



## 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 or suggestions can be made on any social media platform or via Email. 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**.

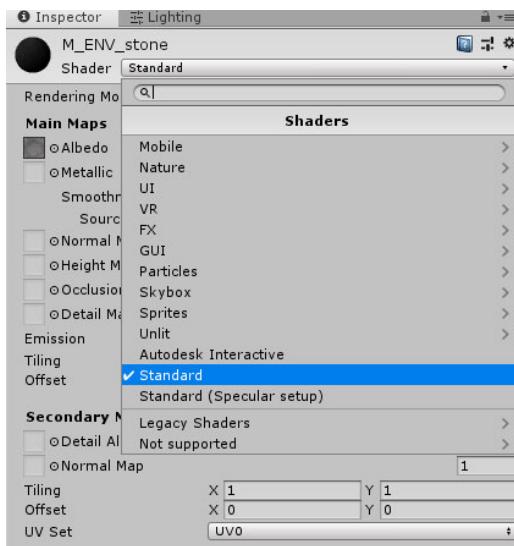
**IMPORTANT!!!** *LWRP is not compatible with other render pipelines. You can convert from the Unity Built-In Render Pipeline to LWRP. To do so, you'll have to rewrite your assets and redo the lighting in your game or app. You can use the upgrader to upgrade Built-in Shaders to LWRP Shaders (Edit > Render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



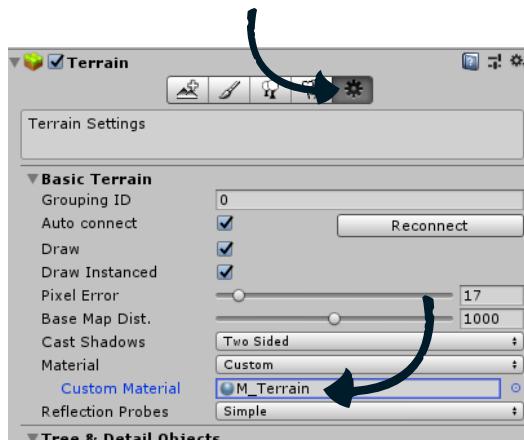
# Using the Built-in Render Pipeline

In general it's possible to adjust the pack to make it work with the built-in pipeline. We do recommend using LWRP/URP though since some shaders were created with Shader Graph, which 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).

If you decide to use the built-in RP though, you will have to adjust the materials, lighting etc. accordingly. Go to the /Materials folder included in the pack, select the Materials and change their shaders to something which works with the built-in pipeline (e.g. "Standard" Unity Shader). Some textures might have to be relinked manually. Shaders made with Shader Graph (water, waterfall, wind for foliage, etc.) need to be recreated for the built-in pipeline.



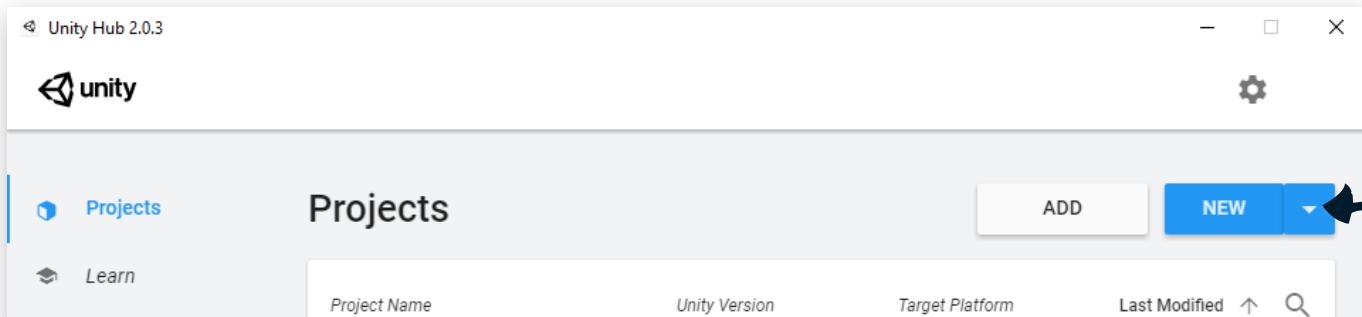
To make the Terrain compatible with the built-in RP, create a Material using a Nature/Terrain/Standard Shader. Select the Terrain in the scene and drag&drop the material onto the Custom Material slot within the Terrain Settings.



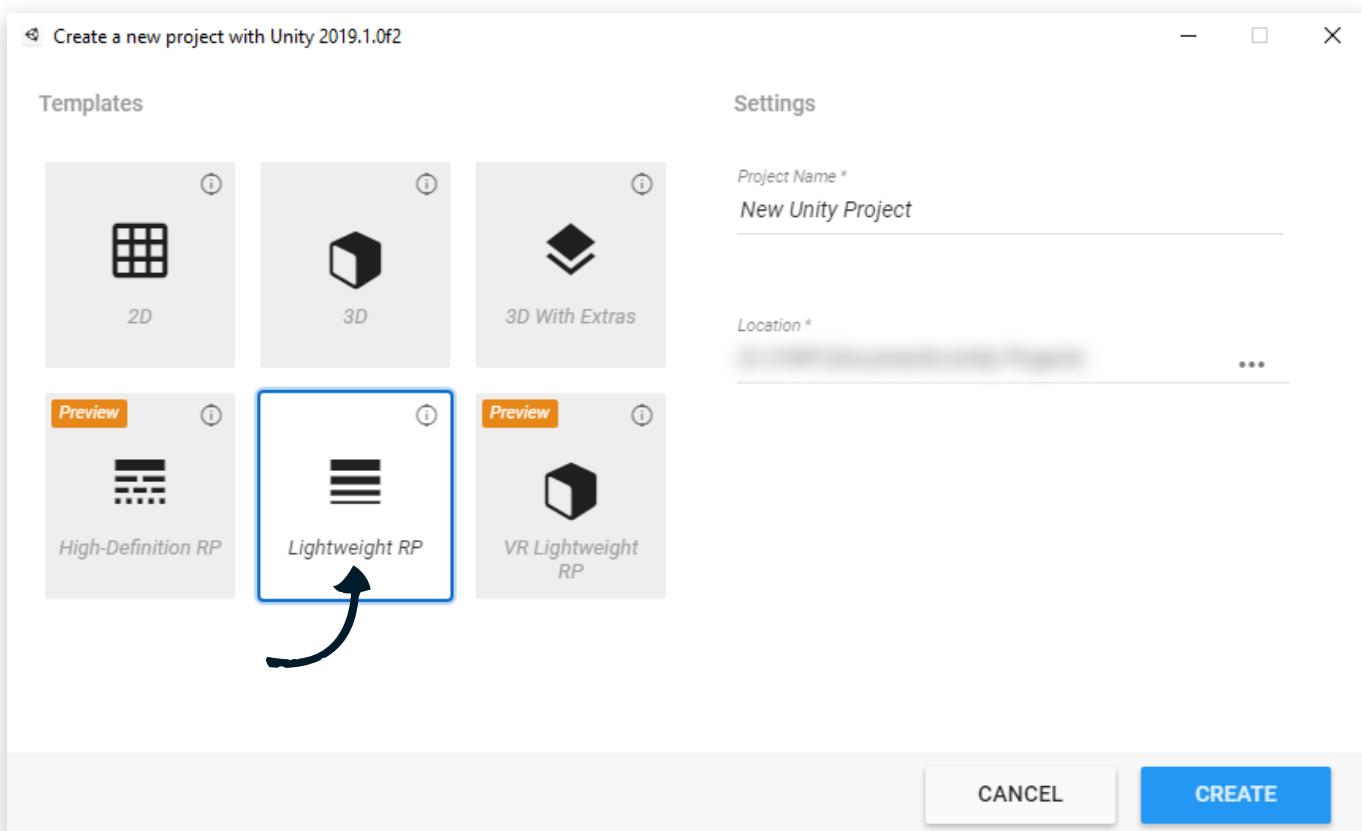


## How to set up your project for LWRP (option 1)

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**).



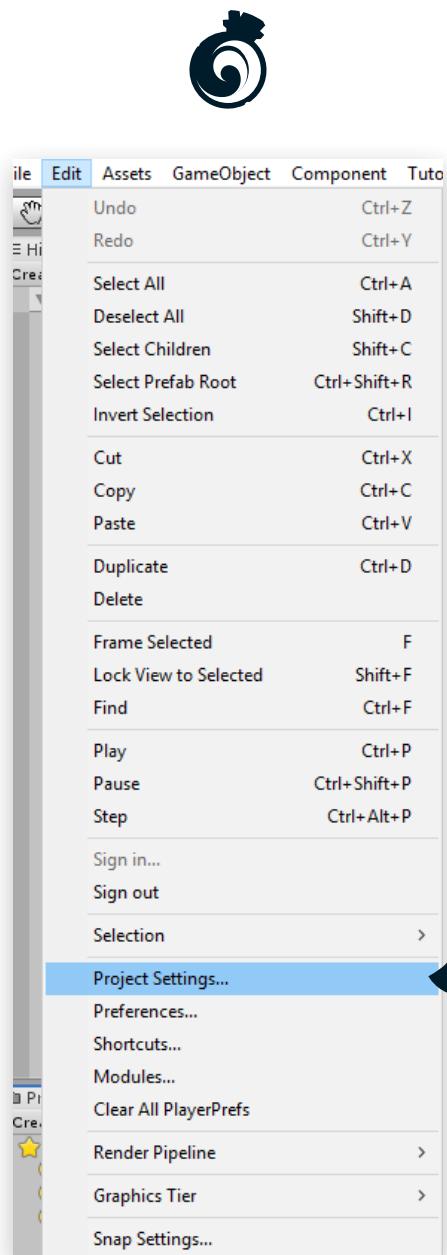
Step 2: In the “**Templates**” select “**Lightweight RP**”, this way everything you need for this package will be preinstalled.



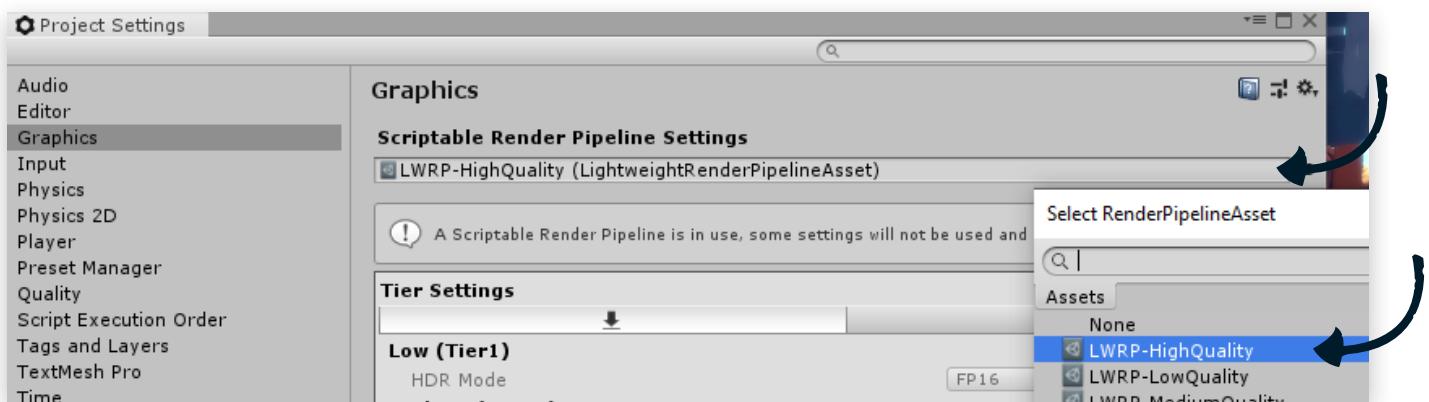
Step 3: Download the “**STORY - Northern Nature**” from the Asset Store and import it into your project.

At this point you already can go to **\Story Northern Nature\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...**

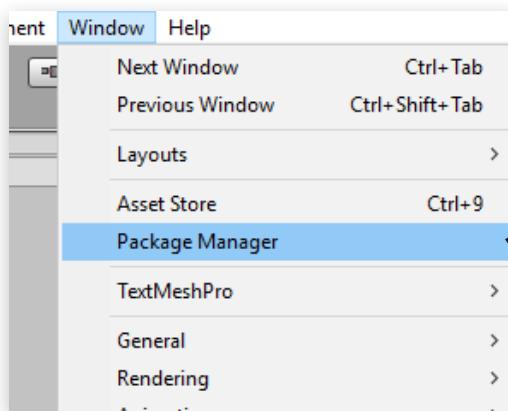


Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP-HighQuality**”. This is the asset we used for this project. The others are the presets Unity preinstalled with the Template.

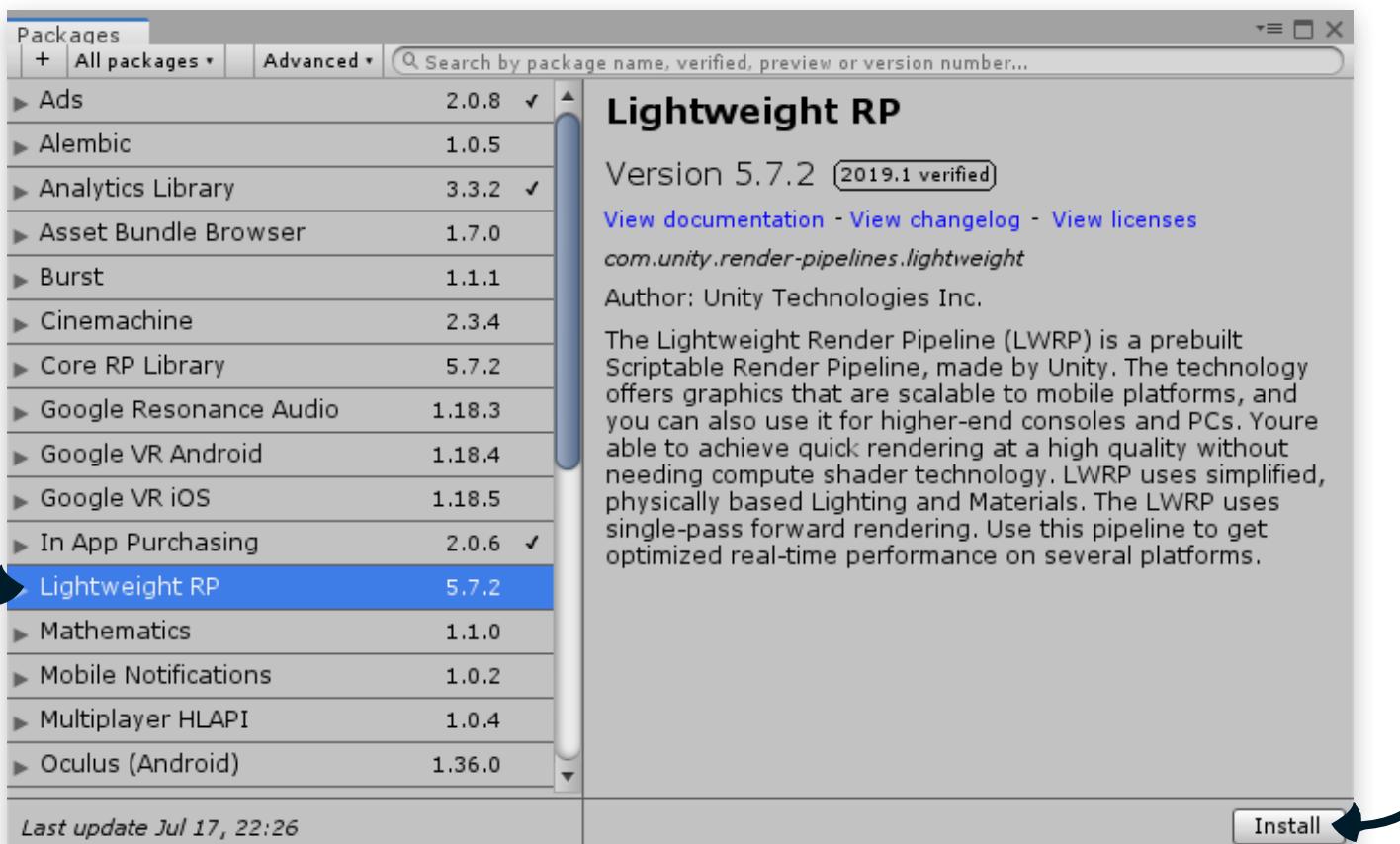


## How to set up your project for LWRP (option 2)

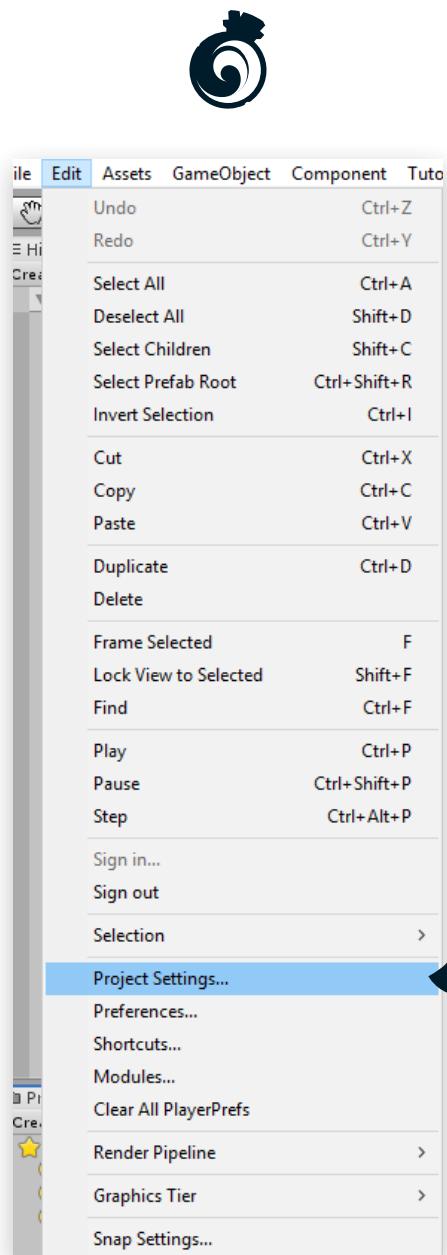
If you imported the “**STORY - Northern Nature**” before you installed the LWRP please follow the steps below:



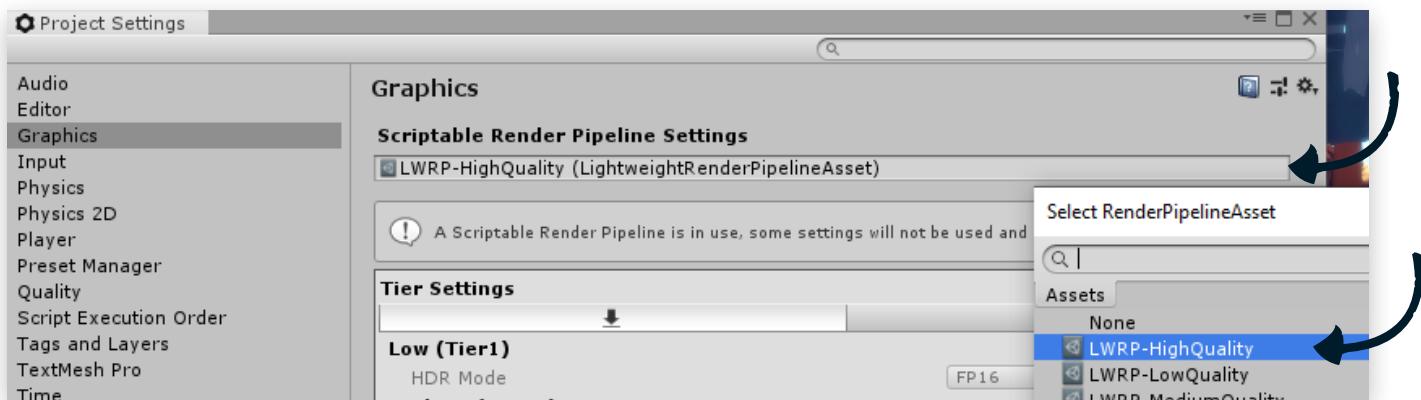
Step 1: go the Window > Package Manager.



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**". This is the asset we used for this project. The others are the presets Unity preinstalled with the Template.

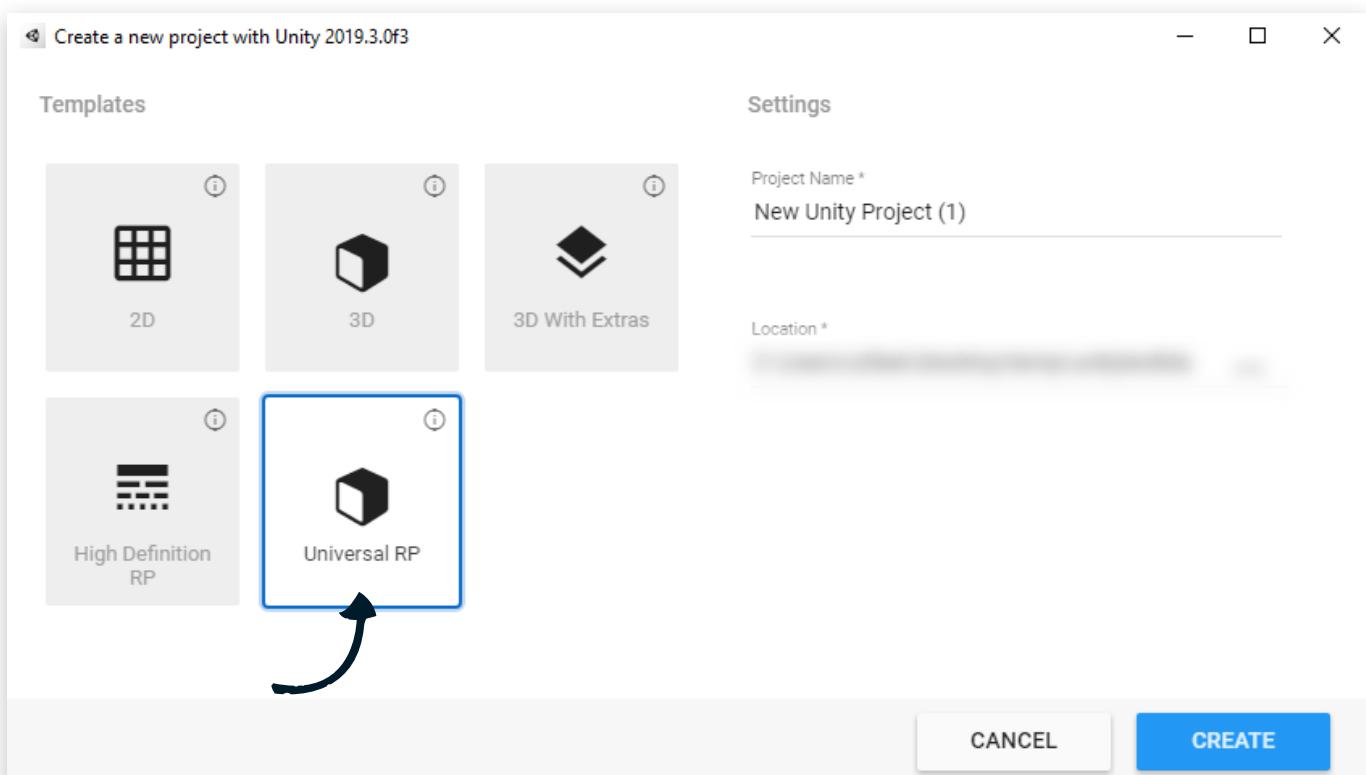


## How to set up your project for URP (option 1)

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**).



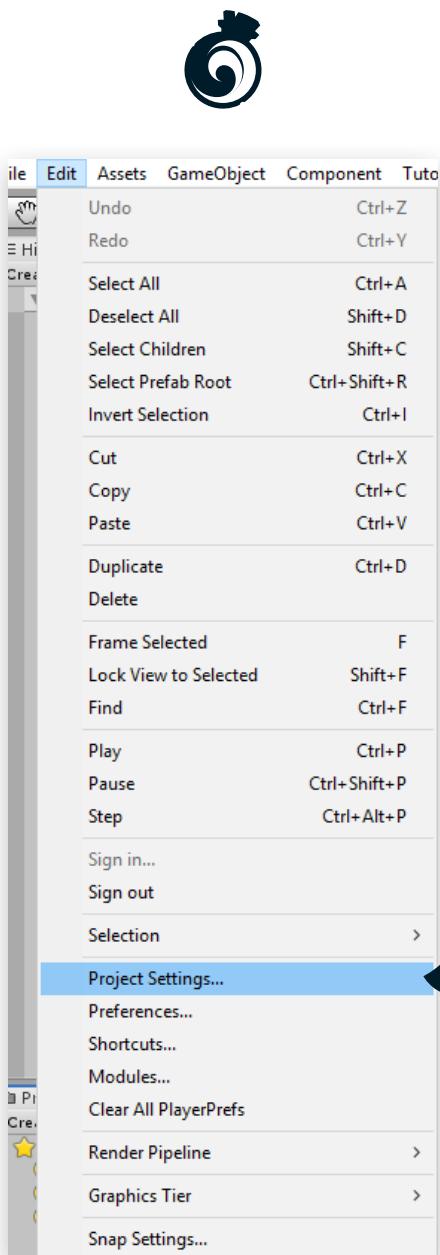
Step 2: In the “**Templates**” select “**Universal RP**”, this way everything you need for this package will be preinstalled.



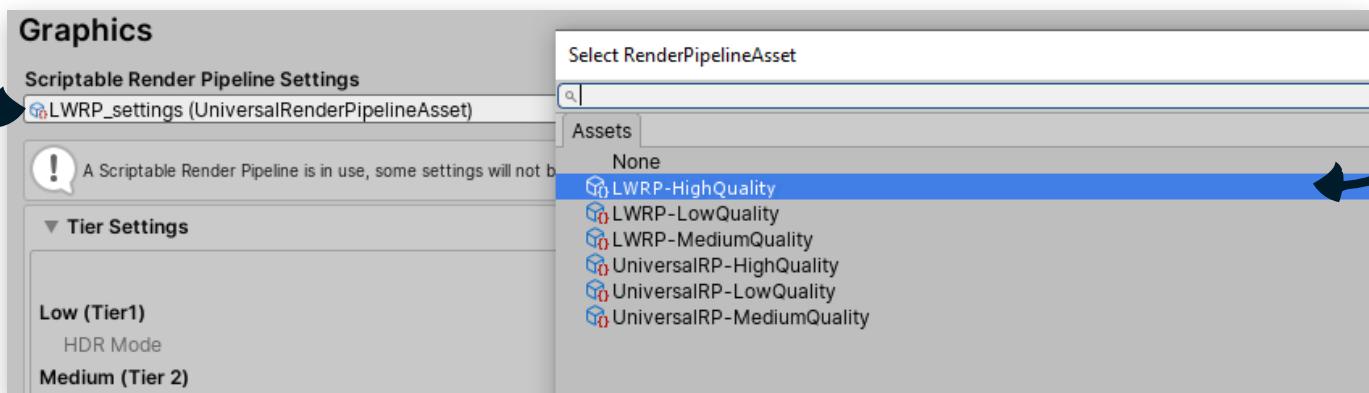
Step 3: Download the “**STORY - Northern Nature**” from the Asset Store and import it into your project.

At this point you already can go to **\Story Northern Nature\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...**



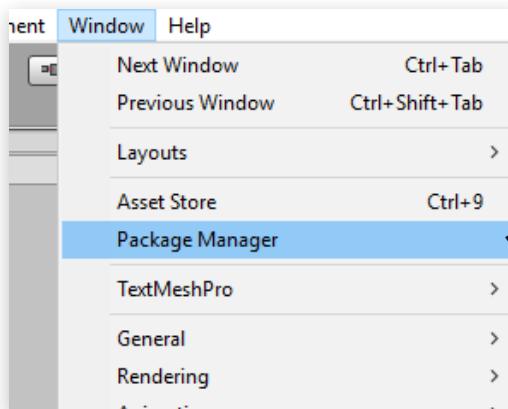
Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP\_HighQuality**”.

This is the asset we used for this project. The other assets are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, the LWRP settings still work.

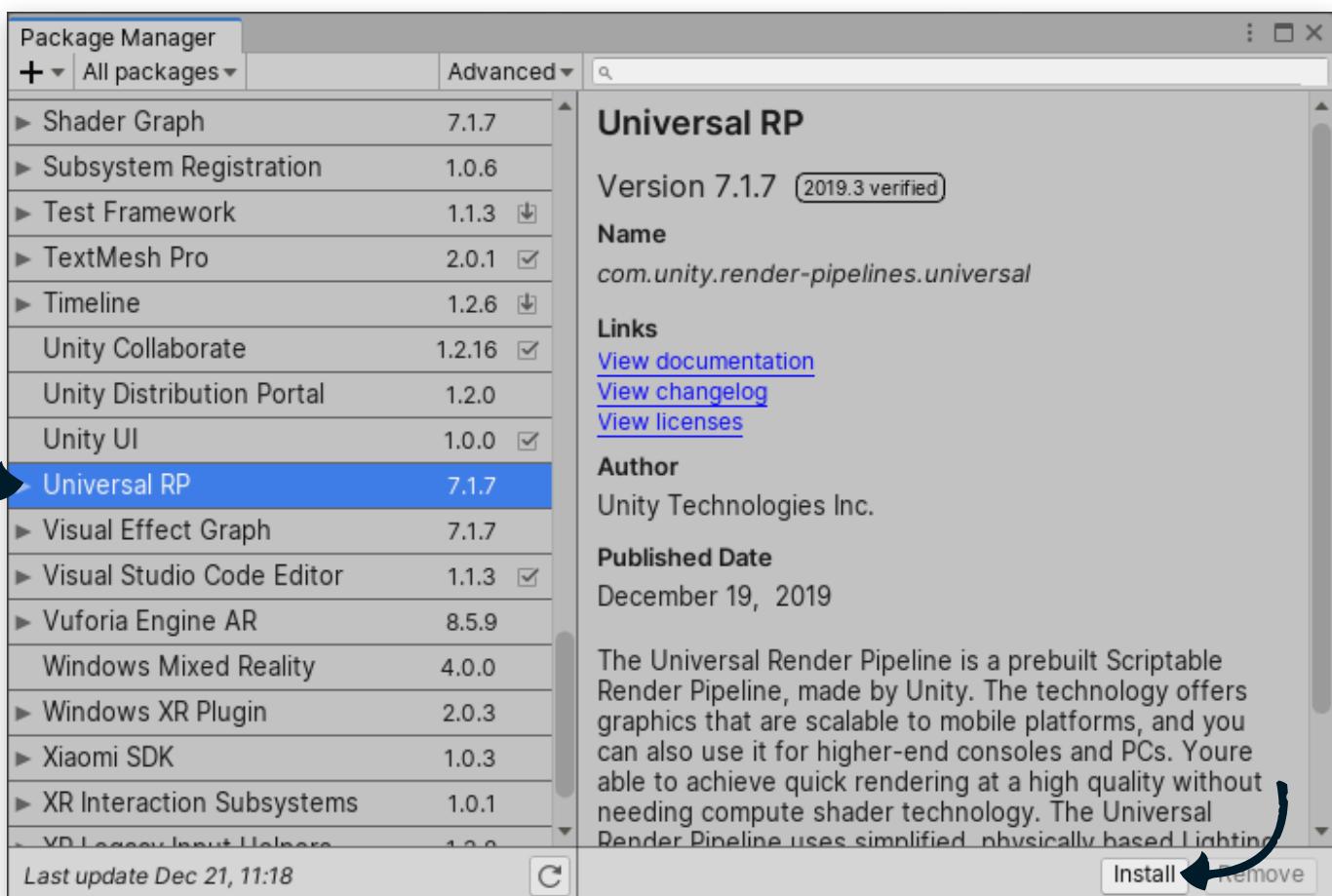


## How to set up your project for URP (option 2)

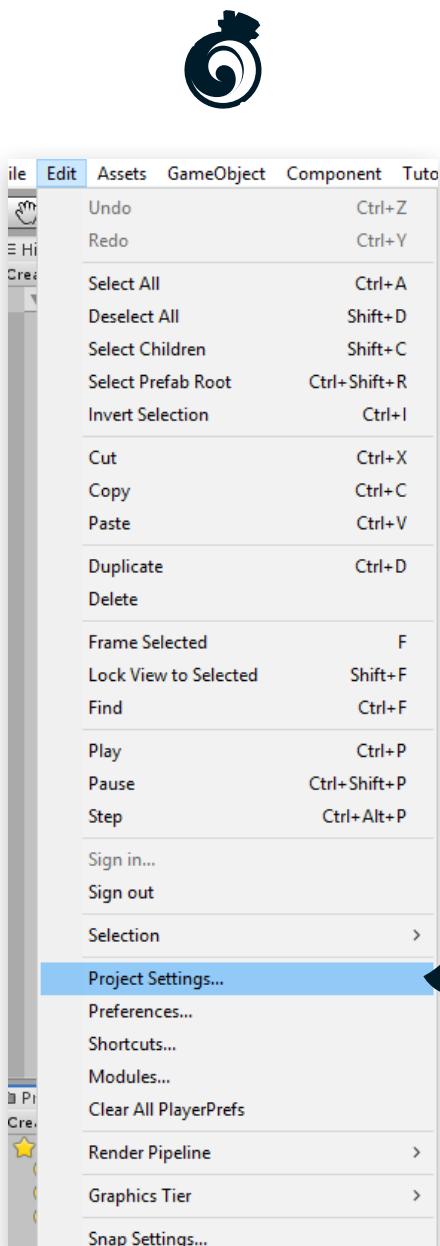
If you imported the “**STORY - Northern Nature**” before you installed the URP please follow the steps below:



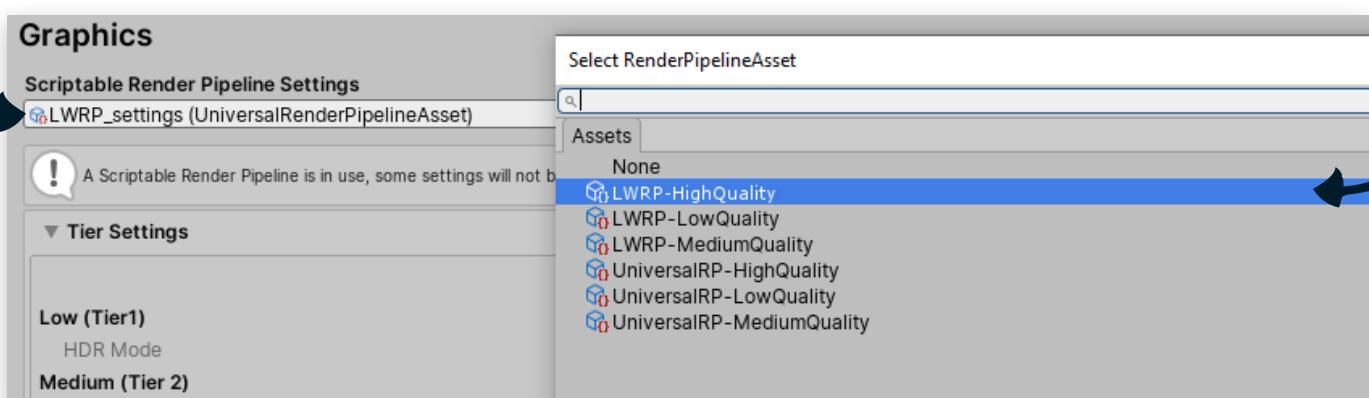
Step 1: go the Window > Package Manager.



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 “**LWRP\_HighQuality**”.

This is the asset we used for this project. The other assets are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, the LWRP settings still 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)

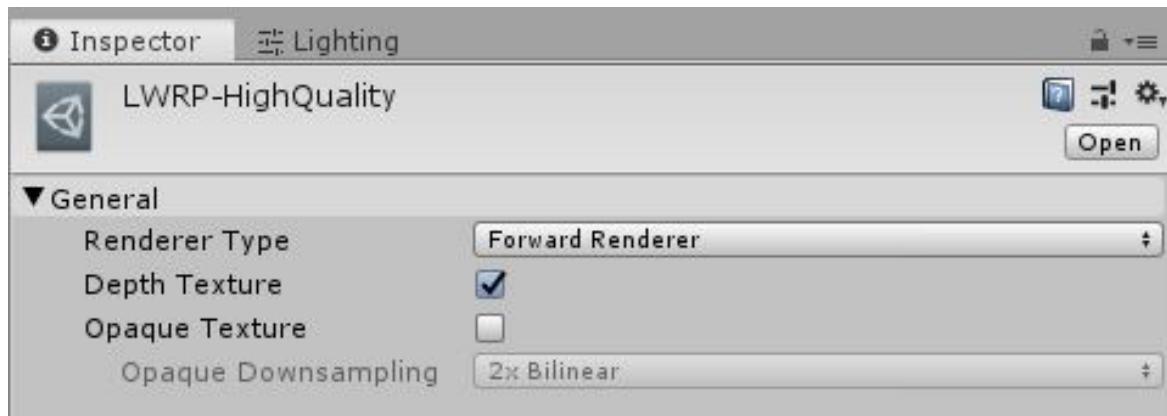
Step 6: Select the “**Global Volume**”. In the Inspector Tab of the “**Volume**” component click “**New**” at the Profile. Then click on the newly created profile to reveal it inside your project.

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: When using URP you might have to make small adjustments to certain shaders to achieve the desired look. For example you might have to adjust the “RipplesScale” in the Water Shader, or the “NoiseSpeed” in the “Cloud Panning” options.

In case the water looks “white” make sure to enable “Depth Texture” and increase “Shadow Distance” in the render pipeline settings.





## Demo scenes

**Demoscene\_north\_day / \_night:** the scenes from the trailer and screenshots

**Demoscene\_north\_assets:** in this scene you will find all the assets within the package

## Settings for the Render Pipeline (LWRP or URP)

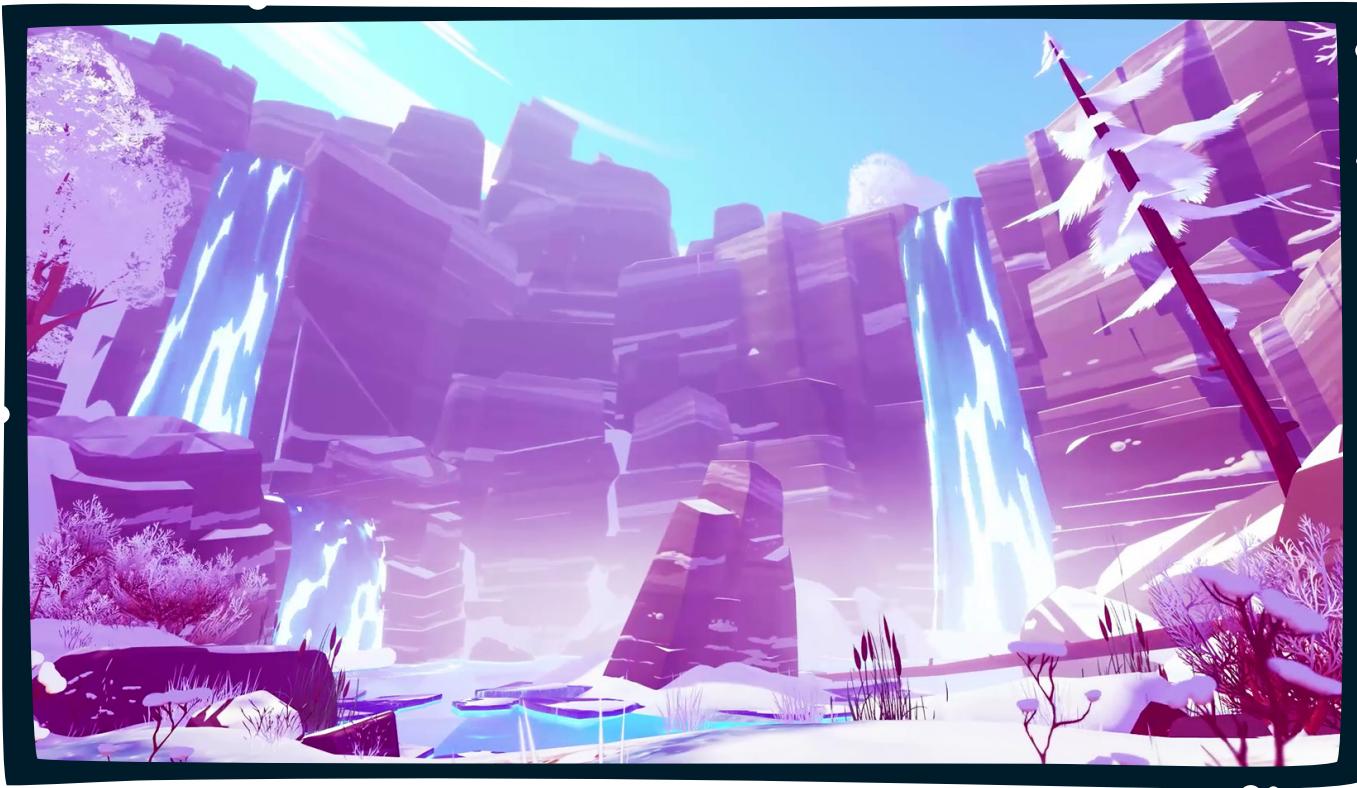
To quickly adjust any quality settings please find the assets, for example “LWRP-High-Quality”, inside the **Assets\Settings** folder.

## Post Processing

Inside the **\Assets\story northern nature\Settings** folder you will find **PPP\_** files for the demo scenes.



## Demoscenes



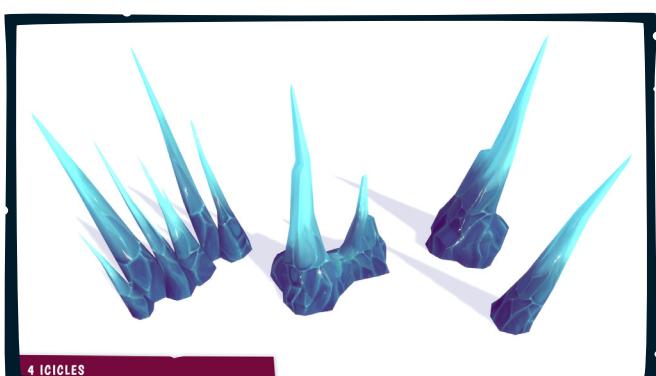
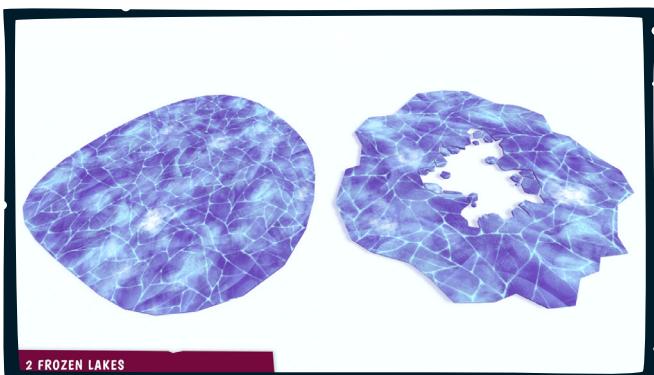
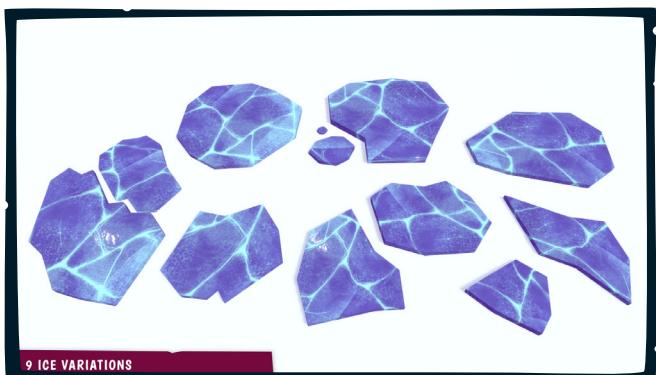
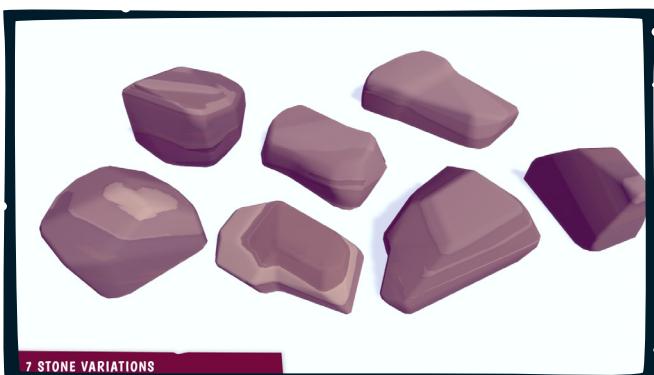
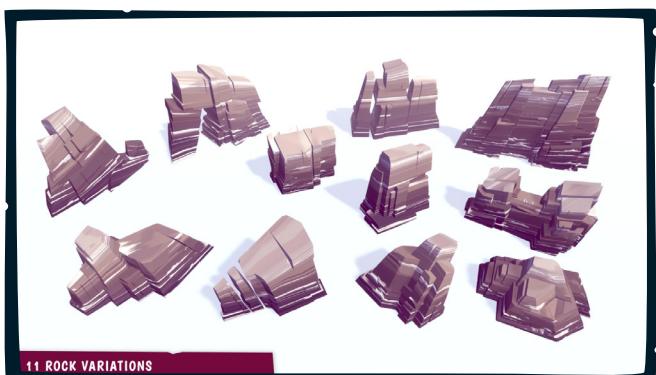




## Demoscene\_north\_assets

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







# Assets

## Meshes

### Lightmap UVs

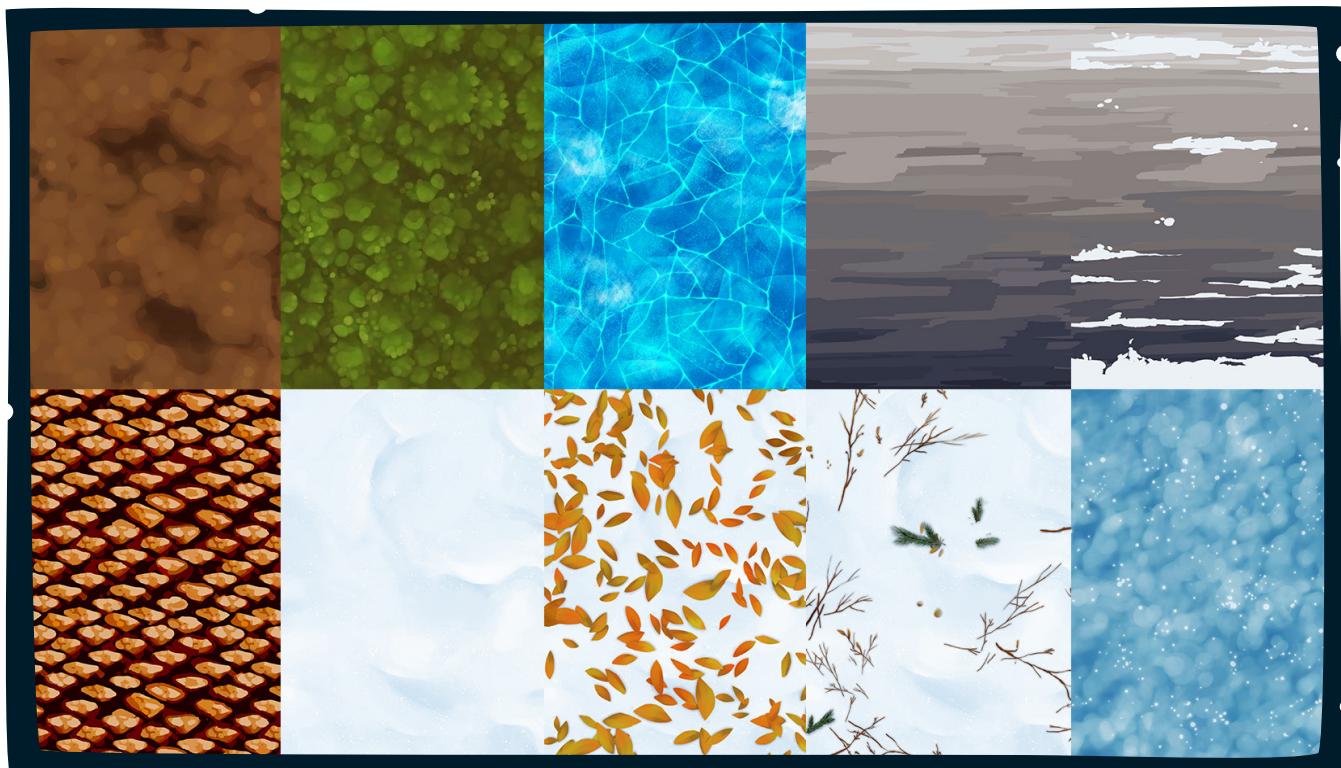
All assets have a custom Lightmap UV in the second channel.

## Textures & Materials

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

### Tileable textures

- T\_ENV\_dirt\_north\_BC
- T\_ENV\_grass\_moss\_BC
- T\_ENV\_ice\_01\_BC
- T\_ENV\_pinecone\_BC
- T\_ENV\_rock\_snow\_BC
- T\_ENV\_rock\_snow\_clean\_BC
- T\_ENV\_snow\_01\_BC
- T\_ENV\_snow\_02\_BC
- T\_ENV\_snow\_03\_BC
- T\_ENV\_snow\_04\_BC





# Materials

## FX

- M\_FX\_cloud\_panner\_01 / \_02 / \_03
- M\_FX\_cloud\_sprite
- M\_FX\_fog
- M\_FX\_moon
- M\_FX\_northernlights\_01 / \_02
- M\_FX\_snowflake
- M\_FX\_stars\_particles
- M\_FX\_waterfall\_lit
- M\_FX\_waterfall\_lit\_foam
- M\_FX\_waterfall\_lit\_foam\_bottom
- M\_FX\_waterfall\_lit\_foam\_top
- M\_FX\_waterfall\_lit\_particles
- M\_FX\_waterfall\_lit\_ripples\_bottom
- M\_FX\_waterfall\_lit\_particles
- M\_FX\_water\_north
- M\_FX\_windtrail

## Environment

- M\_ENV\_bush\_north\_wind
- M\_ENV\_grass\_anim\_01 / - \_10
- M\_ENV\_ice\_big
- M\_ENV\_ice\_small
- M\_ENV\_icicle
- M\_ENV\_pinecone
- M\_ENV\_snow
- M\_ENV\_stone\_rock
- M\_ENV\_stone\_winter
- M\_ENV\_tree\_maple\_wind
- M\_ENV\_tree\_pine\_wind
- M\_ENV\_wood\_maple\_north
- M\_ENV\_wood\_pine\_north
- M\_ENV\_wood\_trunk\_north
- M\_skybox\_night
- M\_skybox\_day



# 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 shaders for the chosen Render Pipeline.

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 RP
- High Definition RP
- Universal RP

Templates that contain Shader Graph:

- Lightweight RP
- High Definition RP
- Universal RP

If you **experience any errors** with a shader, please read through the **FAQ** at the end of this documentation or drop us an e-mail.

## Tree trunk shader



- SnowBlend: blends in/out the snow texture
- Brightness: defines the brightness of the snow

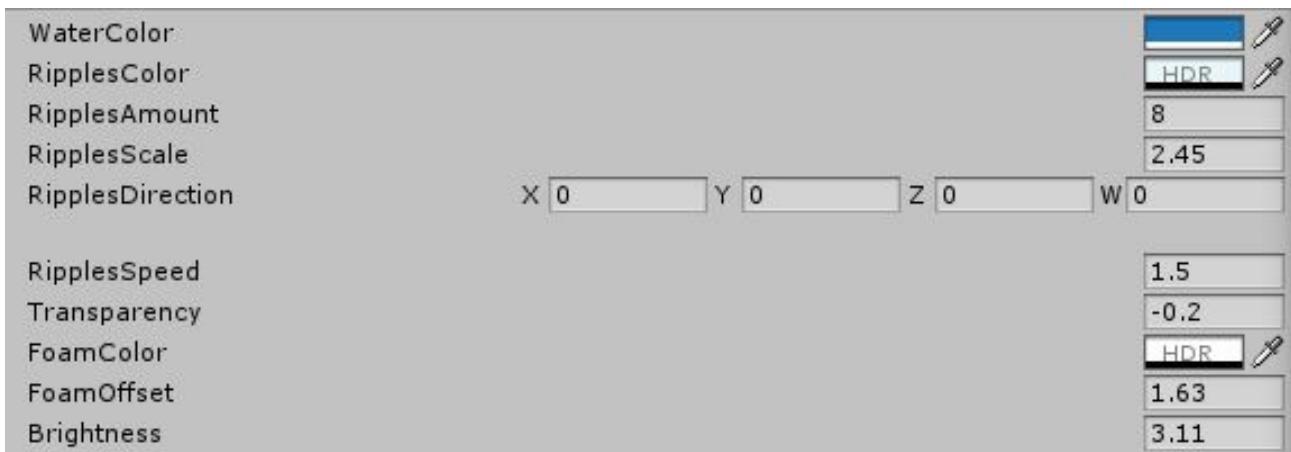


## Clouds and northern lights shader



- Color: defines the base color
- Blend: defines the transparency of the texture
- NoiseSpeed: defines the movement speed of the noise
- NoiseScale: defines the scale of the noise
- TexturePanSpeed: defines how fast the texture pans

## Water shader

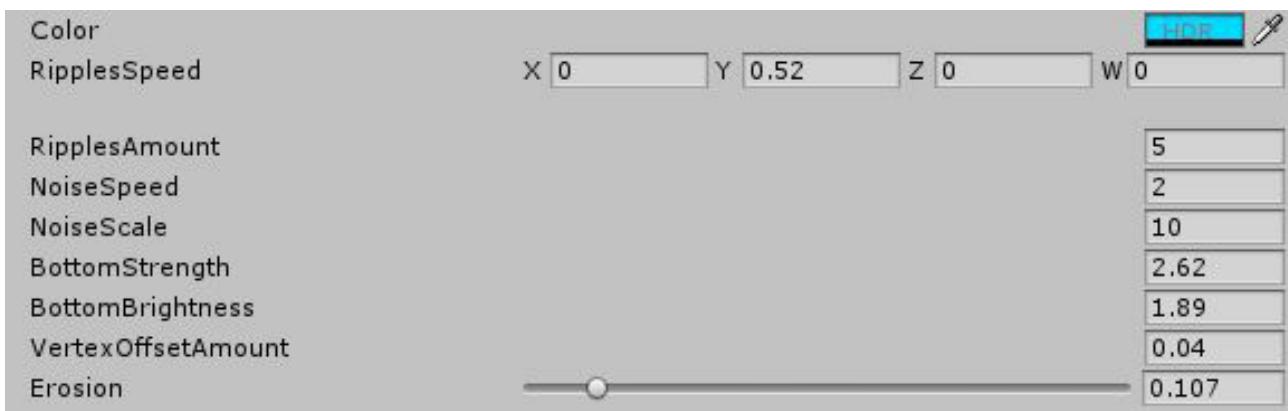


**Note:** When you use the Universal Render Pipeline you might have to play around with “RipplesScale”, since those values don’t apply anymore when upgrading from LWRP.

- WaterColor: defines the base color of the water
- RipplesColor: defines the color of the ripples
- RipplesAmount: defines the amount of the ripples
- RipplesScale: defines the scale of the ripples
- RipplesDirection: defines in which direction the ripples move
- RipplesSpeed: defines the movement speed of the ripples
- Transparency: defines the transparency amount of the water
- FoamColor: defines the color of the foam
- FoamOffset: defines the foam depth
- Brightness: defines the overall brightness of the water

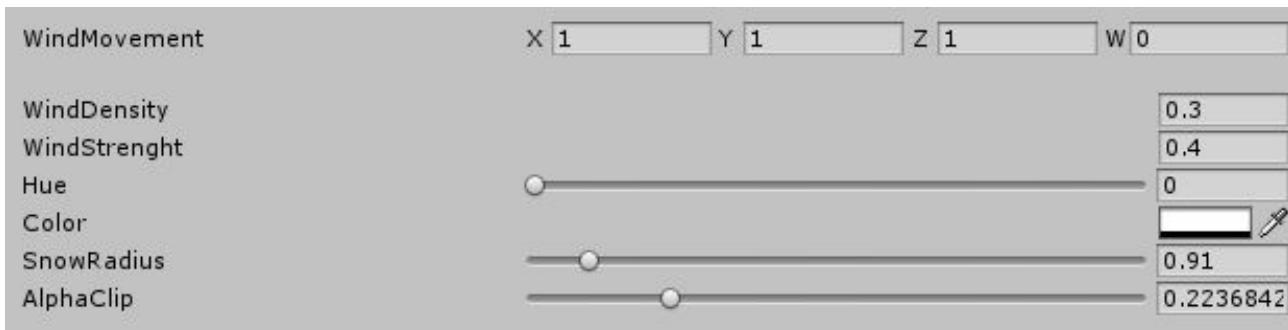


## Waterfall shader



- Color: defines the base color of the water
- RipplesSpeed: defines the movement speed and direction of the ripples
- RipplesAmount: defines the amount of the ripples
- NoiseSpeed: defines the speed of the noise
- NoiseScale: defines the scale of the noise
- BottomStrength: defines the opaqueness starting at the bottom
- BottomBrightness: defines the bottom brightness of the waterfall
- VertexOffsetAmount: defines how strong the vertex offset is for the ripples
- Erosion: defines how much the water erodes, starting from the top

## Grass shader



- WindMovement: movement direction of the noise (only edit the **x** and **y** values, it displays a vector4 inputfield, **z** and **w** components are **not** used)
- WindDensity: density of the noise applied to the mesh
- WindStrength: strength of the deformation
- Hue: a hue slider which multiplies with the texture
- Color: defines the color which multiplies with the texture
- SnowRadius: defines the radius of the snow
- AlphaClip: defines the Alpha cutout amount



## Plants and grass - wind movement

**M\_ENV\_grass\_..., M\_ENV\_bush\_..., M\_ENV\_tree...** are meant to be used for wind movement of the plants. In both 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

## Plants and grass - color adjustment

Underneath the wind adjustments you can change Hue and/or Color.

Hue	<input type="range"/>	0
Color	<input type="color"/>	

You can either use one of the two or combine them. Combining works best when you pick a grey value between white and black for the color and change the Hue to your liking. If you have a grey texture for grass or plants you can use the Color to tint your asset.

To add snow, you can adjust the following slider:

- SnowRadius: defines the radius of the snow

SnowRadius	<input type="range"/>	0.91
AlphaClip	<input type="range"/>	0.2236842

With AlphaClip you can change the cutout amount needed for the specific texture.



For the pine and maple trees, there are two additional settings for the snow:

- SnowHardness: defines how hard the edge of the snow is
- SnowTiling: lets you control the tiling amount of the texture



## Ice shader



This shader is for the **P\_ENV\_ice\_...** and **P\_ENV\_ice\_big\_...** assets. In the **Albedo** slot (primary) you can put the albedo texture for the ice itself. In the **TopDiffuseSnow** slot (secondary) you can put a snow texture to blend it from the top.

- SnowNoiseSize: defines the size of the top projection noise
- TopBlendSnow: amount of blending of the snow texture
- AlbedoTiling: amount of tiling of the albedo texture
- SnowTiling: amount of tiling of the snow texture
- Hue: hue of the primary texture
- Color: color of the primary texture
- Saturation: saturation of the primary texture (keep in mind that if you add a color value in the “Color”, it will be added to the “Saturation”)
- Smoothness: defines smoothness amount of the primary texture



## Stones/rocks shader



For **P\_ENV\_rock\_snow\_...** and **P\_ENV\_stone\_snow\_...** assets the options are similar to the ice shader, with a few differences. In the **TopDiffuseGrass** slot you can put a grass texture to blend it from the top. The Snow texture goes into the **TopDiffuseSnow** slot.

- SnowNoiseSize: defines the size of the top projection noise
- TopBlendSnow: amount of blending of the snow texture
- TopBlendGrass: amount of blending of the grass texture
- Tiling: amount of tiling of the grass/snow texture
- Hue: hue of the primary texture
- Color: color of the primary texture
- Saturation: saturation of the primary texture (keep in mind that if you add a color value in the "Color", it will be added to the "Saturation")
- NormalStrength: defines the strength of the normal maps

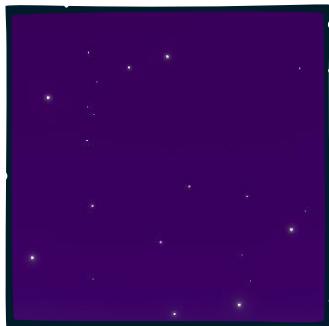


# FX

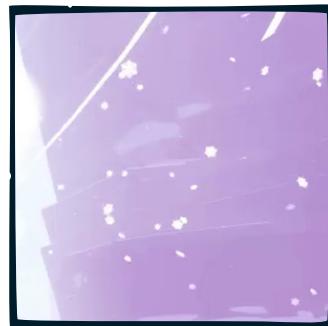
Inside the **\Assets\prefabs\FX** folder you'll find the following FX prefabs:



*Windtrail*



*Stars*



*Snow*



*Moon*



*Fog*



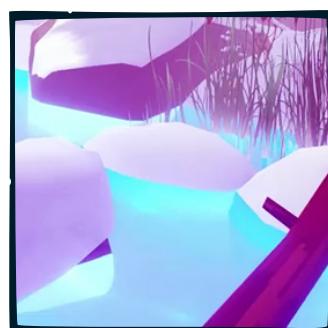
*Northern lights*



*Clouds\_01*



*Clouds\_02*



*Water*

For information about the following FX:

- water
  - northern lights
  - clouds
- please see the previous chapter “Shaders”.



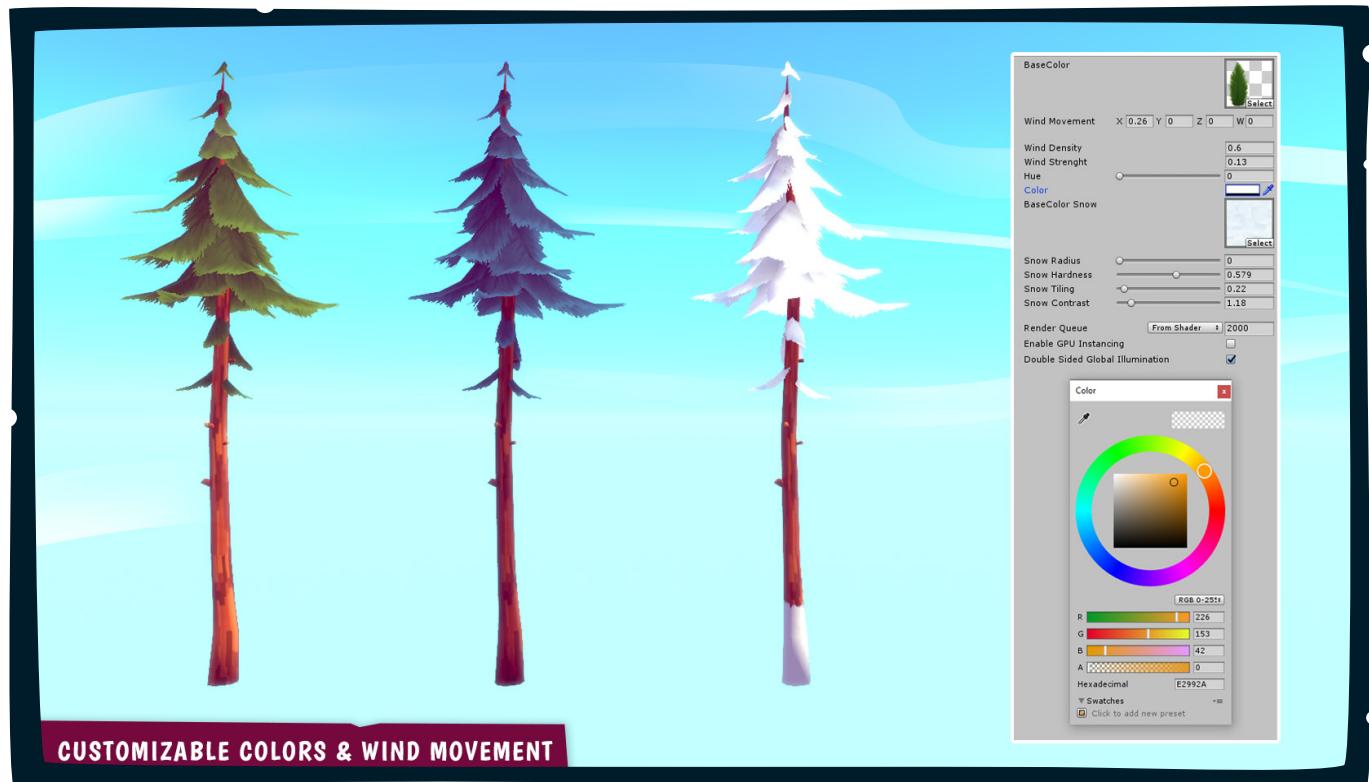
# Customizing Assets

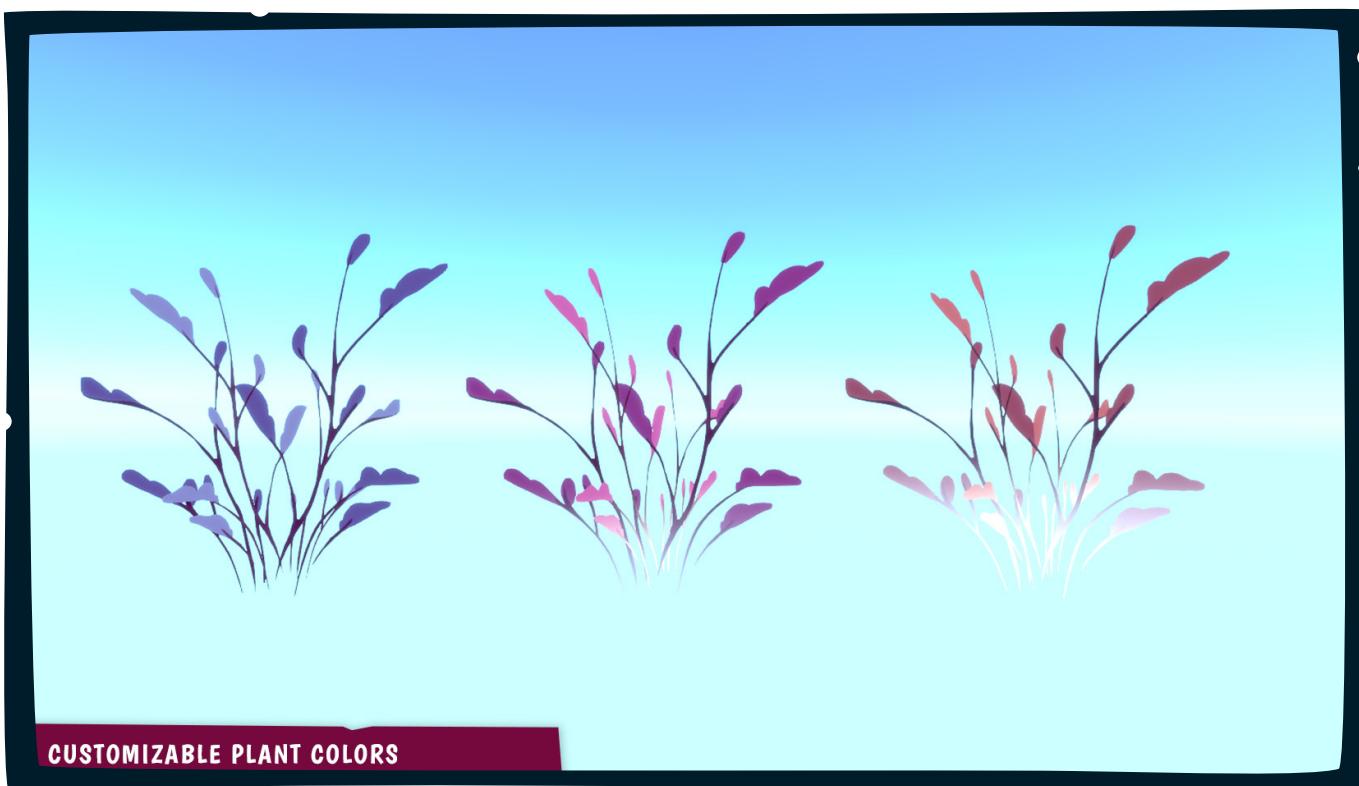
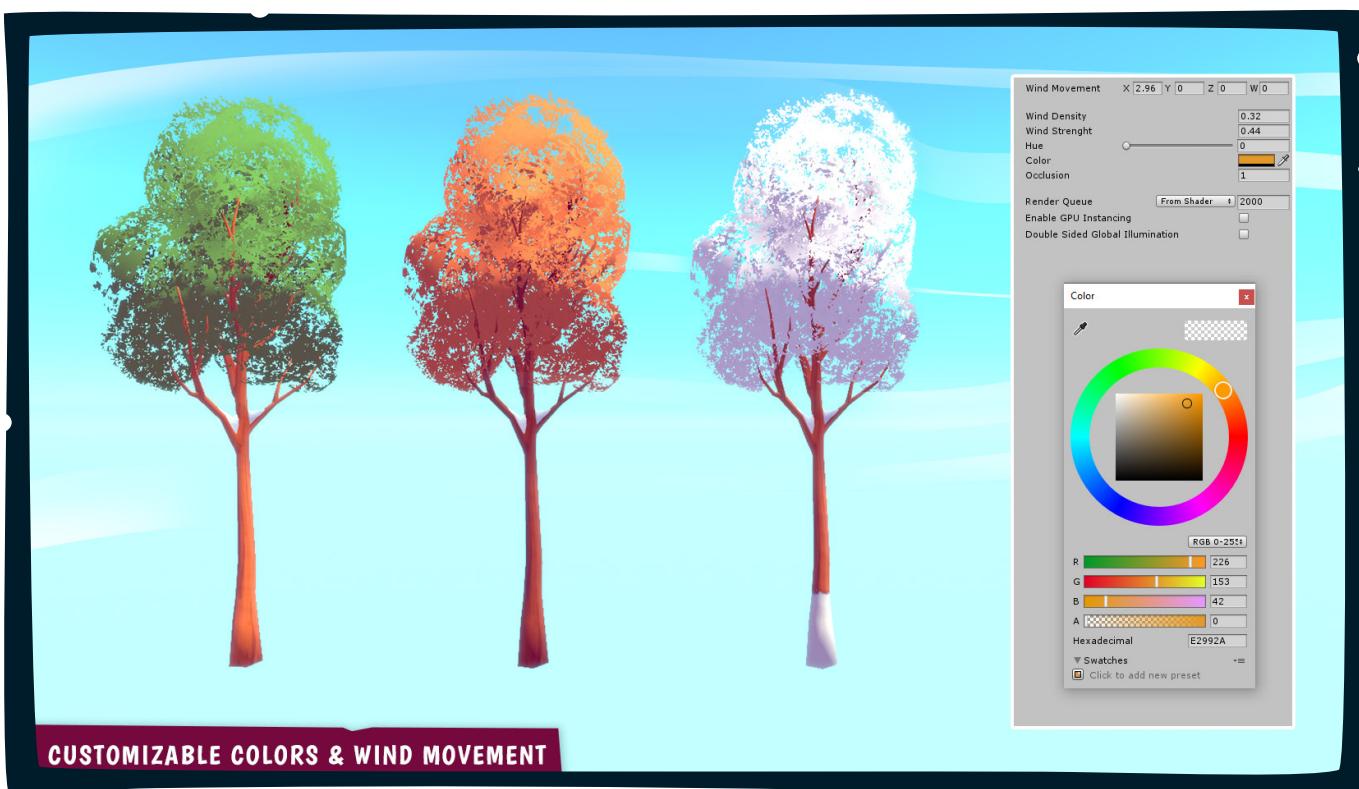
## Materials

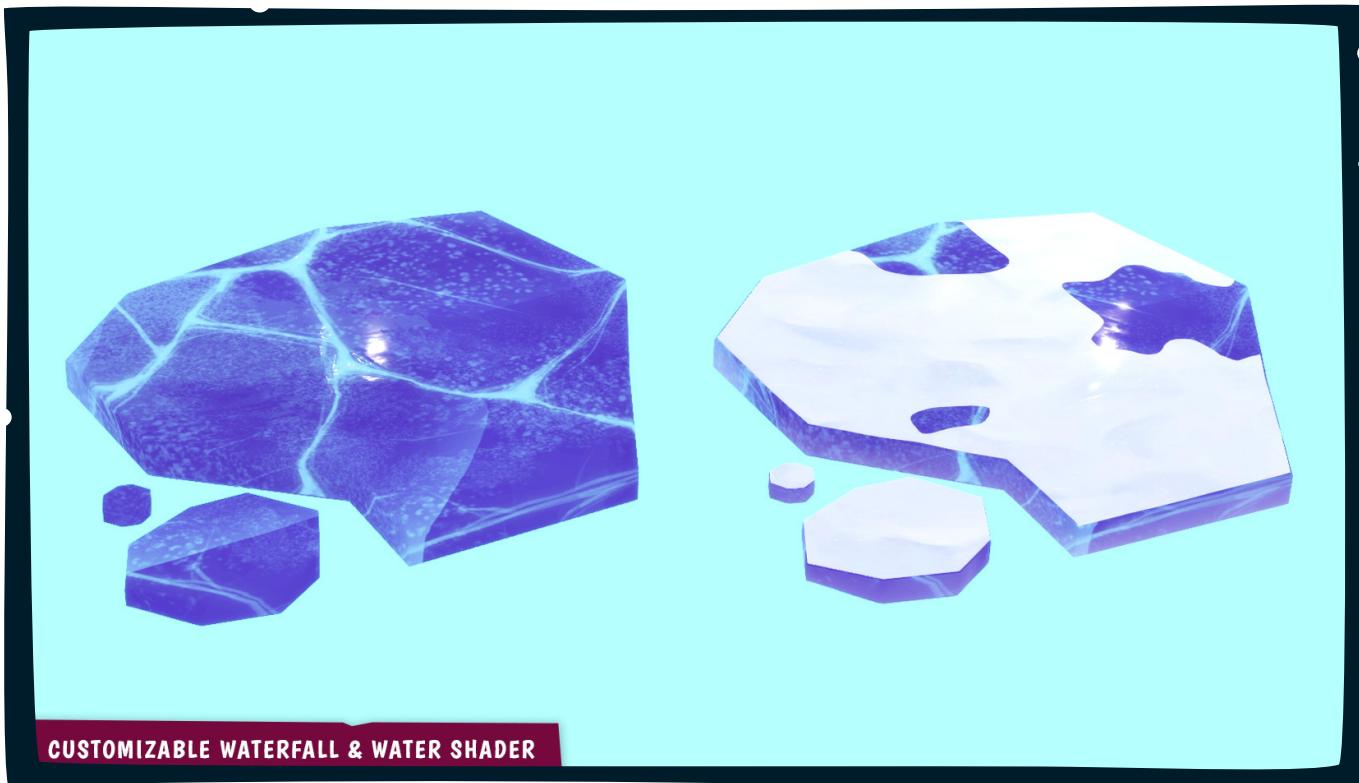
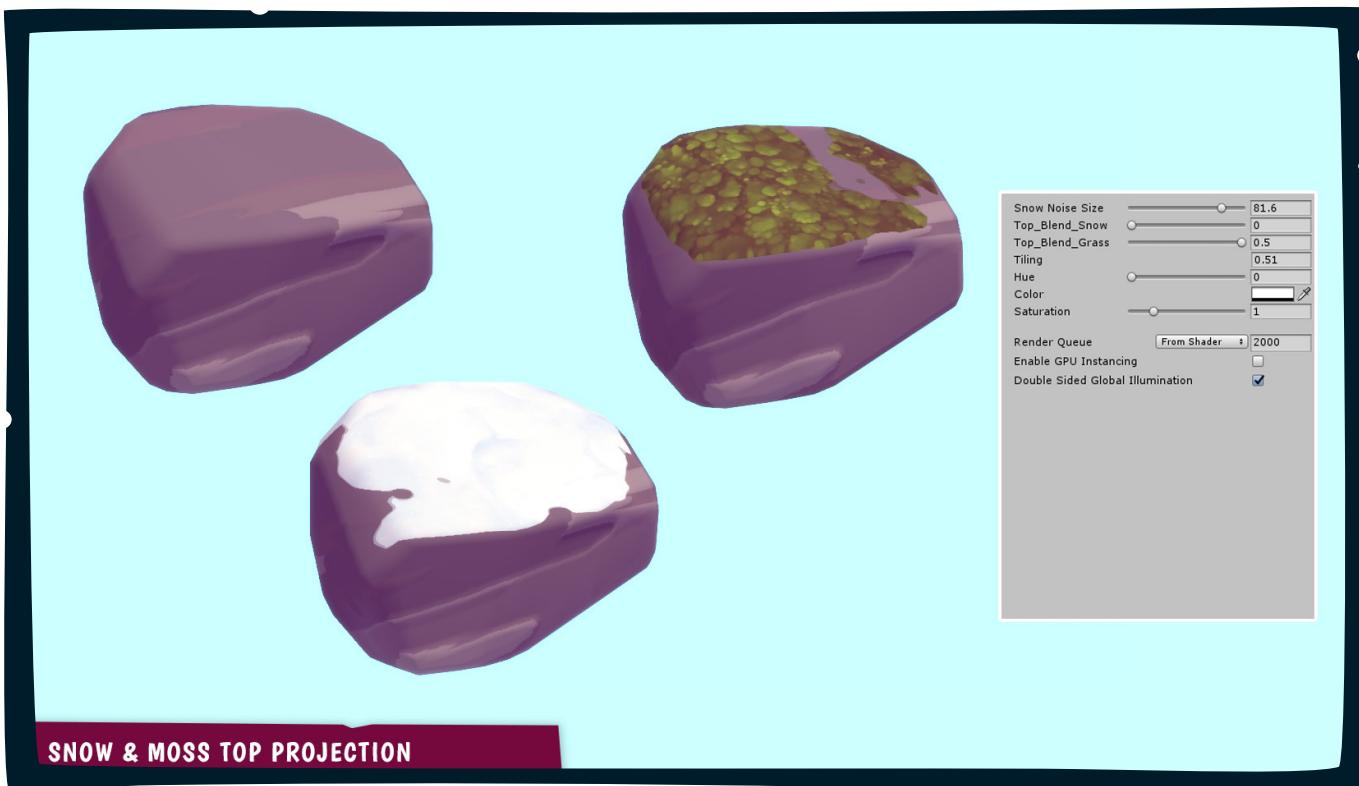
All materials that use either the S\_plants\_grass\_wind or S\_plant\_maple\_wind\_snow/S\_plant\_pine\_wind\_snow shader (**M\_ENV\_grass\_...**, **M\_ENV\_bush\_...**, **M\_ENV\_tree...**) can be customized not only for the wind movement but also color and snow amount to match your preferred season or style.

The settings for the snow on the tree trunks, you'll find in the **M\_ENV\_wood\_maple\_north/ M\_ENV\_wood\_pine\_north** materials.

For the **P\_ENV\_stone\_snow**, **P\_ENV\_rock\_snow**, **P\_ENV\_ice\_...** and **P\_ENV\_ice\_big...** assets you can adjust not only the color but also what texture to blend and how to blend it from the top. Additionally you can change the tiling and smoothness of the texture.









# 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](mailto:info@tidalflask.com)

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