

This package can be used for creation of TD, RTS and Top-down RPG games. Here's a short overview of what's inside:

-**3 turrets**: Standart, Laser and Launcher, each of them have 3 upgrade tiers

-**3 gates**

-**portal**

-few **props** including barrel, lantern, pipes, vents and more.

-**2 spawner** structures

-**set of tiles** for creating modular platform

-**rocket** model (with 2 flame particles variants)

-**9 blueprint** spires, that could be usid for UI

-2 custom shaders that are being used for most of the materials.

Most of the models have 4 different material variants (A,B,C,D)

Namespacing

Some of the file types and folders have different prefixes to ease searching:

SDR - shader

TXR - texture folders

PRF - prefab folders

MDL - model folders

MT - materials

UI - sprites

NB! If you are using modular platform tiles, you need to go to **Edit -> Snap settings** and then set Move X and Move Z to 0.9

More info about custom shaders on page 2,3

Demo scenes are using Unity's Post-processing package, so you need to add it to your project as well, if you want to achive graphics same as shown on the screenshots

If you have any questions feel free to contact me: **robocgstore@gmail.com**

This package comes with 2 custom shaders: "**Structures**" and "**Force field**".

Structures is used for most materials of the package. It is basically standard metallic/smoothness shader with some extensions that should make your life easier and creating material variants quicker.

Here's a quick overview:

Painted color defines the color of the **Albedo** texture (masked out by **Painted mask**).

Tint mask further alters painted part of the texture, using Overlay blending mode.

It uses color of **Tint** for blending. **Brightness** slider controls eponymous parameter of the albedo (only for unpainted part of the texture).



Emissive color affects both emissive and albedo texture. If **Fresnel** is checked, emissive map will be modified as shown below. This effect could be potentially used for selecting objects in game, or highlighting damage/heal effects. You can modify **fresnel color and falloff** as well.



Desaturation affects albedo, and if "**Desaturation affects emission**" is on, it also affects emission color.



If **Flickering intensity** is greater than 1, it affects emissive map causing it pulse repeatedly (**Continuous flickering on**) or with pauses between pulses (**Continuous flickering off**). If you need only some parts of emissive map to use this effect, you can do that using **Flicker mask**.

You can also increase smoothness of painted or unpainted parts of the model using **Min. smoothness** and **Min smoothness (painted)** respectively.

The “**Force field**” shader is used for making different kinds of energy walls or portals.

Main color defines exactly what you would expect!

This shader has 3 texture properties: **Alpha**, **Alphawaved** and **Wave**. It basically works like this: Alphawaved is being masked by Wave texture and after that it blends over Alpha texture. All 3 textures can (and should for the better result) be scrolled along U or/and V coordinates. Alpha and Alphawaved share same **Tiling and scrolling (panner) speed**. Wave texture tiling and panner speed can be tweaked independently.

If you want to use textures that does not come with this package, make sure to make them **seamless**, otherwise you can get undesirable results.

Vertical gradient is being applied on top of this textures. you can also control its **falloff**. The higher **Minimum opacity** - the less influence has vertical gradient over material. On top of that you can decrease overall resulting opacity using **Opacity intensity**. If you would like Alpha to contribute to opacity, make sure to check “**Alpha affects opacity**”. On top of that you can get a pulsing effect if you increase **Pulse power** higher than 1.



Differenct VGradient falloff values