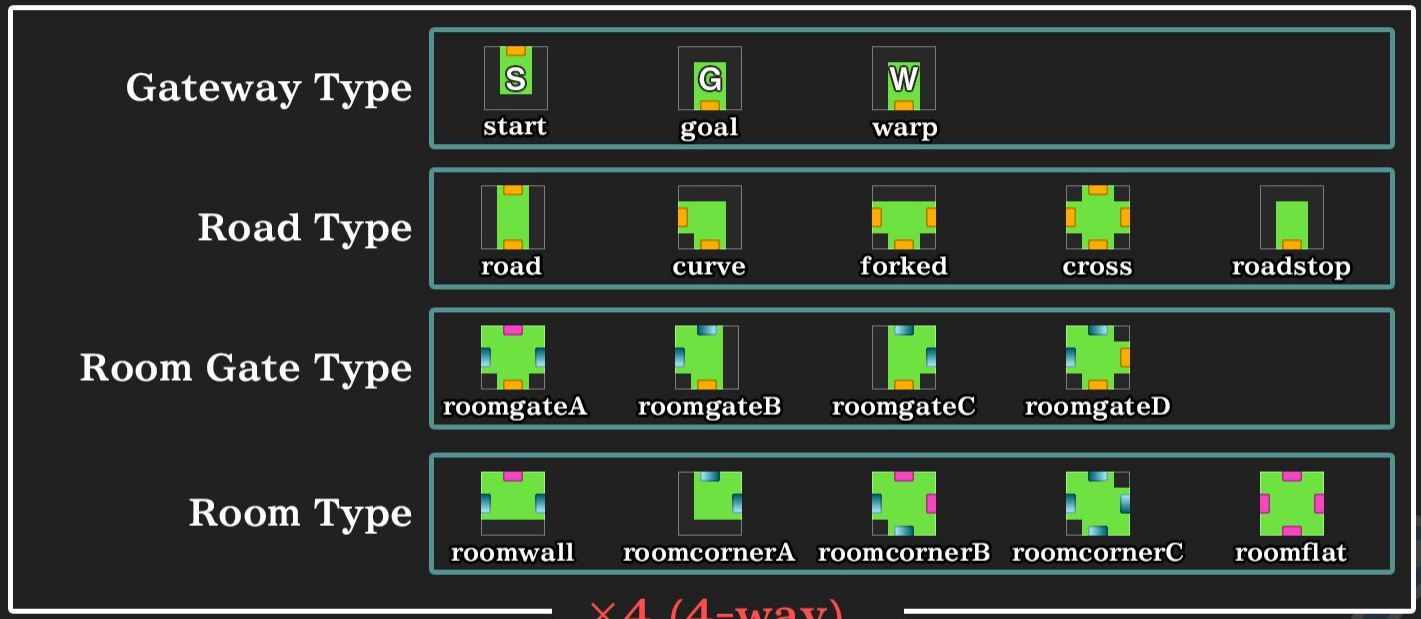
Catstudio - Map Series

Manual

Ver 1.1.0

Types of map parts



https://www.catstudio.jp/

Parts list

name+number

0 degree | 90 degree | 180 degree | 270 degree

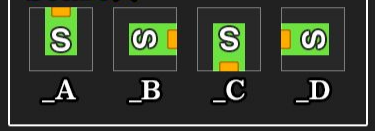
Characters at the end of the word

★ = Number (variation)　_A _B _C _D = Rotation Type

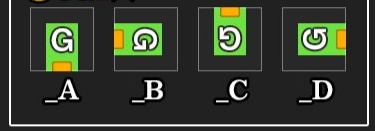
Composition

wall + pathway + mark =

start★

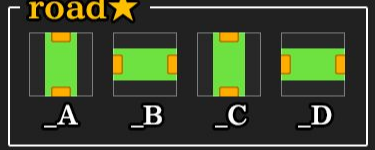


goal★

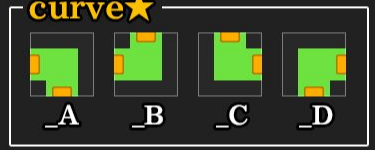


warp★

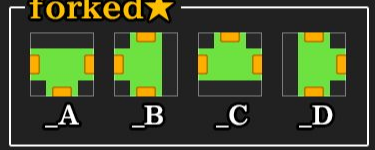
road★



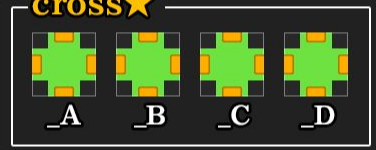
curve★



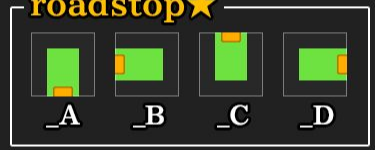
forked★



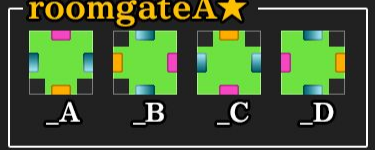
cross★



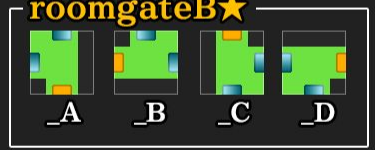
roadstop★



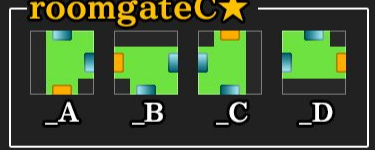
roomgateA★



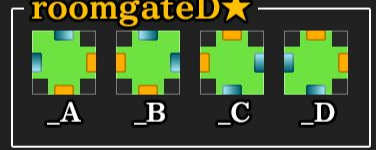
roomgateB★



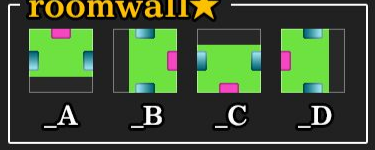
roomgateC★



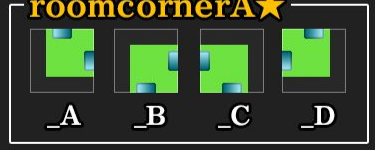
roomgateD★



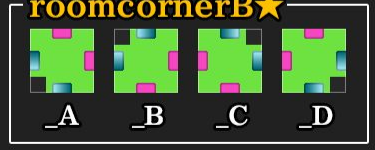
roomwall★



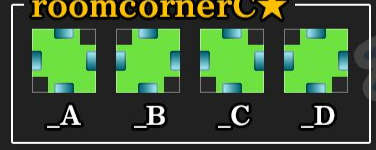
roomcornerA★



roomcornerB★



roomcornerC★



roomflat★

example :

start1_A

forkd1_C

roadstop2_B

roomcornerA1_D

https://www.catstudio.jp/

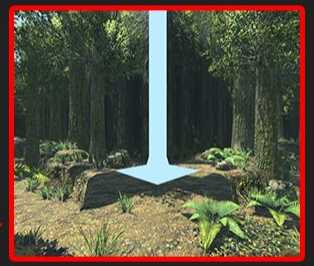
Rule of arrangement Part 1

Map Series：https://www.catstudio.jp/ua_mapseries.html

If the marks at the end of the road are the same color, they will be connected.

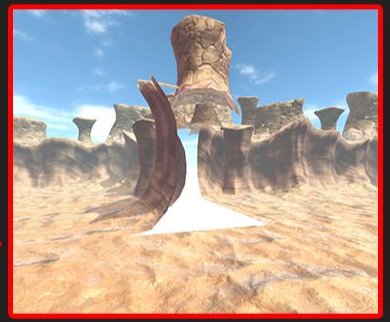
✓OK

×NG



✓OK

×NG



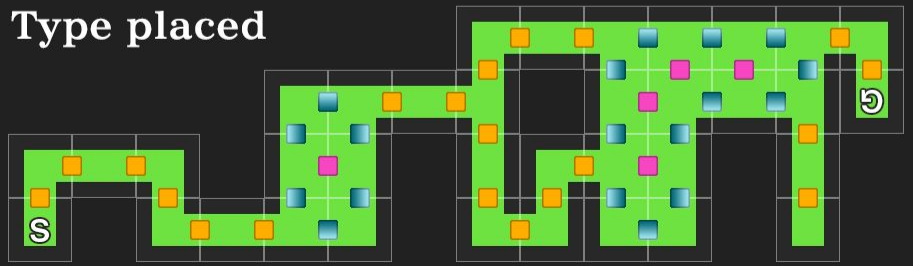
✓OK

S

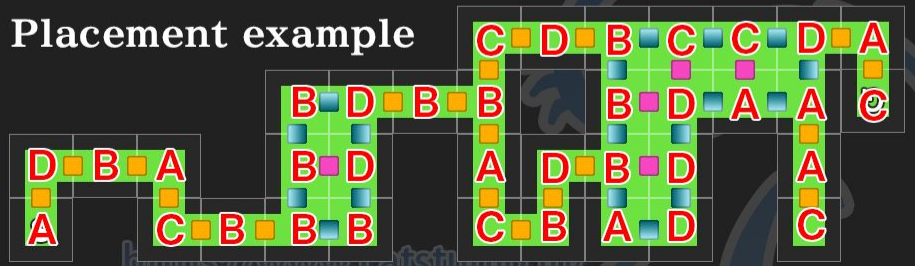
×NG

S

Type placed



Placement example

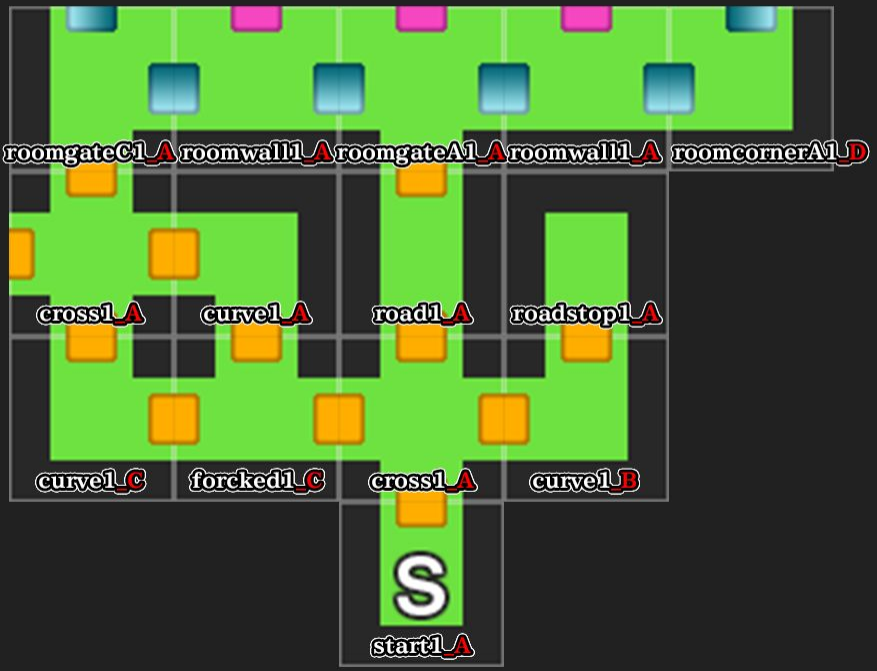


Rule of arrangement Part 2

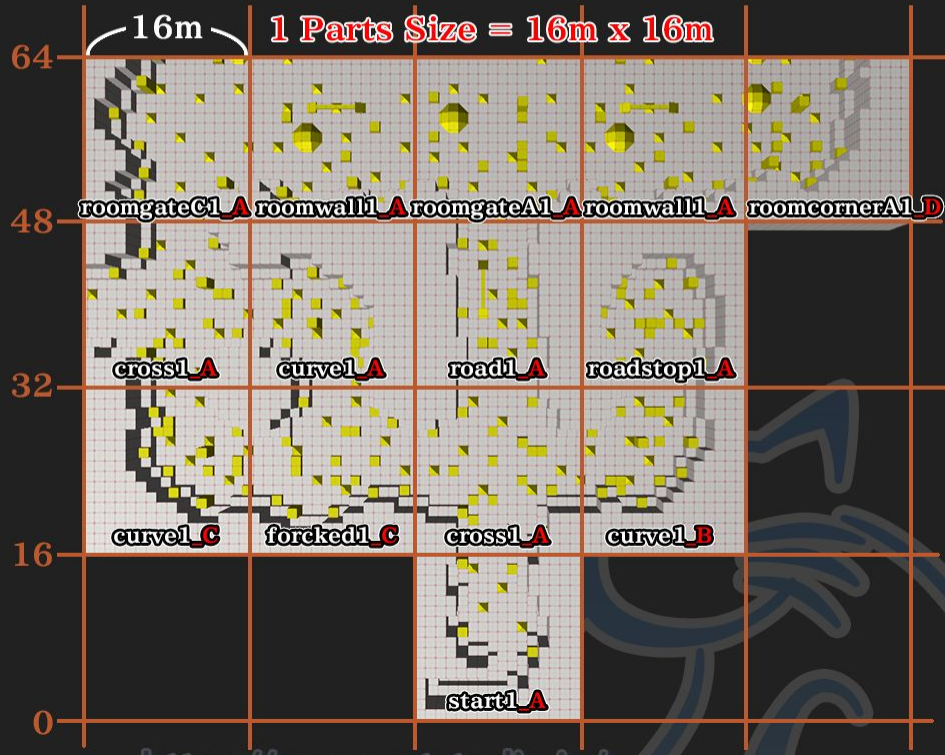
Assets used : Grid Map for FREE
https://www.catstudio.jp/ua_gridmapforfree_en.html

Arrangement example

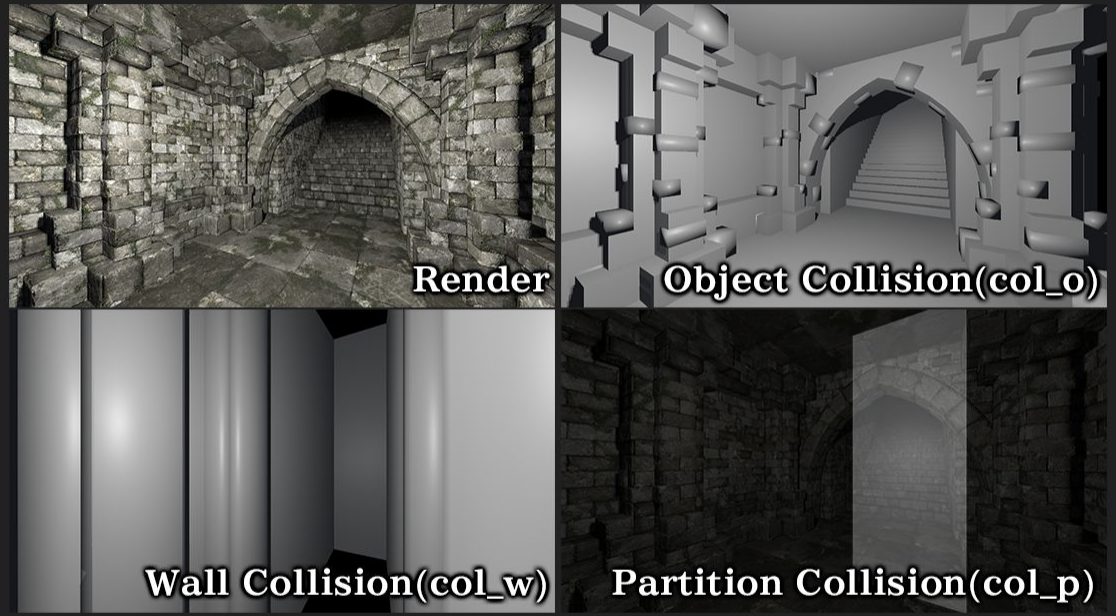
(Please pay attention to "file name" and "mark")



An example in which a prefab file is arranged with reference to the left figure



Collision



Object Collision（Name：col_o）　：It is a collision close to the appearance object

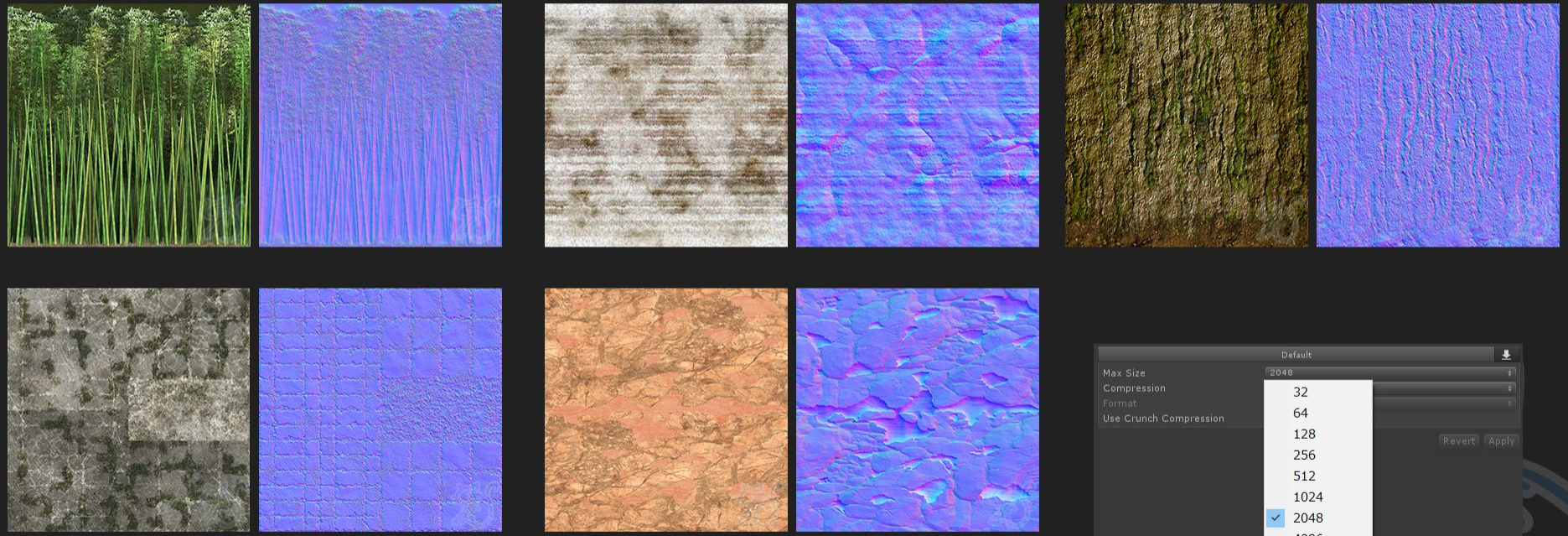
Wall Collision（Name：col_w）　：It is a collision that becomes a wall

Partition Collision（Name：col_p）　：It is a collision that is blocking a place where you can not go, such as a gateway

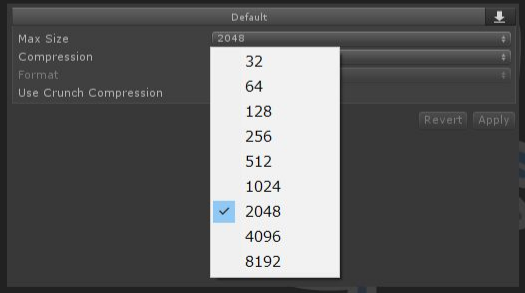
Example:

col_w can be used to judge that the character strikes the ground and col_o can be used to judge against bullets, magic and the like.

Texture



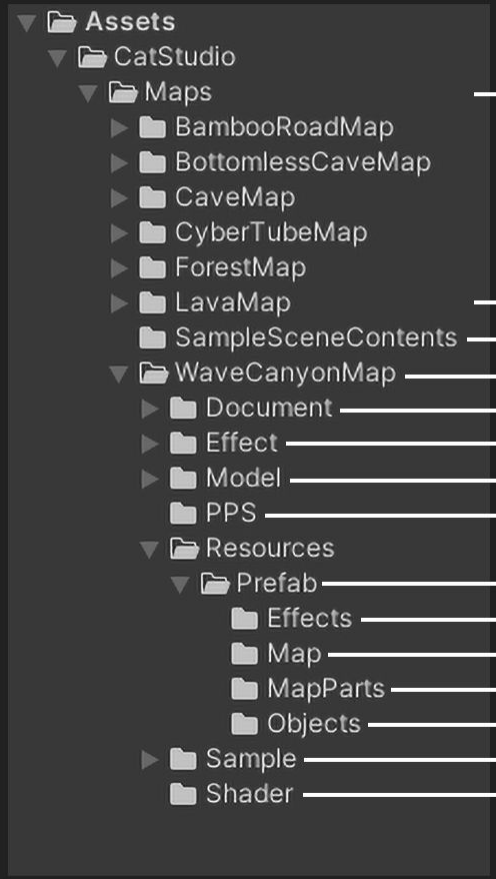
Size : Max 2048 × 2048
Type : Color Texture, Normal Map



You can change the texture size with Unity's Inspector

https://www.catstudio.jp/

Folder structure



Map Series List：https://www.catstudio.jp/ua_mapseries.html

It will be added when you import other map series

Contains scripts and files to share and use in the sample scene

Asset name

Readme and manual

Effect materials and textures

FBX files, materials and textures such as ground and arranged objects

Post Processing Stack data

Prefab files are located under this folder

Includes map prefab file of sample with part prefab file placed

Includes ready-to-use parts pre-assembled in the 16 m x 16 m range

Includes object prefab file that prefabricated each fbx file

Sample scenes

Dedicated shader (only for some map series)

https://www.catstudio.jp/

Universal Render Pipeline(URP) shader

How to use URP compatible shader:
- CatStudio \ Maps \ (Asset Name) \ Shader \ (Asset Name) Shader_URP.unitypackage
  Double-click to import
- CatStudio \ Maps \ LavaMap \ Model \ Materials \ ○○○.mat
  Please change the shader of the material that has turned pink to the imported shader

Note:
- Lightweight render pipeline (LWRP) is not supported.
- Only assets that include a dedicated shader include URP-compatible shaders
  Other than that, Standard Shader is used, so please convert it to URP shader using Unity function.

https://www.catstudio.jp/

How to use Post Processing Stack data

1: Import Post Processing from Package Manager
2: Double-click the package file in the PPS folder to import it
3: Change Color Space to Linear (Edit / Project Settings / Color Space)
4: Open the sample scene in the PPS folder

Note:
- PostProcessingStack data was created with version 3.0.1.

CatStudio - Map Series

https://www.catstudio.jp/ua_mapseries.html