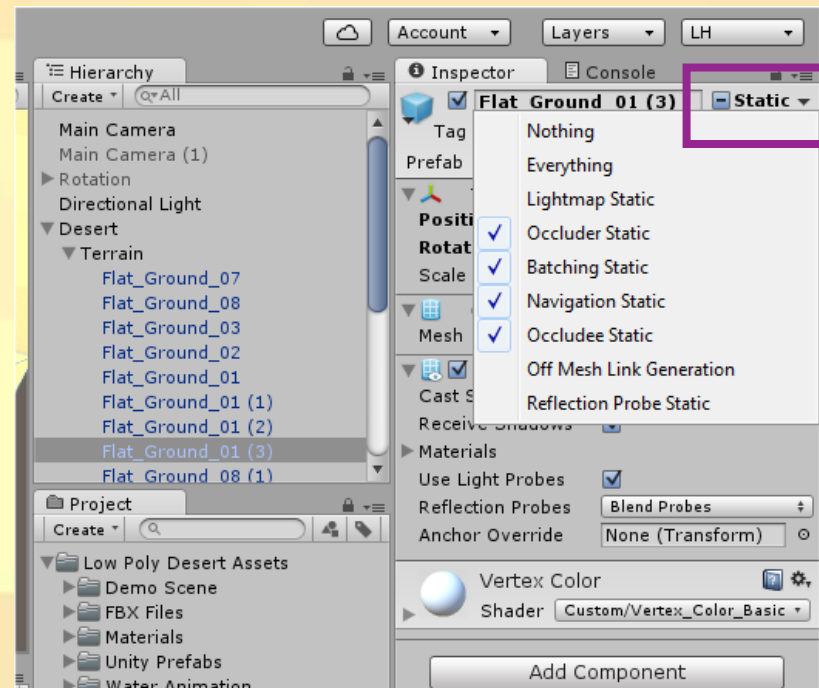
If your object do not move, scale or rotate in the scene, you can use the “Static” flag in the Object Properties panel. Static gives you the best performance for a non-moving objects.

See more in the Unity Manual:

<http://docs.unity3d.com/Manual/OptimizingGraphicsPerformance.html>

<http://docs.unity3d.com/Manual/DrawCallBatching.html>

Remember: Do not use “Static” flag in moving objects, like the water prefab!



Contact

If you had some problems, you missed something in the manual or in the package, have a suggestion or anything else, feel free to contact me at email: 23spacerobots.andcounting@gmail.com

Thank you!

