Fantasy Adventure Environment

QUICKSTART GUIDE

STAGGART CREATIONS

HTTP://STAGGART.XYZ

1   THANK YOU FOR PURCHASING THE FANTASY ADVENTURE ENVIRONMENT!

Note: This PDF is a quickstart guide, the full documentation can be found at:

http://staggart.xyz/unity/fantasy-adventure-environment/fae-documentation/

Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.

Rate   Review

Feedback and suggestions can be made in the forum thread:

https://forum.unity3d.com/threads/486102/

2   GETTING STARTED

**Importing**

Import the Unity package through the Asset Store download manager (Found under Window->Asset Store). Please be sure to download the assets in your current Unity version, as the package has been submitted separately for 2017+ and 2018+.

Meaning if you upgrade from 2017 to 2018, you will have to re-download and import the package.

You may receive a warning message about obsolete APIs, it is completely safe to run the API updater.
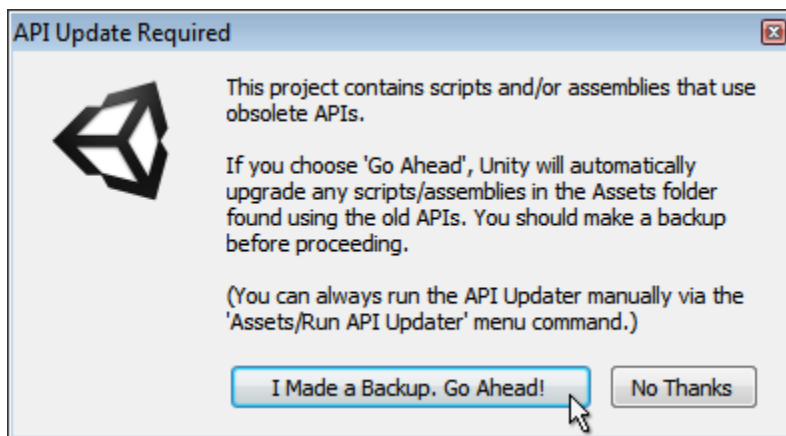
In Unity 2017.3+, there will be several warnings reading the following:

> warning CS0618: `UnityEngine.ProceduralMaterial' is obsolete: `Built-in support for Substance Designer materials has been deprecated and will be removed in Unity 2018.1. To continue using

Substance Designer materials in Unity 2018.1, you will need to install a suitable third-party external importer from the Asset Store.'

This is harmless, and unfortunately not something that can be solved in this version.

Demo scenes

FAE_Demo1: The main demo scene, which is intended to demonstrate the practical uses of the assets. In order to start building your world, you can browse the prefabs in the /Prefabs folder and use them as you see fit.

FAE_AssetOverview: A scene with all the assets lined up and their LODs

FAE_RocksDemo: All the rock assets showcased, and some best practice examples.

FAE_CliffCoverageDemo: A demo scene which makes use of the cliff coverage shader, and a demonstrates the use of a "coverage map".

Unity terrain

It's important to note that the vegetation items will not work on the terrain as "Detail objects". This is because they have LODs, which is incompatible. It is also undesirable to use the assets in this way, since the shader would be overridden by the built-in terrain grass shader.

Instead, add the vegetation items as "Tree Objects". This also applies to assets like Gaia or Map Magic.

I highly recommend using tools such as [Easy Scatter](#) or [Mesh Brush](#), which have a lot more options for distribution.

Other topics

- [Environment set up](#)
- [Features](#)
- [Customizing assets](#)
- [Scripts](#)
- [Shaders](#)

3 SUPPORT

Should you run into any issues or have questions/feedback, please do not hesitate to reach out! I will do my best to respond as soon as I can.

Unity forums thread: https://forum.unity3d.com/threads/486102/

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