Documentation & Quick Start

Thank you!

Thank you for chosing 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

1. Quick Start

2. Assets

4. Support

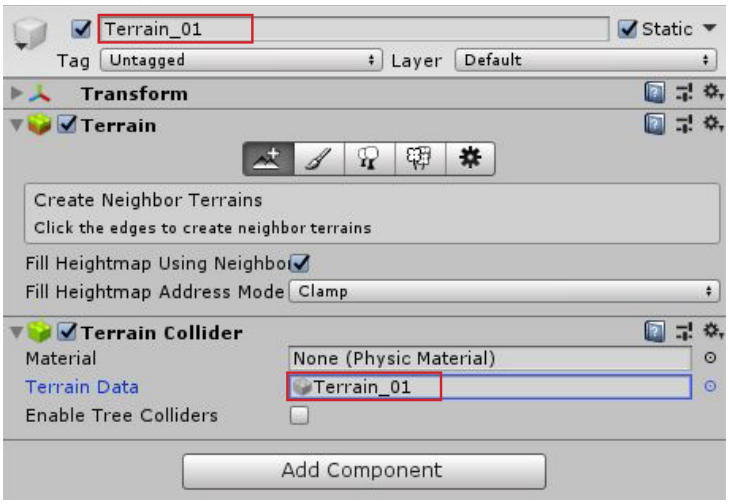
Quick Start

Importing to Built-in RP project

After importing the Standard version into your project 2019.4.30 & above, which doesn't use any of the Scriptable render pipeline packages (LWRP/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 1.4 or lower you can also import the pack into Unity version 2019.1.0 and up to the latest 2019.3.x version.
Everything should work, except for the terrain of the demoscene. If you want to use the demoscene including the terrain, make sure you are using the old terrain assets for the terrain tiles (for example "Terrain_01" and not "Terrain_01.1").
You can find all the terrain assets in the /terrain_data folder and you can delete the unused terrain assets in the folder.



In the terrain settings you can assign each terrain asset to its corresponding terrain tile.

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 1.0 and are using LWRP you still can update your project with the latest pack version, but keep in mind to use the legacy LWRP shaders.
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.

Importing to URP project

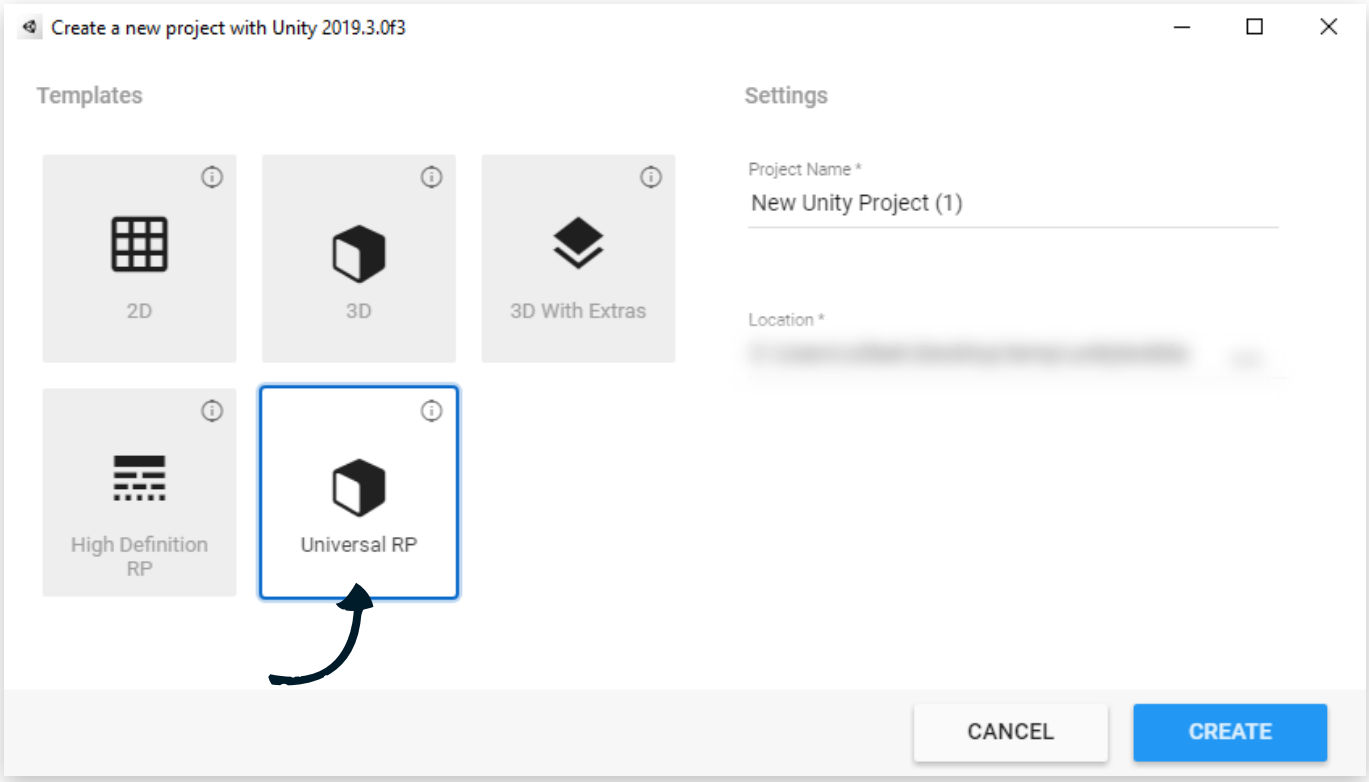
Here you will find detailed steps on how to import the package. Please note that this package only works out of the box with Unity 2019.4.30 and above.

IMPORTANT: In case you are using the new URP shaders with a Unity version older than 2019.4.30 please be aware that this might result in shadow cascade errors in the scene. To solve the problem you can either use the shaders from the /shaders/legacy folder or set the Cascades option in your render pipeline asset to "No Cascades".

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.

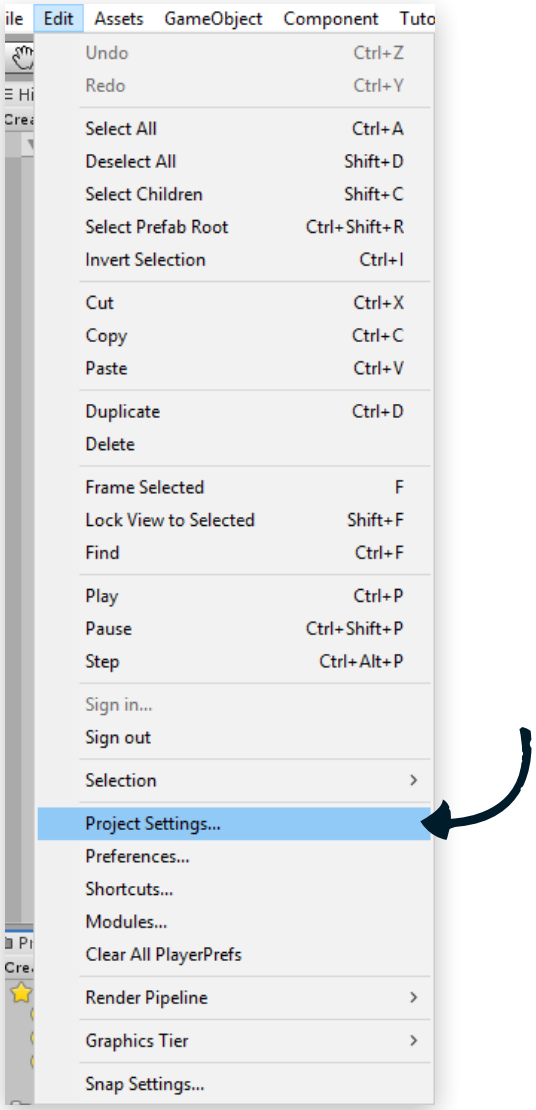
Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

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.

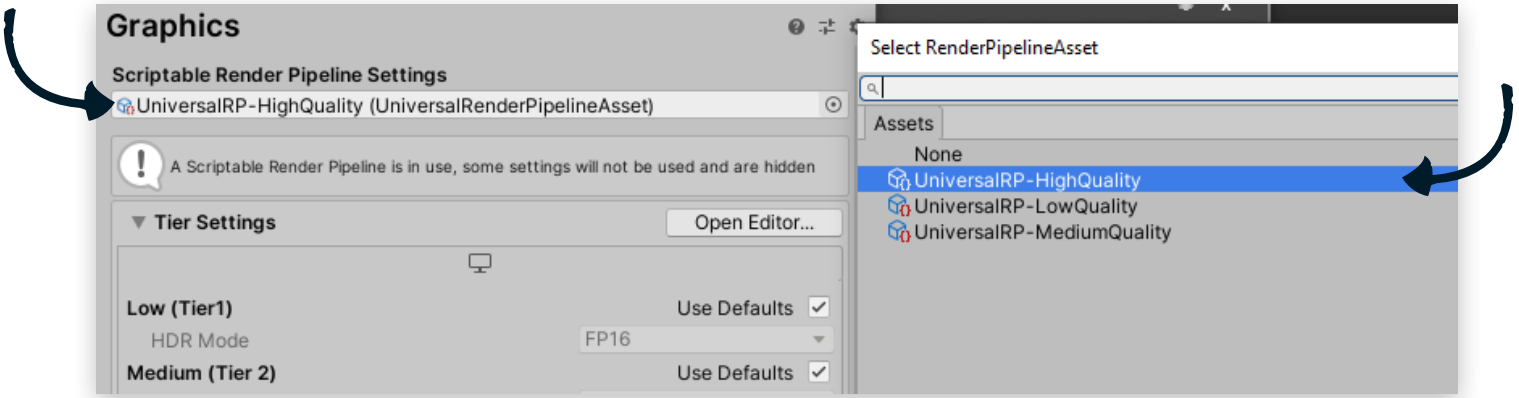
Note: If the error message *“a tree couldn’t be loaded because a prefab is missing”* pops up in the console tab, simply press “Clear” in the “Console” tab and it won’t appear again. This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package.

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.



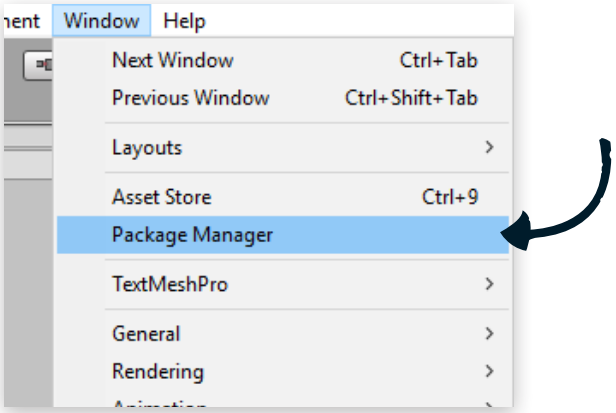
Step 4: After the project is loaded, go to Edit > Project Settings...



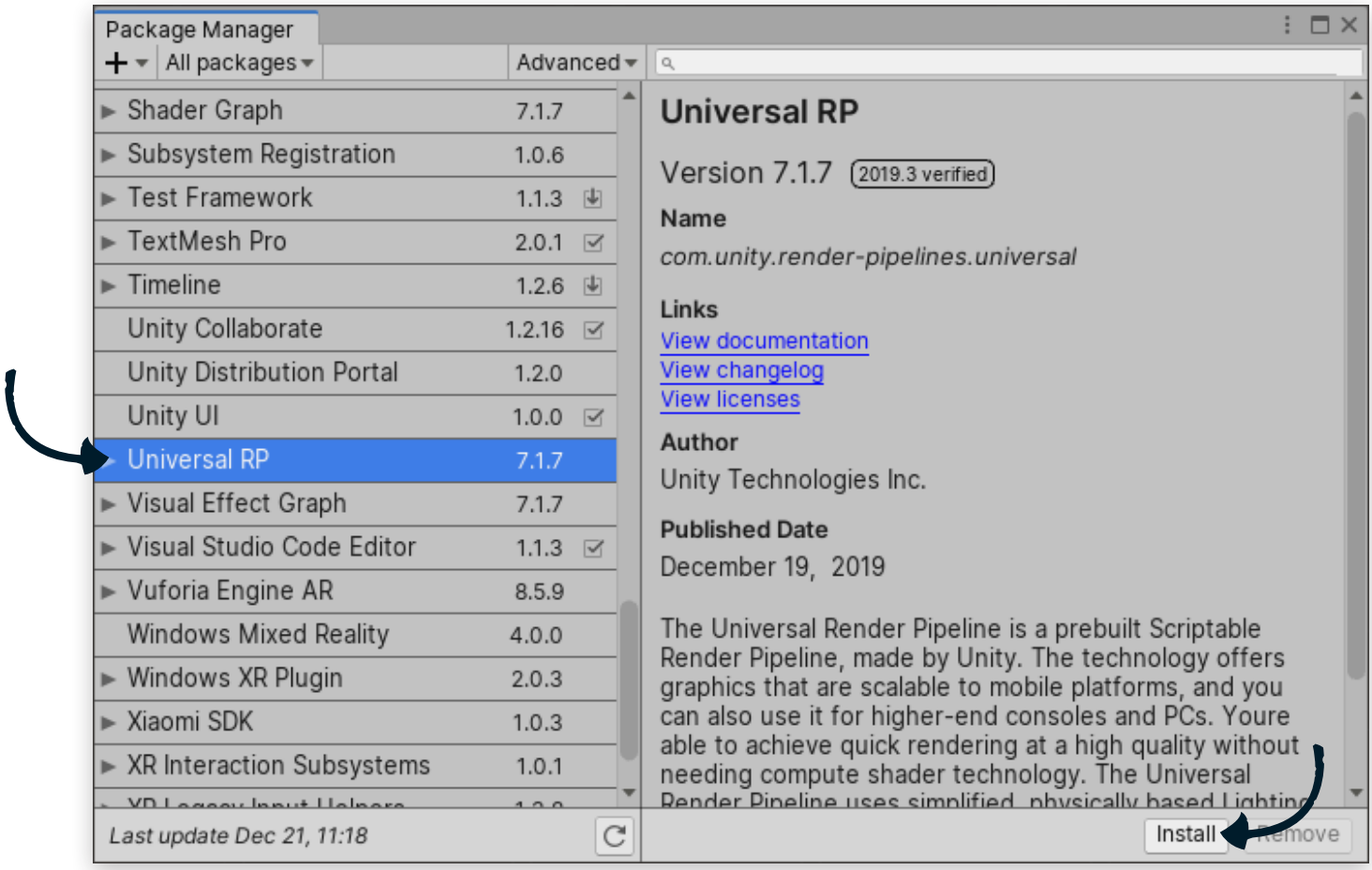
Step 5: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.

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

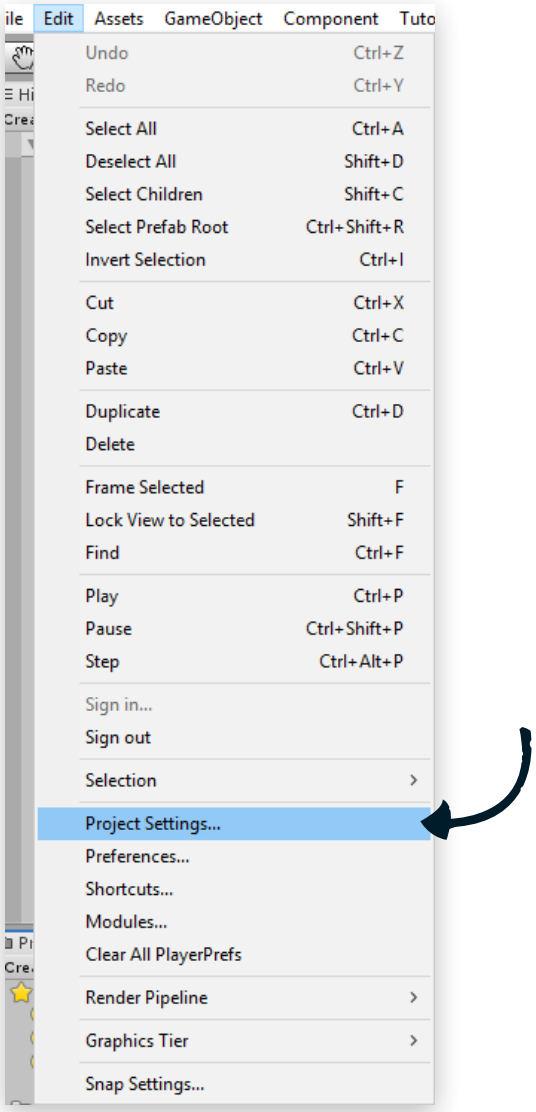
If you imported the pack before you installed the URP please follow the steps below:



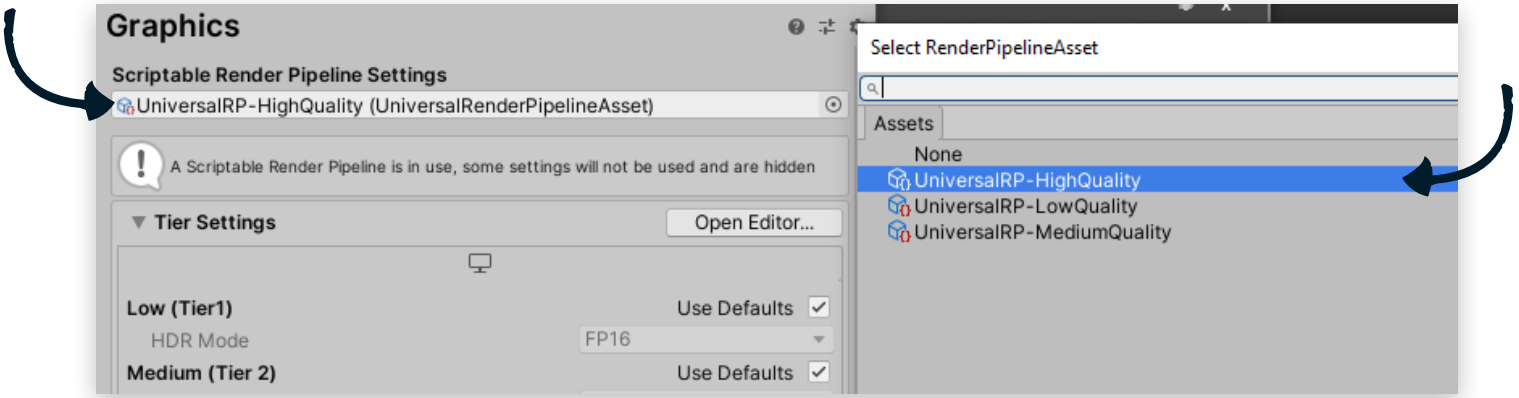
Step 1: go the Window > Package Manager.



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.

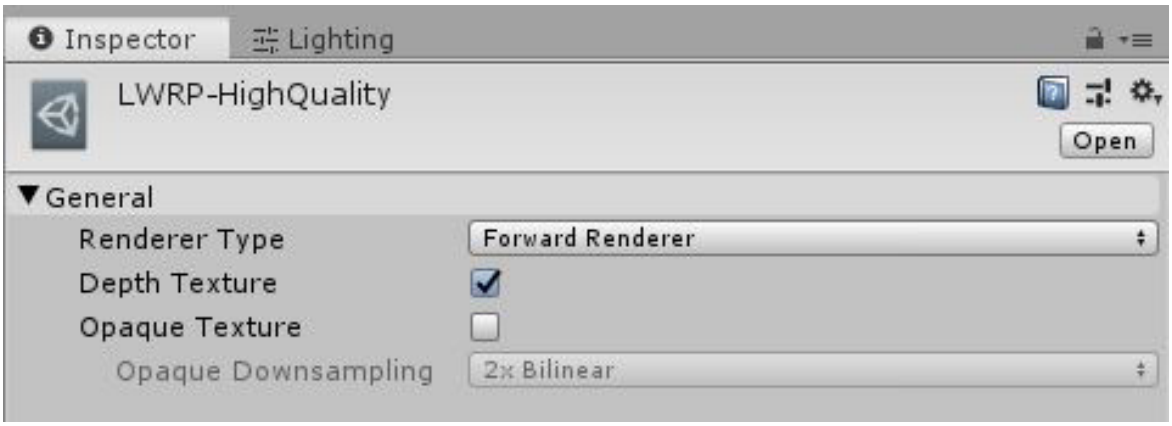
How to set up Post Processing for URP

Note: These steps are only needed in case you have imported the LWRP version into an URP project.

The Post Processing has changed since Unity 2019.3.0 and is now included in URP. To make Post Processing work with 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 to avoid errors in the water shader.



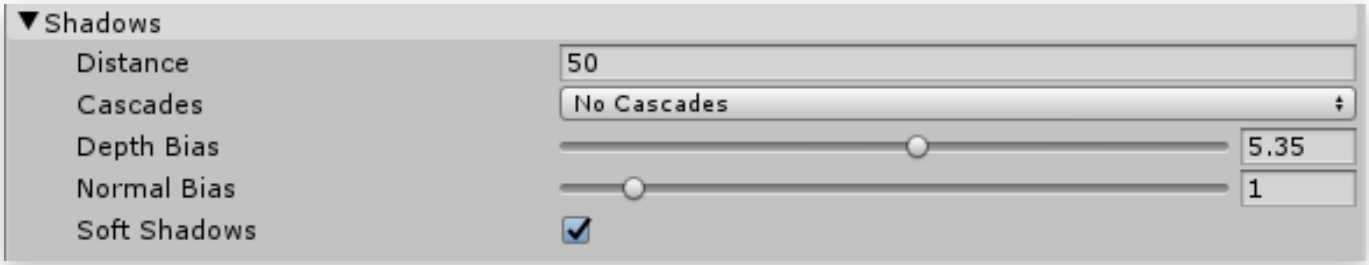
The render pipeline asset settings.

Demo scenes

Demoscene_tree_pack_level: the scene from the trailer and screenshots
Demoscene_tree_pack_assets: in this scene you will find all the assets within the package

Quality settings for URP

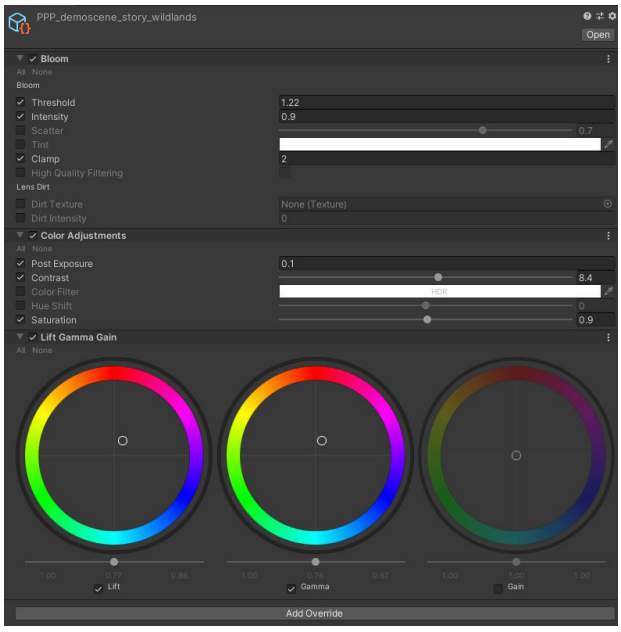
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows

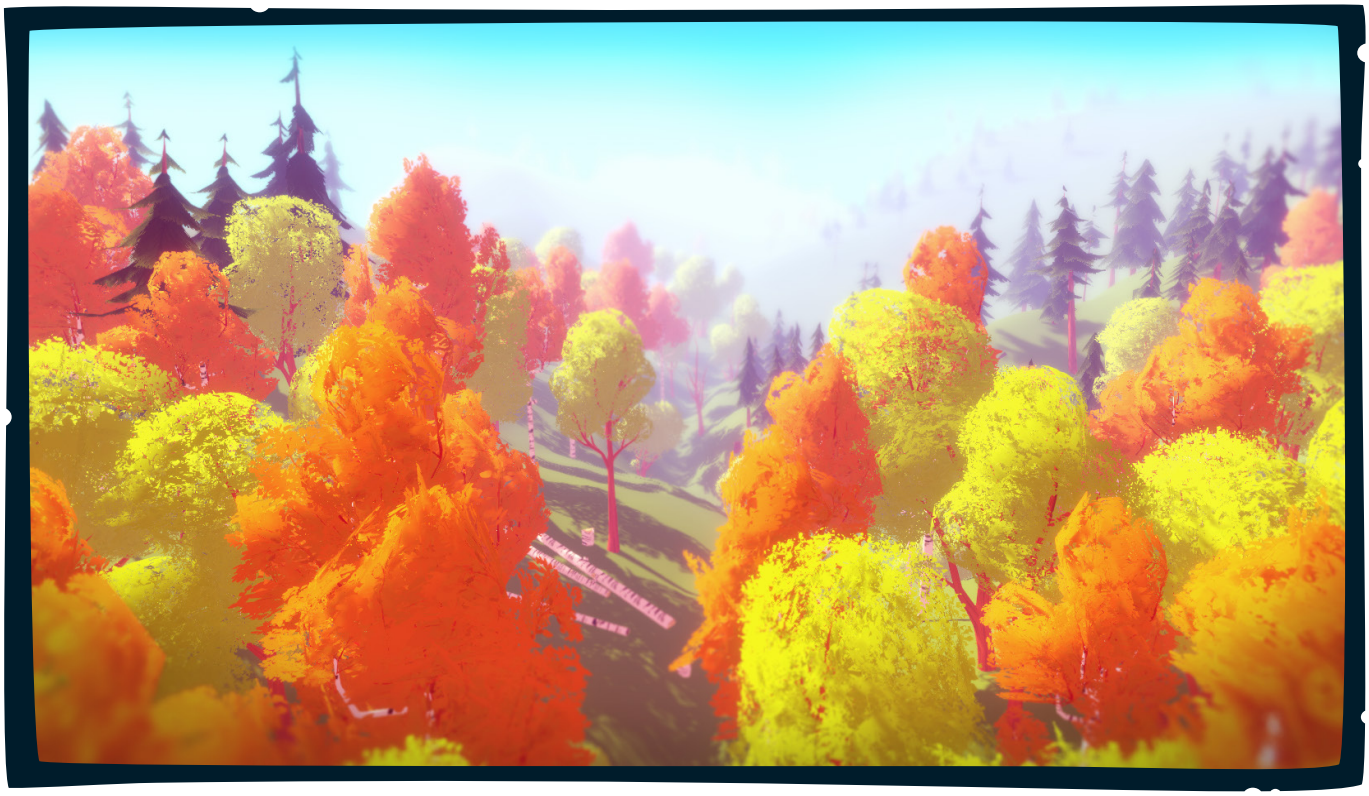
Post Processing

Inside the \Story Tree Pack\Settings folder you will find a PPP_ file for the demo scene. There you can adjust the post processing to your liking.



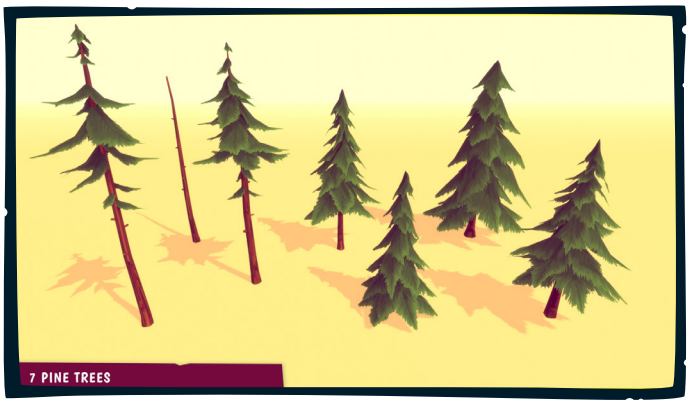
The post processing settings.

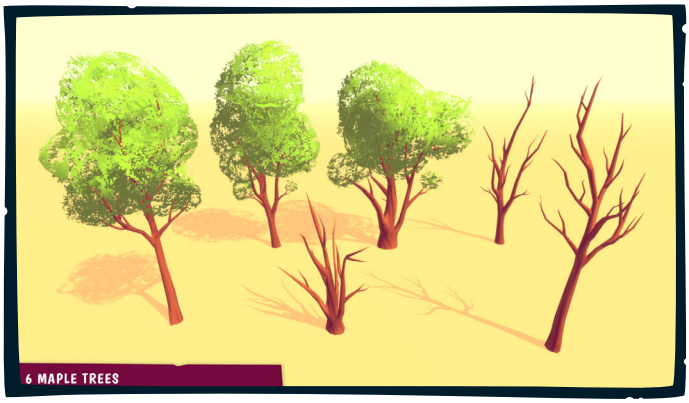
Demoscene_tree_pack_level

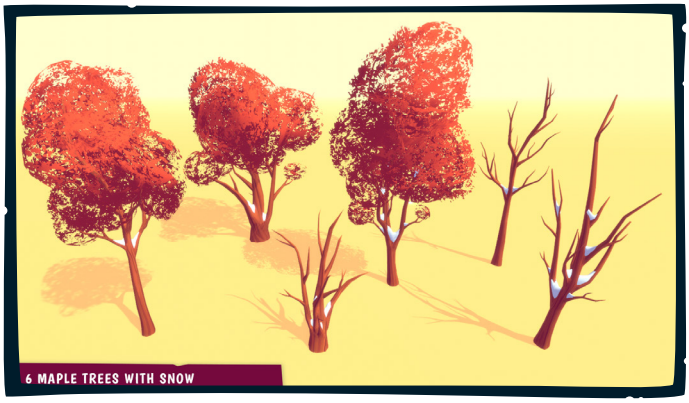


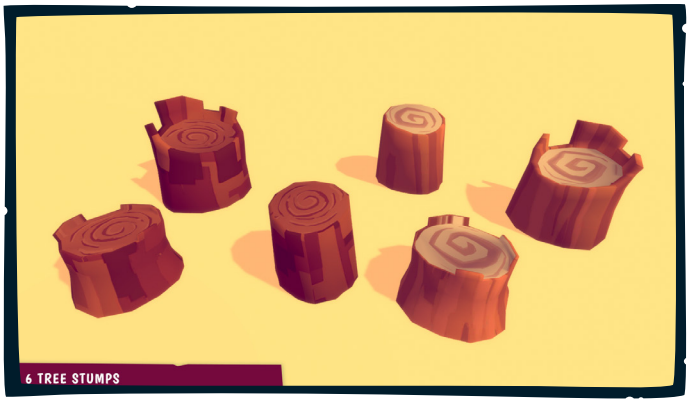
Demoscene_tree_pack_assets

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









Assets

Meshes

Lightmap UVs

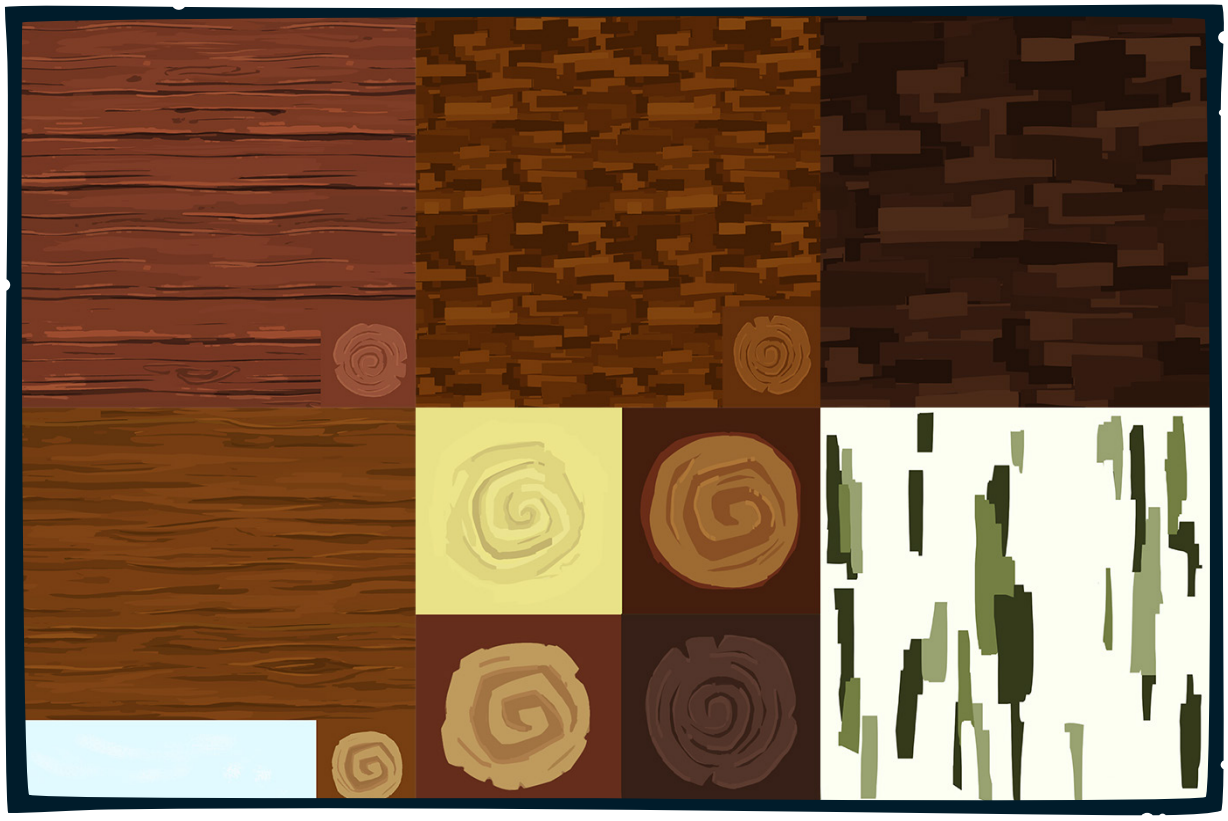
All the assets have a custom Lightmap UV in the second channel.

Textures & Materials

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

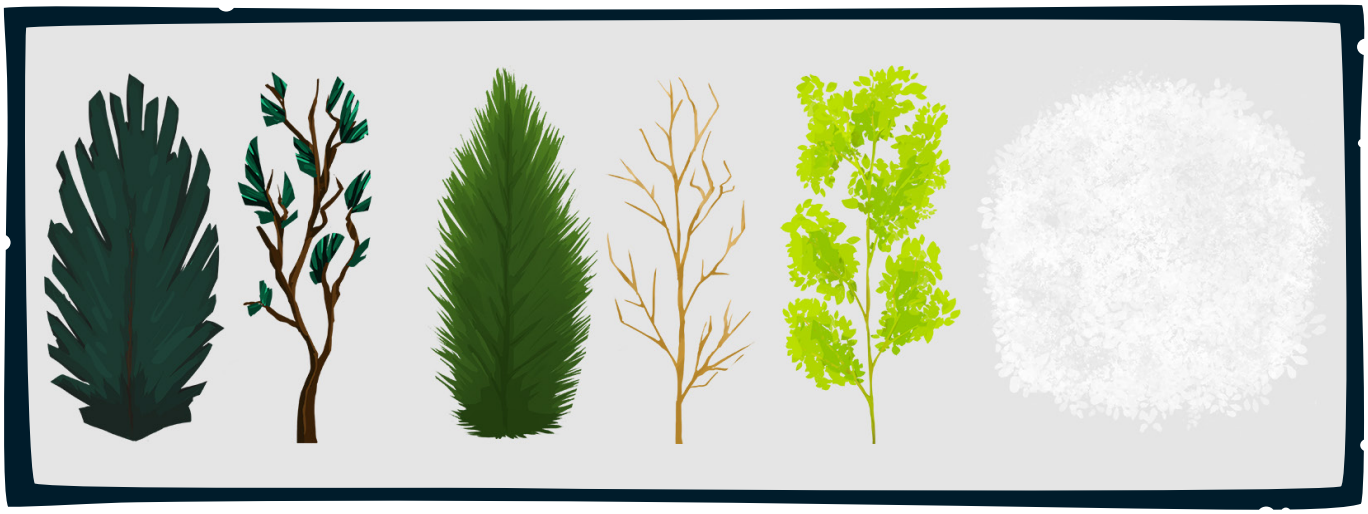
Wood Textures

- T_wood_trunk_north_BC
- T_wood_pine_north_BC
- T_wood_pine_BC
- T_wood_maple_north_BC
- T_wood_birch_BC
- T_wood_detail_BC



Leaves Textures

- T_ENV_tree_leaves_01_BC
- T_ENV_tree_leaves_02_BC
- T_ENV_pine_north_leaves_BC
- T_ENV_maple_north_leaves_BC



Terrain

- T_CLR_green
- T_ENV_snow_01_BC

Shaders

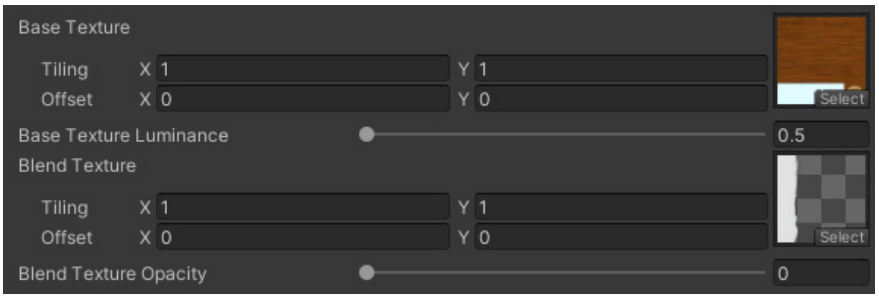
The custom shaders were created using Amplify with Unity version 2019.4.30 and hence can **not** be opened or adjusted using Unity's Shader Graph.
Of course if you have Amplify installed, you can adjust the shaders there. The rest of the shaders are all standard URP or Built-in, depending on which render pipeline you are using.

For the foliage wind movement and the tree trunks we have included 4 shaders in this pack:

- S_foliage_wind_standard/URP_advanced_lit: Doublesided foliage shader, which has a variety of customization options.
- S_foliage_wind_standard/URP_simple_lit: A simple version of the advanced_lit shader with reduced customization options. Primarily used to improve performance.
- S_foliage_wind_standard_textureblend_lit: Doublesided foliage shader, which has a variety of customization options including an option to blend in a snow texture.
- S_two_texture_alpha_blend: An opaque shader with the option to blend in a snow texture on the wood trunks.

Tree Trunk Shader

The customizable tree trunk shader gives you the option to blend in a snow texture and brighten/darken the wood texture.



The customization options inside the tree trunk material.

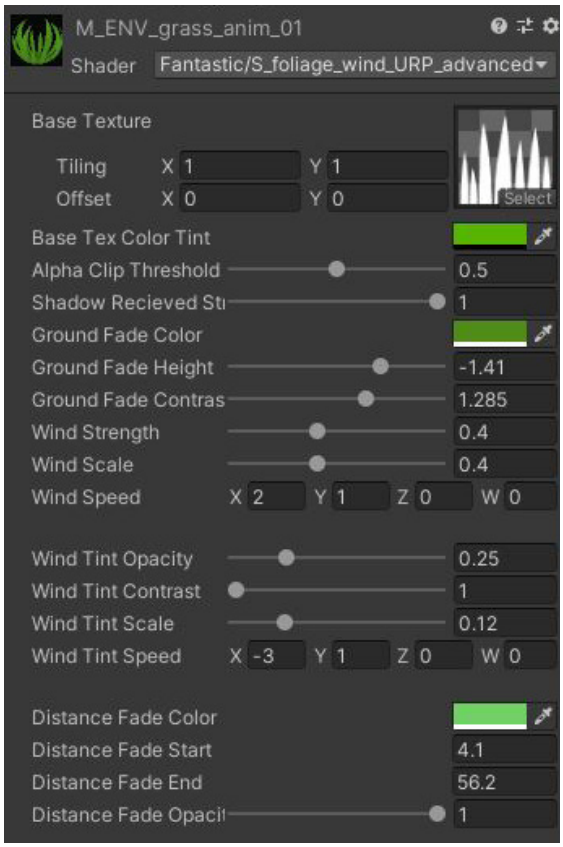
Foliage shaders

The advanced wind shader is defined by the following main parts:

- Base Color/Texture: Defines texture and tint of the surface.
- Wind Movement: Defines strength, scale and direction of the wind movement.
- Ground Fade: Defines a color fade starting at the bottom of the mesh.
- Wind Tint: Creates moving hightlights on the foliage
- Distance Fade: Defines a distant color fade relative to the camera position.

To customize the wind shader you have the following options:

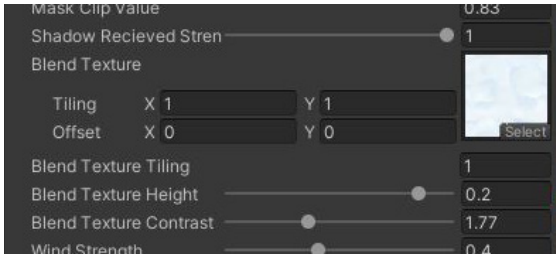
- Base Texture: Slot for the foliage texture
- Base Tex Color Tint: Defines texture tint color
- Alpha Clip Threshold: Defines threshold of the pixels being opaque or transparent
- Shadow Received Strength: Defines the intensity of the received shadow on the mesh (URP only)
- Ground Fade Color: Defines the color used for the fade from the bottom of the asset
- Ground Fade Height: Defines the range of the ground fade
- Ground Fade Contrast: Defines ground fade contrast
- Wind Strength: Strength of the foliage deformation
- Wind Scale: Defines the density of the noise applied to the mesh
- Wind Speed: Movement direction of the noise (only edit the x and y values, z and w are not used)
- Wind Tint Opacity: Defines transparency of the wind tint color
- Wind Tint Contrast: Defines contrast of the tint color
- Wind Tint Scale: Size of the noise for the tint
- Wind Tint Speed: Direction & speed of the noise
- Distance Fade Color: Color of the distance fade
- Distance Fade Start: Defines start of the fade relative to the camera view
- Distance Fade End: Defines the end of the fade
- Distance Fade Opacity: Defines transparency of the distance fade



The customization options inside the wind material.

For the pine trees there are no wind tint and no ground fade options but additional settings for the snow blending:

- Blend Texture: Slot for the texture used for the snow blending
- Blend Texture Tiling: Defines the tiling of the snow texture
- Blend Texture Height: Defines how much of the leaf is covered by the Blend Texture
- Blend Texture Contrast: Defines visibility of the Blend Texture



Additional customization options inside the wind material for the pine trees.

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 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...

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 either use the shaders from the /shaders/legacy folder or set the Cascades option in your render pipeline asset to “No Cascades”.

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. This error only occurs with Unity version 2019.2 and using another unity version possibly fixes the error.

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/