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.
Feel free to give us feedback via E-Mail info@tidalflask.com or our social media!
Your feedback helps us focus on the right updates for the future which will be free for existing users!

*Enjoy, your **Tidal Flask** team!*

Content

Quick Start

Importing to Built-in RP project

After importing the Standard version into your Unity project 2019.4.30 & above, which doesn't use any of the Scriptable render pipeline packages (URP/HDRP), it should just work[tm.]

If you see any warnings in the Console window, try the Clear button and/or relaunch Unity. If the warnings don't disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.

Make sure you have Post Processing installed from Unity's Package Manager. If you install it after you imported the pack, reload the demoscene to get rid of possible errors.

Using an older Unity version than 2019.4.30

If you purchased this pack with version 1.8 or lower you can also import the updated pack into Unity version 2019.1.0 and up to the latest 2019.3.x version.

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

Our latest pack update no longer supports LWRP due to Unity discontinuing LWRP development. In case you purchased this pack with version 1.1 or lower and are using LWRP you still can update your project with the latest pack version, but keep in mind to back up your project and use the legacy LWRP shaders.

Importing to URP project

Additionally to the built-in RP version, this pack also includes a version which works with the Universal Render Pipeline. If you want to find out exactly what it can and can't do please visit this page:
https://docs.unity3d.com/Manual/render-pipelines.html

Since Unity 2019.3 the LWRP is renamed to Universal Render Pipeline (URP). Make sure you are importing the URP version of our package if you are using URP and Unity version 2019.4.30 or above.
On the following pages you will find detailed steps on how to import the package.
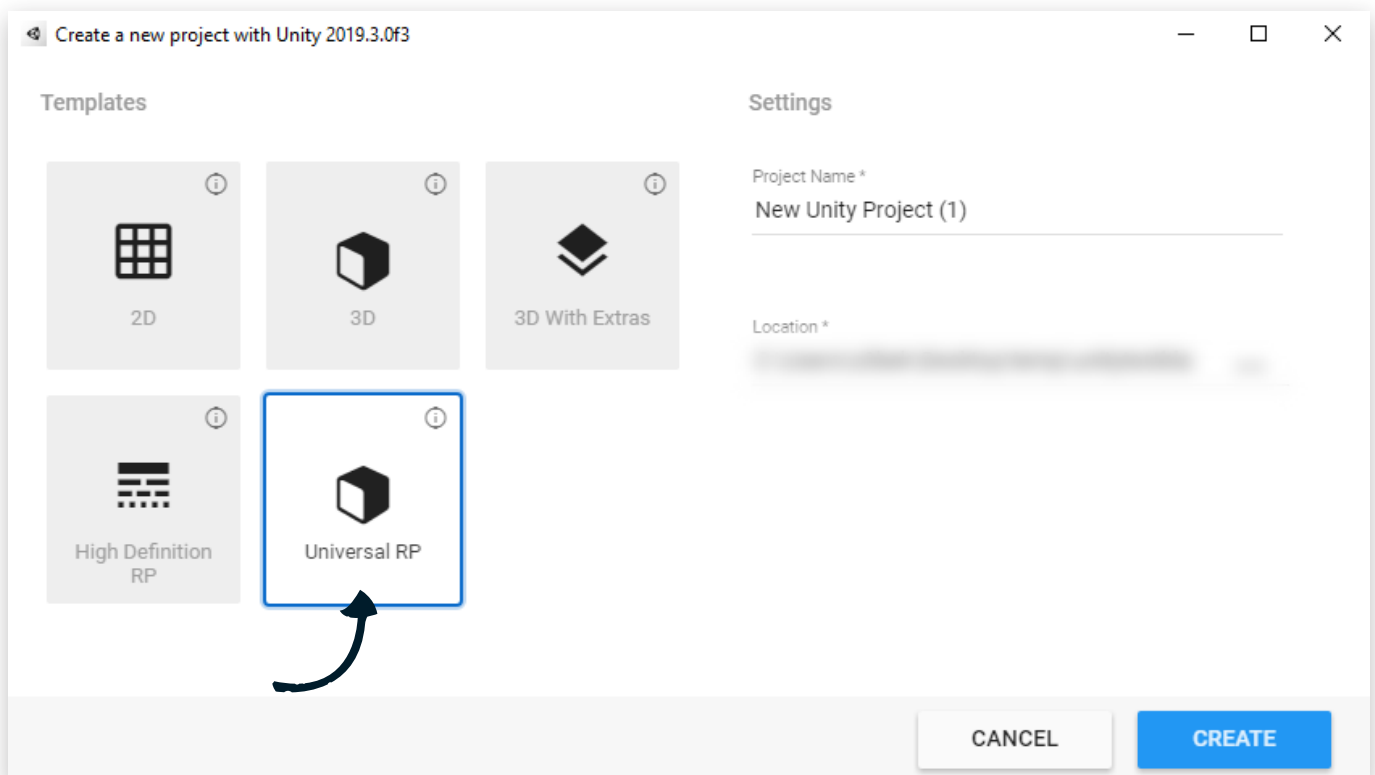
How to set up your project for URP (option 1)

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 2019.4.30 or above).

Step 2: In the "Templates" select "Universal RP", this way everything you need for this package will be preinstalled.
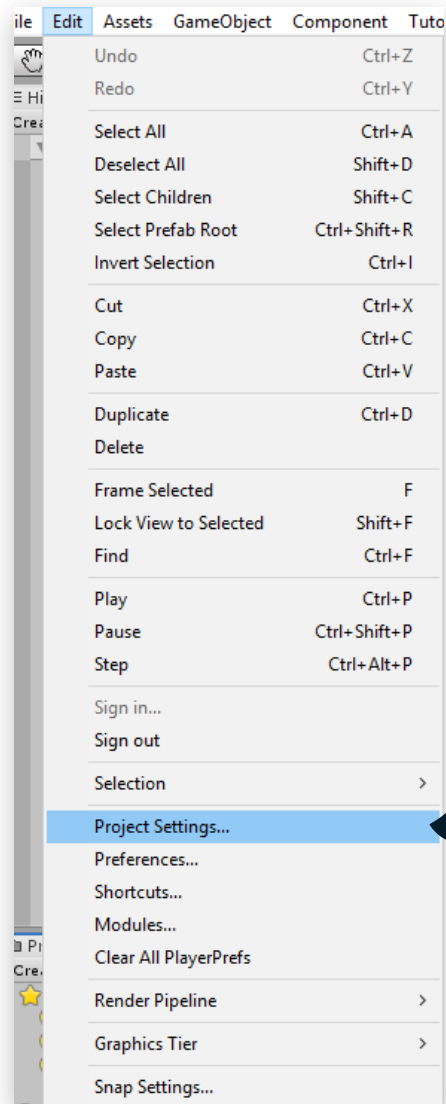
Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

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 e-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.

If you still encounter pink shaders, please make sure you have the correct pack version installed, depending on the render pipeline you are using.

Step 4: After the project is loaded, go to Edit > Project Settings...
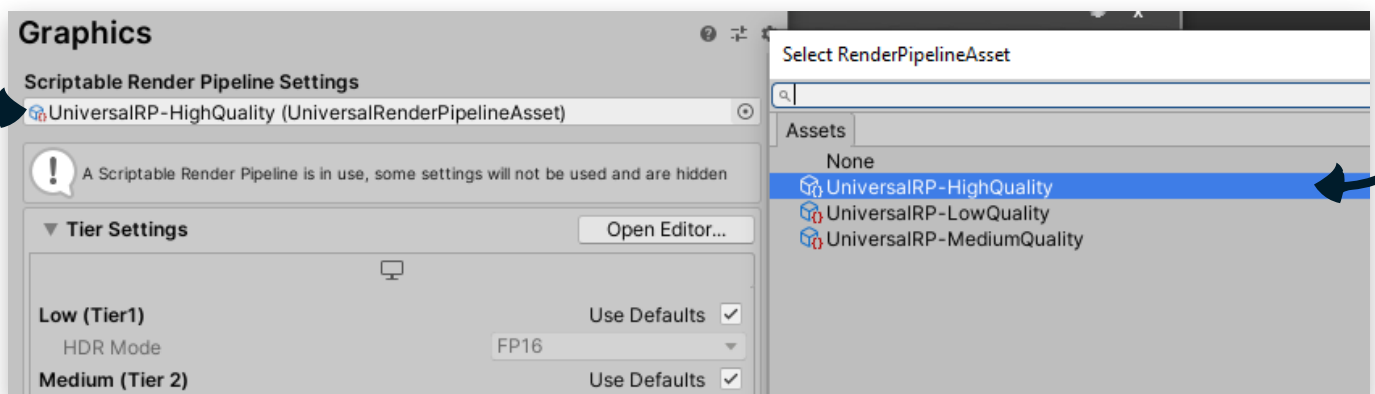
Step 5: For the Scriptable Render Pipeline Settings select "UniversalRP_HighQuality". These are the presets Unity preinstalled with the Template.

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

If you imported the 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".

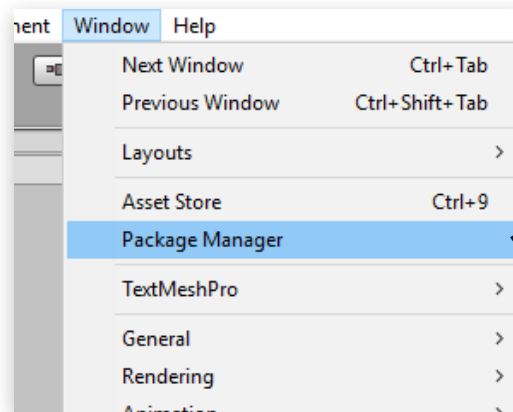Step 3: After the project is loaded, go to Edit > Project Settings...

Step 4: For the Scriptable Render Pipeline Settings select "UniversalRP_HighQuality". These are the presets Unity preinstalled with the Template.
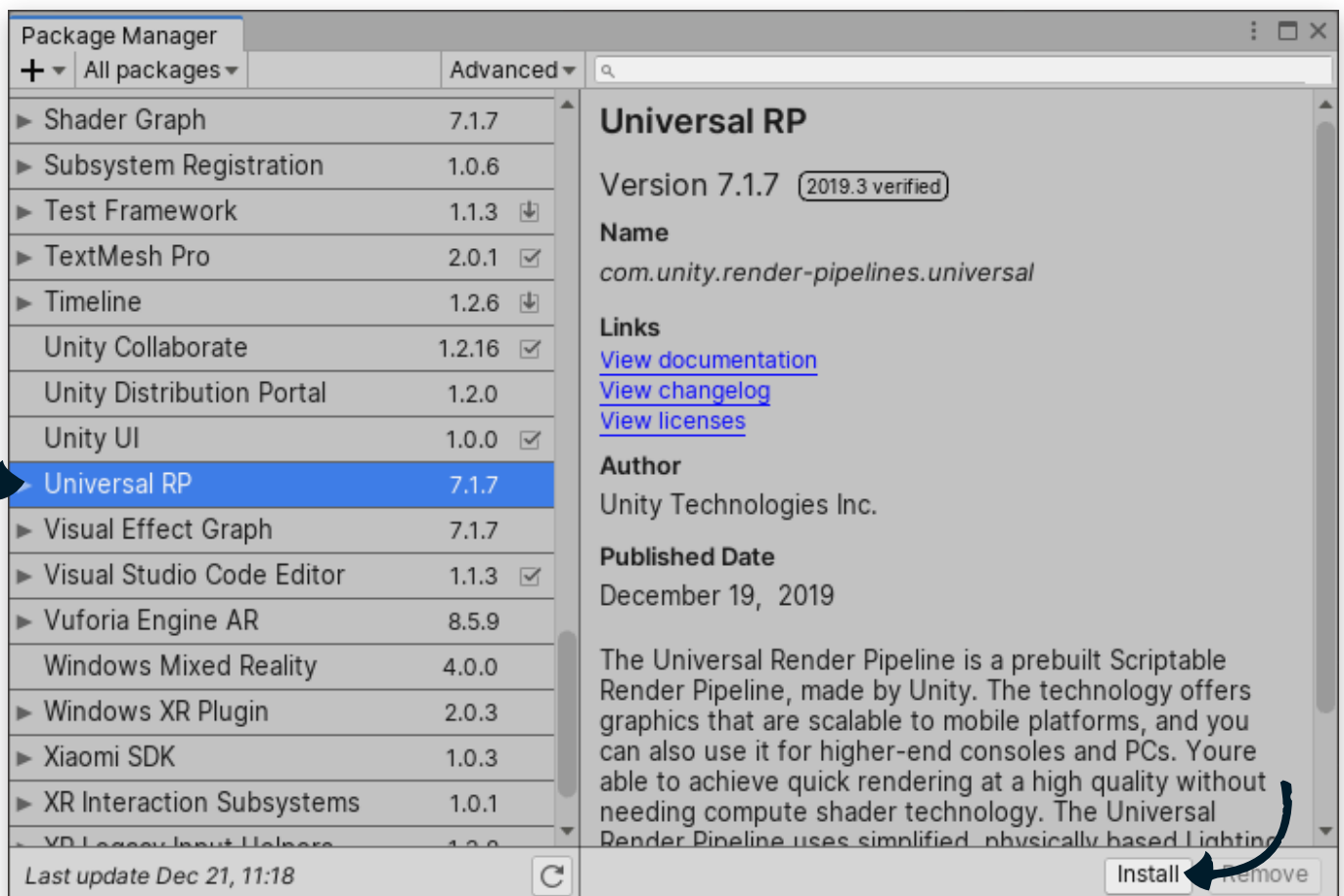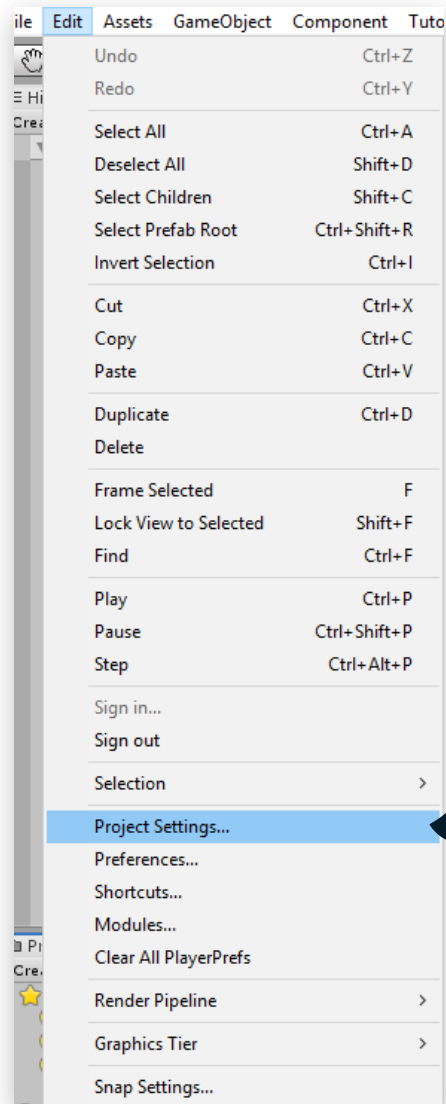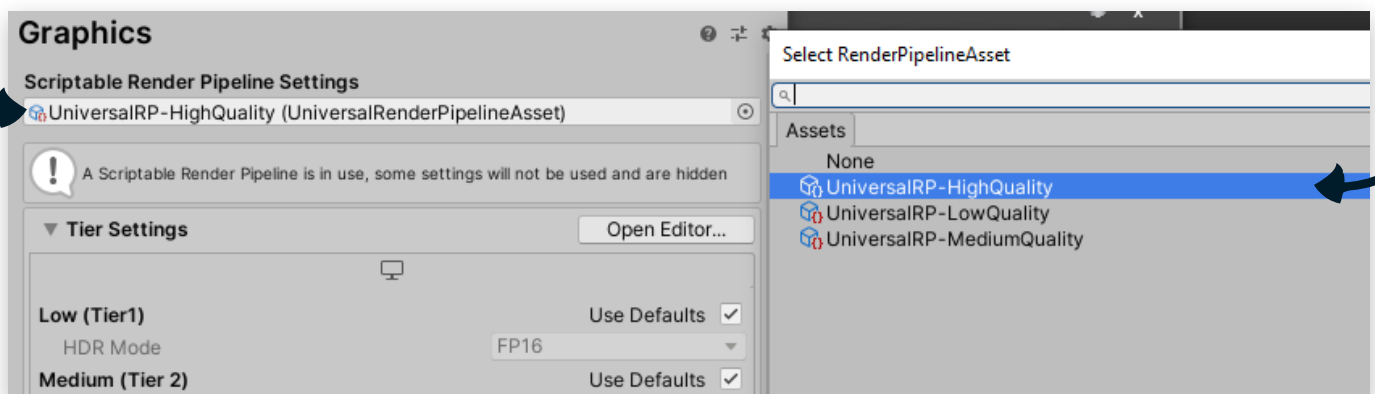
Demoscenes

demoscene_dungeon_assets_modular: all modular Parts, Comps and Level Modules can be found here. There are also some comments and explanation to get you going.
demoscene_dungeon_assets_props: in this scene you will find all the props within the package.
demoscene_dungeon_level_1_dungeon: the biggest scene of the pack
demoscene_dungeon_level_2_entrance: small demoscene
demoscene_dungeon_level_3_hall: small demoscene
demoscene_dungeon_level_4_temple: small demoscene
demoscene_dungeon_level_5_bossroom: small demoscene

All the sceneries you see in the trailer were recorded directly out of these Unity scenes with baked lights.

Quality settings for URP

To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.
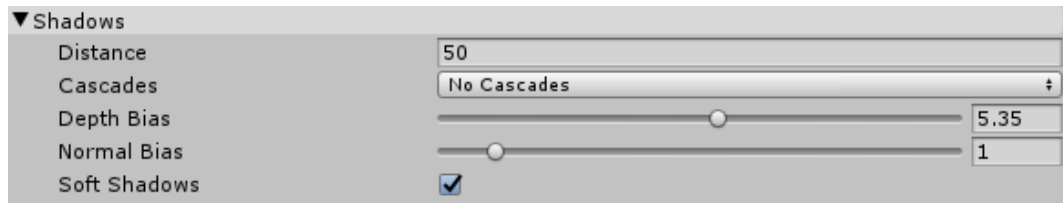
Example settings for shadows in the render pipeline asset.

Post Processing

Inside the \Fantastic Dungeon Pack\Settings folder you will find all Post Processing files for the demoscenes. There you can adjust the postprocessing to your liking.

The post processing settings.

Assets

Meshes

All assets have a custom Lightmap UV in the second channel and colliders (Unity) where needed.

Textures & Materials

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

Tileable materials

- M_MOD_Floor_01_v3
- M_MOD_Trim_Stone_01_v3
- M_MOD_Wall_01_v1
- M_MOD_Wall_01_v3
- M_PROP_dirtpile_dungeon
- M_PROP_ember_dungeon
- M_PROP_goldpile_dungeon
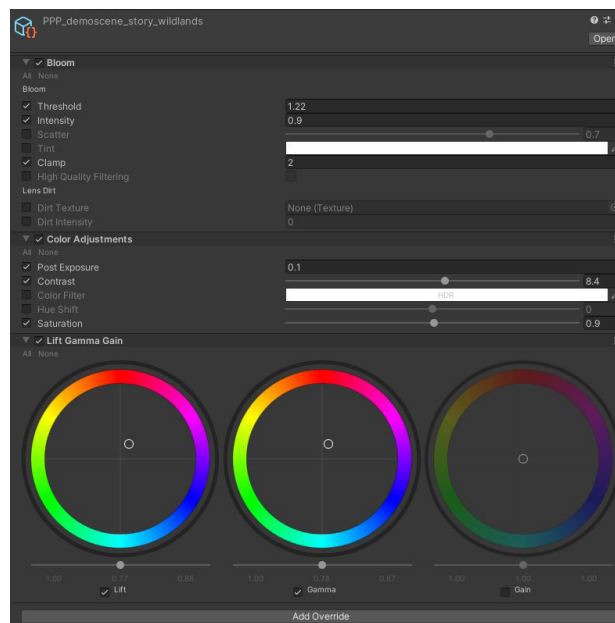- M_PROP_skeleton_bonepile_dungeon
- M_wood_planks_dungeon_01

FX

- M_CLR_yellow_E
- M_FX_fire_dungeon
- M_FX_fog_big_dungeon
- M_FX_fog_small_dungeon
- M_FX_glow_dungeon
- M_FX_gradient_linear_dungeon
- M_FX_steam_dungeon

Atlases

- M_metal_dungeon_01
- M_metal_dungeon_02
- M_PROP_books_dungeon
- M_PROP_bottle_dungeon
- M_PROP_bow_dungeon
- M_PROP_campfire_dungeon
- M_PROP_candle_dungeon
- M_PROP_chains_dungeon
- M_PROP_fabric_dungeon
- M_PROP_flags_dungeon
- M_PROP_orevein_dungeon
- M_PROP_pot_dungeon
- M_PROP_sack_dungeon
- M_PROP_skeleton_dungeon
- M_PROP_spiderweb_dungeon
- M_PROP_stone_deco_dungeon
- M_PROP_tools_dungeon
- M_PROP_vegetation_dungeon
- M_PROP_weapon_dungeon
- M_wood_planks_dungeon_02
- M_wood_planks_dungeon_03
- M_wood_planks_dungeon_04

Physically Based Rendering (PBR)

With Fantastic Dungeon Pack **1.1 update** we added PBR textures for the following texture sets (this update also includes normal maps):

- T_MOD_Floor_01_v1
- T_MOD_Floor_01_v2
- T_MOD_Floor_01_v3
- T_MOD_Trim_Stone_01_v1
- T_MOD_Trim_Stone_01_v2
- T_MOD_Trim_Stone_01_v3
- T_MOD_Wall_01_v1
- T_MOD_Wall_01_v2
- T_MOD_Wall_01_v3
- T_PROP_dirtpile_dungeon
- T_PROP_bonepile_dungeon   *complete rework with 1.1*
- T_PROP_gold_dungeon   *complete rework with 1.1*
- T_PROP_gold_dungeon_coins   *new addition with 1.1*
- T_PROP_orevein_dungeon
- T_PROP_stone_deco_dungeon
- T_wood_planks_dungeon_01
- T_wood_planks_dungeon_02
- T_wood_planks_dungeon_03
- T_wood_planks_dungeon_04

Physically Based Rendering (PBR) - setup and how to use

The PBR textures are set up the following way:
Metallic levels for the material are controlled by the values in the Red channel of the texture, and the Smoothness levels for the material are controlled by the Alpha channel of the texture.
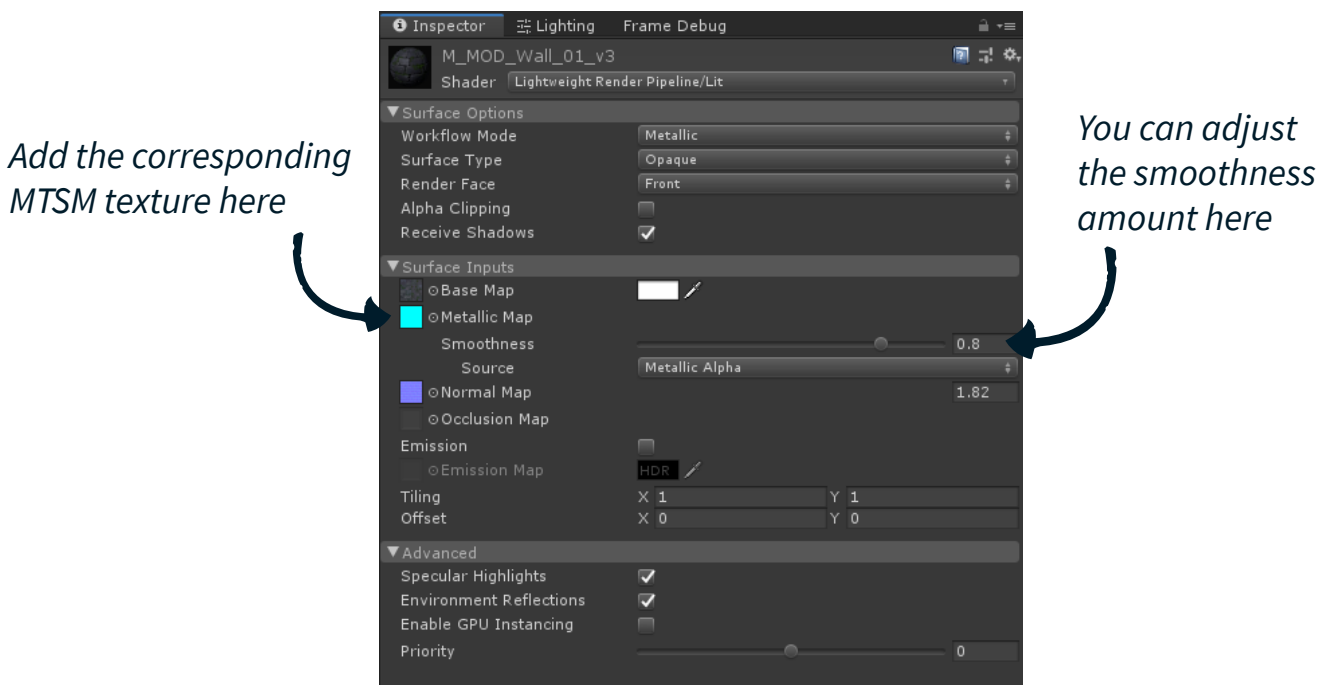These textures have the tag "_ MTSM" at the end of the texture name.

Additionally for all these textures that would include a metal surface we added a variation which is **not** metal.
These textures have the tag "_ MTSM_nometal" at the end of the texture name.

This setup works for both URP and Built-in render pipeline.
To read more about this please visit the Unity Documentation here:
https://docs.unity3d.com/Manual/StandardShaderMetallicVsSpecular.html

Add the corresponding MTSM texture here

You can adjust the smoothness amount here

Inspector	Lighting	Frame Debug

M_MOD_Wall_01_v3
Shader Lightweight Render Pipeline/Lit

▼Surface Options
Workflow Mode   Metallic
Surface Type   Opaque
Render Face   Front
Alpha Clipping
Receive Shadows   ✓

▼Surface Inputs
 ⊙Base Map
 ⊙Metallic Map
   Smoothness   0.8
   Source   Metallic Alpha
 ⊙Normal Map   1.82
 ⊙Occlusion Map
Emission
 ⊙Emission Map   HDR
Tiling   X 1   Y 1
Offset   X 0   Y 0

▼Advanced
Specular Highlights   ✓
Environment Reflections   ✓
Enable GPU Instancing
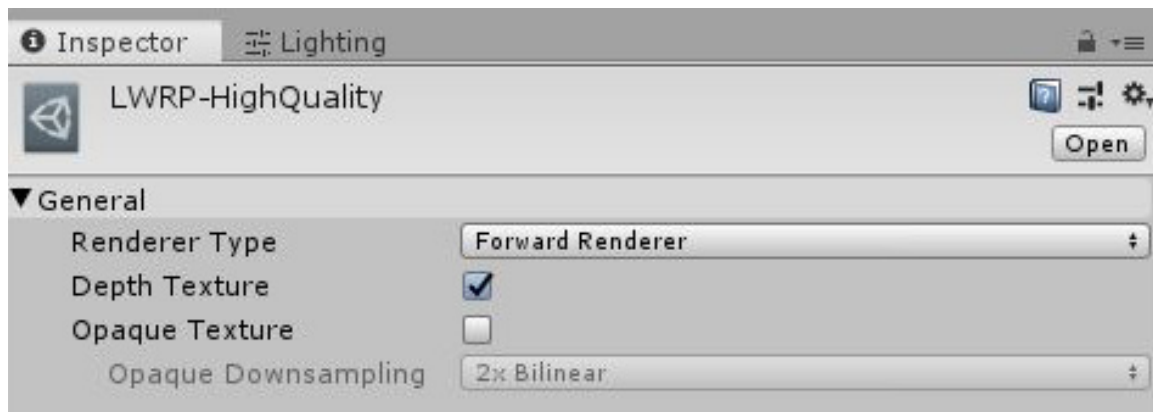Priority   0

FX

Inside the \Fantastic Dungeon Pack\prefabs\FX folder you will find the various effects to decorate your scenes.

IMPORTANT: Make sure to enable "Depth Texture" in your URP Render Pipeline Asset, otherwise the fog won't be displayed correctly.
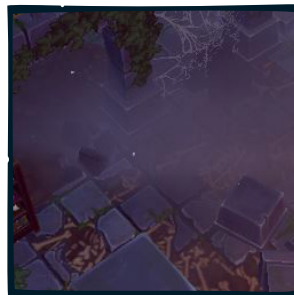

The render pipeline asset settings.

Fire

Steam

Godrays

Fog_big

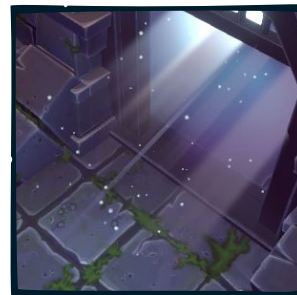*Fog_small*

Particles

Customizing Assets

Materials

We have added multiple variants for some of the materials. For instance you will find x3 alternative textures for walls, floors and the other modular pieces.
Also for props we have different plank texture variations.

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

Light sources

When you inspect some of the "lightsource" assets (lamp, torch, brazier etc) , you notice we placed a light in some of them.

For every "fire-based" light source (torch, etc) there is a prefab with a flickering animation on it. Adjusting that prefab directly will update all the "fire-based" prefabs automatically

Modular Assets

## Meshes

All assets have a custom Lightmap UV in the second channel and colliders (Unity) where needed.

Naming convention

Prefixes and suffixes

All the modular pieces follow a strict naming convention to make your life easier. You can use the prefixes/affixes to either search for a group of assets, or simply know in the scene view which asset is what.

To familiarize yourself better with the naming convention we strongly suggest looking into the **demoscene_dungeon_assets_modular** scene. There you will find ever single piece of the pack, with explanations where necessary. Additionally there are also examples for various usecases:
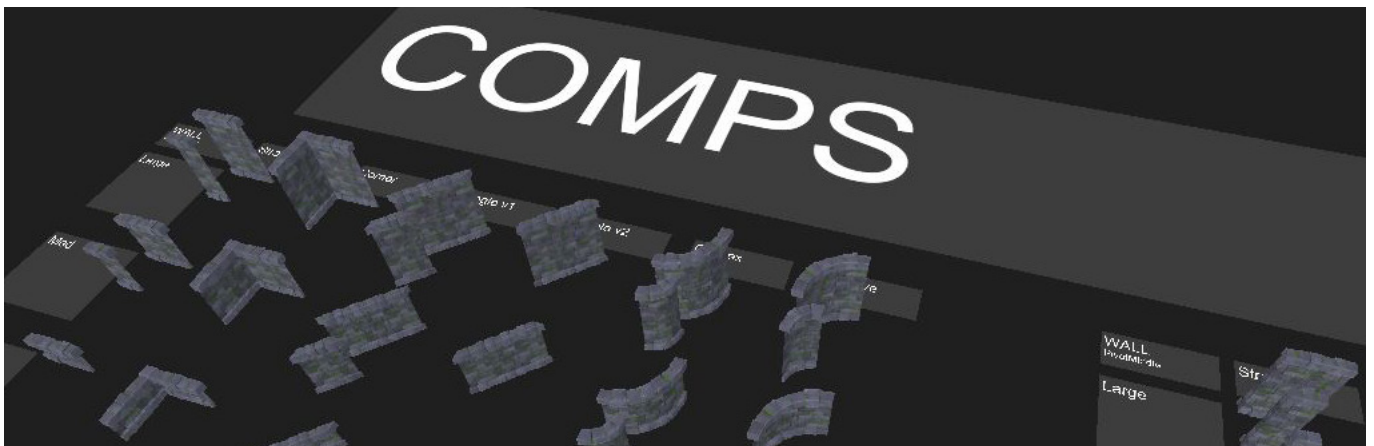
Prefix

P_	Prefab
MOD	Modular piece

Suffix

_O_	OneSided
_M_	PivotMiddle
_E_	PivotEdge
large	6 units
med	4 units
small	2 units

Some Parts and Level Modules additionaly have direction suffixes added based on compass directions:

_S	Path leads to the South
_SE	Path leads to the South and the East
_NS	Path leads to the South and the North
_SEW	Path leads to the South, East and the West
etc.	

Examples

P_ MOD_ Stairs_ 01_ E_ angle_ concave_ 1
Prefab *Object type stairs* *PivotEdge* *for a concave setup*
Modular *Set Number* *Angled version* *variant 1*

COMP_ Door_ 01_ med_ 02_ O
Composition *Set Number* *variant 02*
Object type door *Height 4 units* *OneSided*

LVL_ 01_ M_ small_ straight_ NS
Level Module *PivotMiddle* *straight version*
Set Number *Height 2 units* *Exits on north and south side*

Prefabs and Nested Prefabs

Nested Prefab hierarchy

We have 3 levels of hierarchy:
level 1: **Parts** - individual modular elements, baseline prefabs + collision
level 2: **Comps** - compositions of individual elements
level 3: **Level Modules** - combinations of Comps and Parts

Adjusting anything on a lower level of the hierarchy will automatically propagate up (except there are already changes on a higher level). Adjusting anything in a higher level will not automatically propagate down and you will have to manually apply your changes.

Read more into the Nested Prefab workflow here:
https://docs.unity3d.com/2019.1/Documentation/Manual/NestedPrefabs.html

Parts

prefabs\MODULAR\01_PARTS

Here you will find all the 250+ pieces of the baseline elements. On this level we already added colliders where necessary.

P_MOD_Wall_01_M_straight_med

Comps

prefabs\MODULAR\02_COMPS

Here you will find some basic compositions of the Part prefabs. These show you how the elements are ment to be combined but, of course, feel free to experiment and create new ones!

COMP_Wall_01_M_straight_med

Level Modules

prefabs\MODULAR\03_LEVEL_MODULES

In the Level Modules you will find multiple setups for different heights, angles, types of levels. Also here feel free to combine in a different way or even add some props directly in these prefabs for even faster level creation.
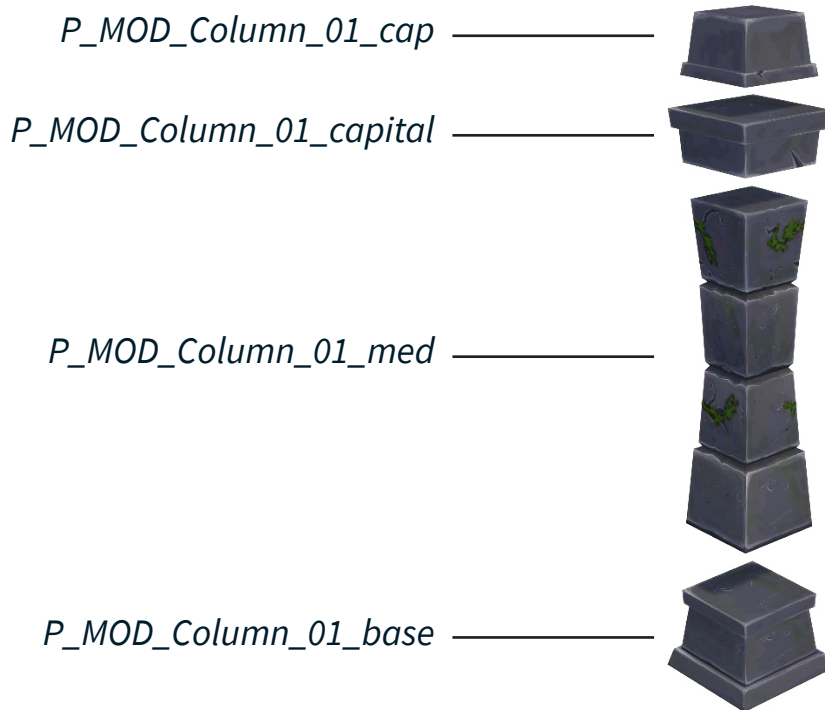

LVL_01_M_med_straight_S

Examples

COMP_Column_01_med

P_MOD_Column_01_cap ———————

P_MOD_Column_01_capital ———————

P_MOD_Column_01_med ———————

P_MOD_Column_01_base ———————

COMP_Wall_01_M_straight_med

P_MOD_WallCover_01_M_straight ——

P_MOD_Wall_01_M_straight_med ——

*P_MOD_WallTrim_01_M_straight* ———————
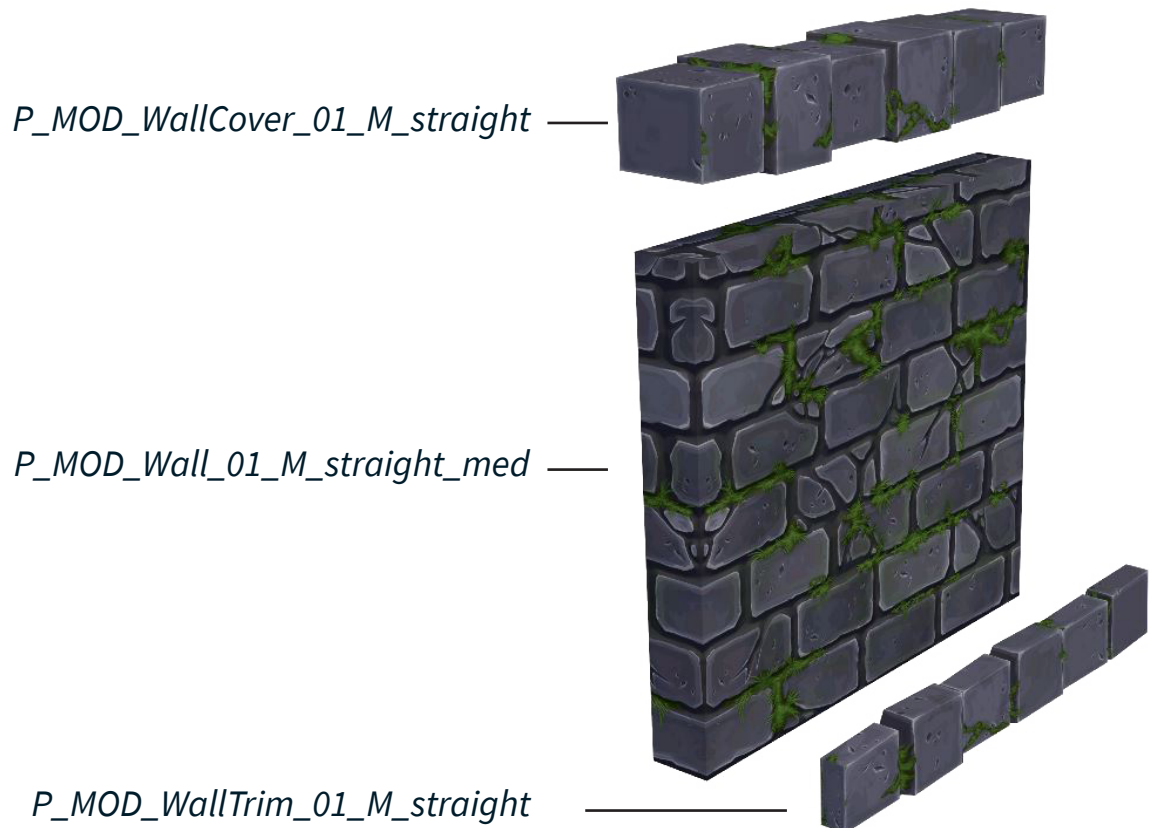
Working with the modular pieces

Snapping

You can activate snapping by holding Control (Command) key while moving and rotating objects.
Additionaly when you go to Edit > Snap Settings you will get a very useful window. If you don't use any third-party plugins for snapping, press **Snap All Axes** button when placing any of the modular elements into the scene.
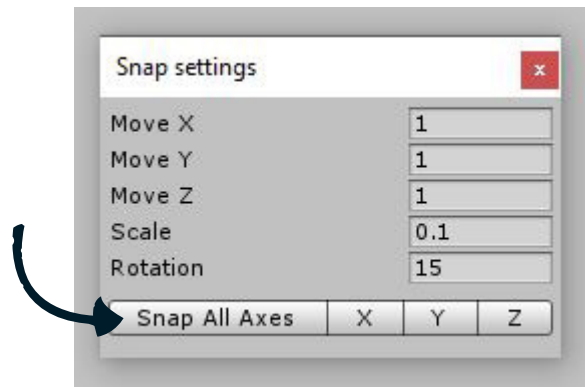
Generally speaking every asset need to snap on nondecimal numbers. You will notice, that for this rule there are some exceptions when combining certain elements that do not naturally match.
When working with PivotEdge walls for example, if you want to place Columns at those walls you can move them by 0.25 units to reveal more volume of the columns.
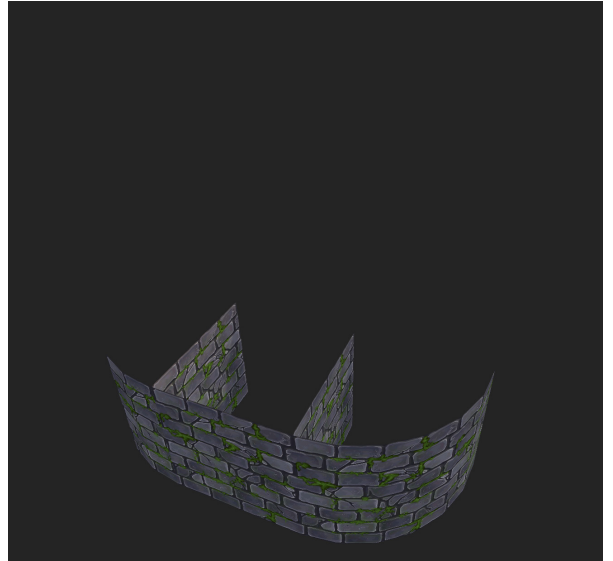
Blocking out a level

Step 1:
Take the Base prefabs and/or OneSided walls and block out the volume of your level.

You can find these prefabs here:
prefabs\MODULAR\01_PARTS\Base
and here:
prefabs\MODULAR\01_PARTS\Wall\OneSided

Step 2:
Take Comps and Level Module prefabs and add them to the blockout.

You can find these prefabs here:
prefabs\MODULAR\02_COMPS
and here:
prefabs\MODULAR\03_LEVEL_MODULES

Step 3:
And last but not least add some decorational props!

You can find these prefabs here:
prefabs\PROPS

You can also start with Step 2 as the blockout step, followed by Step 1. to cover gaps.

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.

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 from an older version of our pack, you can change to URP and everything should work from the getgo - shaders, materials and lighting 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).
We are aware of some shader warnings showing up, which don't seem to actually break the shader. So simply clearing the warning in the console tab should fix the problem.

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 doesn't use the same render pipeline as the pack version you installed. Starting on page 4 you will find all the steps needed to properly set up your project.

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

Make sure you installed the correct render pipeline version of our pack. After opening a scene it's still possible, that some assets are 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
- Re-add 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'm using Unity version older than 2019.4.30 and the scene assets have shadow errors and/or pink materials and/or the terrain isn't showing.

Regarding pink assets and terrain issues please see the chapters 1, 2 and 3.
The new URP shaders are created in Unity 2019.4.30 and are not backwards compatible. The errors is created by the shadow cascades settings in the render pipeline asset. You can set the Cascades option in your render pipeline asset to "No Cascades".

The fog isn't displayed correctly.

Make sure to enable "Depth Texture" in your URP Render Pipeline Asset, otherwise the fog appears "cut off" when it intersects with a mesh.

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/