

TOON Deserted Temples

Thanks for purchasing **TOON Deserted Temples**!

Initial use:

In the promotional materials, the pack uses post processing profiles. It's included in the pack, but for the Built-In render pipeline you will need to import the post processing stack via the package manager and apply the profile (if you're using **URP**, the post processing stack is installed by default and **no** further action is necessary).

If you need help setting up the post processing stack, find more details here:

<https://docs.unity3d.com/Packages/com.unity.postprocessing@3.4/manual/Installation.html>

Naming convention:

The assets in this package use the **"TFD"** prefix, if you're using other packs from the **TOON Series**, you'll be able to easily identify the origin of an asset.

The last letter in the Name, usually is a capital letter, such as: **"TFD_Box_01A"**. It signifies the color scheme of the asset. For more color schemes of an asset, the naming would continue as follows: **"TFD_Box_01B"**, **"TFD_Box_01C"**, etc.

Prefabs:

If you use assets from the **"Prefabs"** folder, then **no** further setup is required and you can skip the next paragraph.

The source files are contained in the **"Models"** folder. When needed, custom mesh colliders were used and were exported in the hierarchy of their respective asset. If you plan on using the source .FBX files, then you will need to remove the **"Mesh Renderer"** and **"Mesh Filter"** component from the collider asset.



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The Prefabs are structured in multiple folders, like **"Props"**, **"Rocks"**, **"Vegetation"**, etc. The vegetation prefabs were usually placed in the scenes in conjunction with "Prefab Painter 2", available here:

<https://assetstore.unity.com/packages/tools/painting/prefab-painter-2-61331>

It's a very powerful tool, which adds a lot of value to any project where large areas need to be covered with foliage, vegetation or any other asset (there are other good painting tools available on the Asset Store, even free ones).

Another way of planting vegetation on the terrain is to use the Unity default **"Paint Details"** tool in the terrain tools. You can find the grass and flower textures in the **"Textures"** folder.

Demo Scenes:

There are **11** scenes included in this pack, some with a full artistic environment (and different lighting settings), others with smaller dioramas and level building ideas and another scene, with all the assets placed on a grid.

Shaders:

The assets use custom shaders for the most part, but the overall performance is similar to the default Unity shaders.

The **water shader** has a couple of nice features, such as shallow and deep colors, opacity, foam and refractions.

The **toon shaders** have a custom lighting model which tries to replicate the CEL shaded effect and require one active directional light in the scene, in order to render properly.



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Other Features:

In “[Prefabs/Pottery](#)”, you will find the assets “*TFD_Urn_Interactive_0XA*” which have physics components attached to them (Mesh Collider and Rigidbody), so in [play-mode](#) they will mimic the a breaking effect.

In “[Prefabs/Buildings/Traps](#)”, you will find animated traps.

In “[Terrain/Terrain Brushes](#)”, you will find the textures used to sculpt and paint the terrain in the demo scenes. You can always create new terrain brushes with those textures if you want to replicate the look on your own terrains.

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