



Documentation & Quick Start



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*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

Importing to Built-in RP project

After importing the Standard version into your project 2019.4.30 & above, which doesn't use any of the Scriptable render pipeline packages (LWRP/URP/HDRP), **it should just work™**.

If you see any warnings in the Console window, try the Clear button and/or relaunch Unity. If the warnings don't disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.

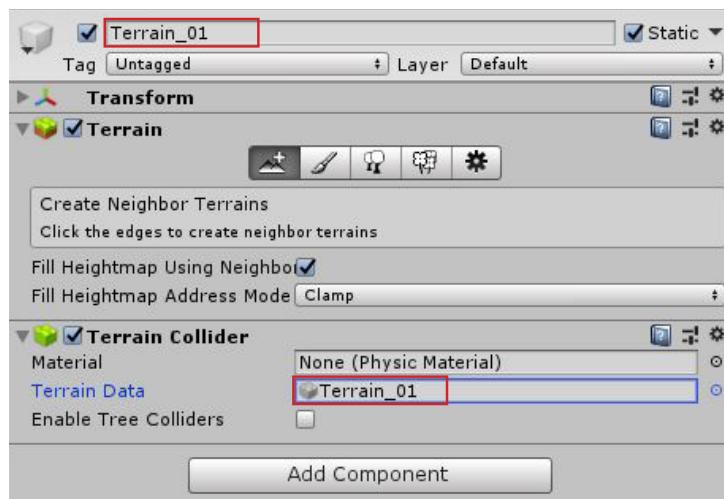
Make sure you have Post Processing installed from Unity's Package Manager. If you install it after you imported the pack, reload the demoscene to get rid of possible errors.

Using an older Unity version than 2019.4.30

If you purchased this pack with version 1.4 or lower you can also import the pack into Unity version 2019.1.0 and up to the latest 2019.3.x version.

Everything should work, except for the terrain of the demoscene. If you want to use the demoscene including the terrain, make sure you are using the old terrain assets for the terrain tiles (for example "Terrain_01" and not "Terrain_01.1").

You can find all the terrain assets in the /terrain_data folder and you can delete the unused terrain assets in the folder.



In the terrain settings you can assign each terrain asset to its corresponding terrain tile.



Lightweight Render Pipeline (LWRP) and Universal Render Pipeline (URP)

Our latest pack update no longer supports LWRP due to Unity discontinuing LWRP development. In case you purchased this pack with version 1.4 or lower and are using LWRP you still can update your project with the latest pack version, but keep in mind to use the legacy LWRP shaders.

Additionally to the built-in RP version, this pack also includes a version which works with the Universal Render Pipeline. If you want to find out exactly what it can and can't do please visit this page:

<https://docs.unity3d.com/Manual/render-pipelines.html>

Since Unity 2019.3 the LWRP is renamed to Universal Render Pipeline (URP). Make sure you are importing the URP version of our package if you are using URP and Unity version 2019.4.30 or above.

Importing to URP project

Here you will find detailed steps on how to import the package. Please note that this package only works out of the box with Unity 2019.4.30 and above.

IMPORTANT: In case you are using the new URP shaders with a Unity version older than 2019.4.30 please be aware that this might result in shadow cascade errors in the scene. To solve the problem you can either use the shaders from the /shaders/legacy folder or set the Cascades option in your render pipeline asset to "No Cascades".

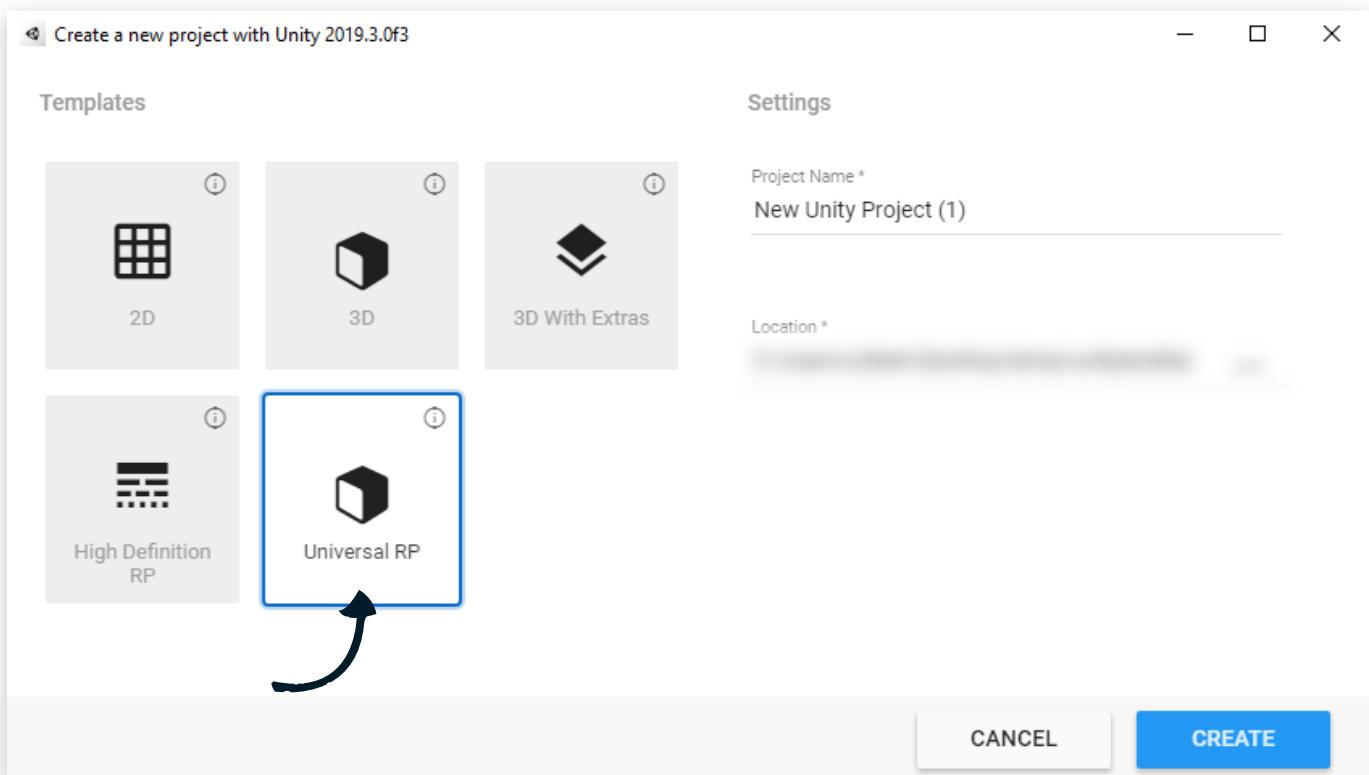


How to set up your project for URP (option 1)

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 2019.4.30 or above).



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



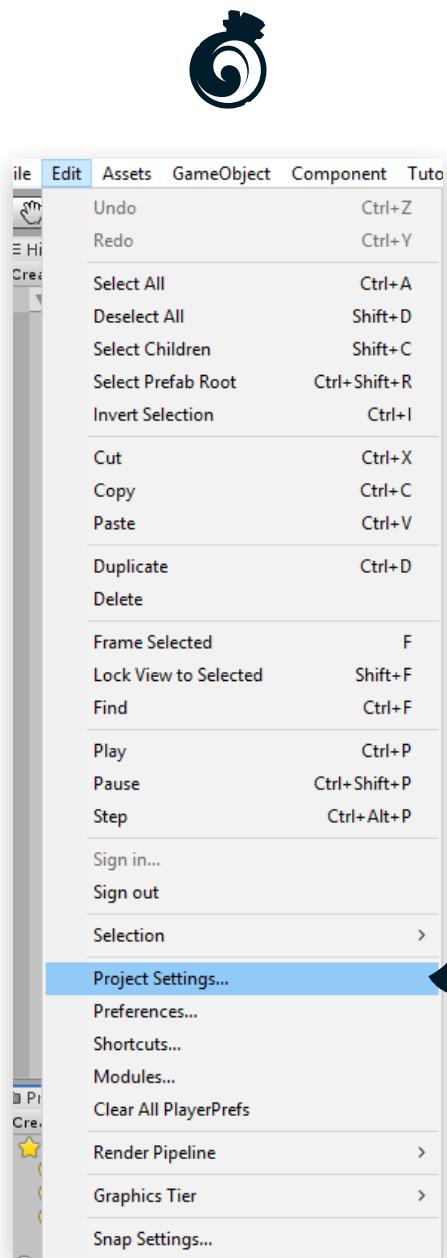
Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

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 e-mail.

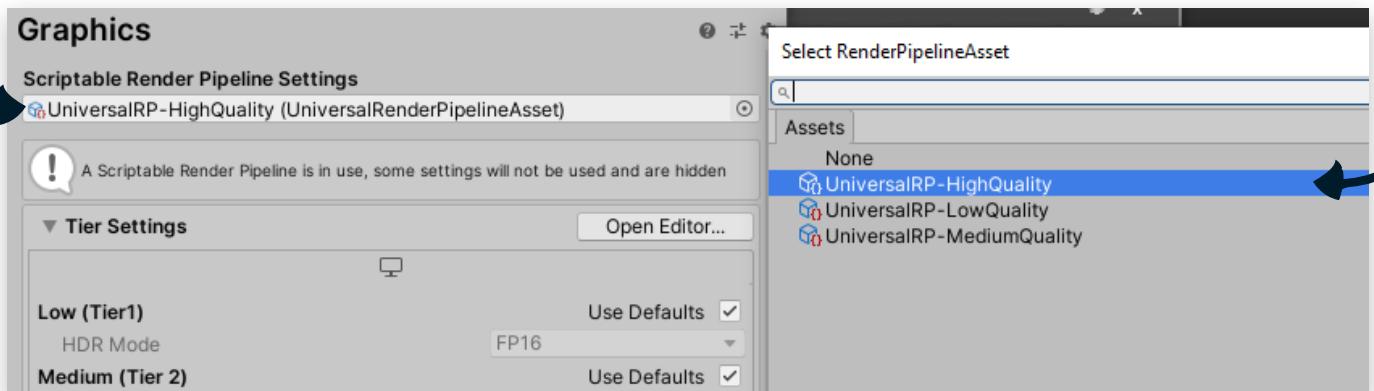
Note: If the error message “*a tree couldn’t be loaded because a prefab is missing*” pops up in the console tab, simply press “Clear” in the “Console” tab and it won’t appear again. This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package.

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.

If you still encounter pink shaders, please make sure you have the correct pack version installed, depending on the render pipeline you are using.



Step 4: After the project is loaded, go to Edit > Project Settings...

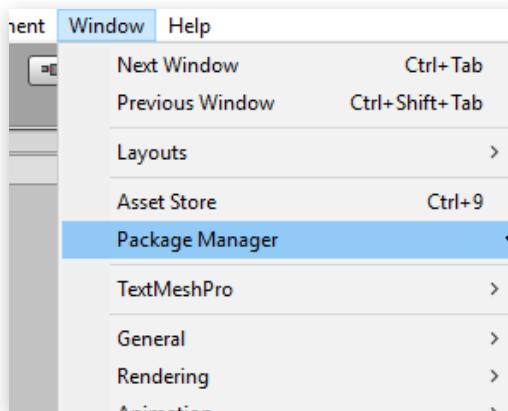


Step 5: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.

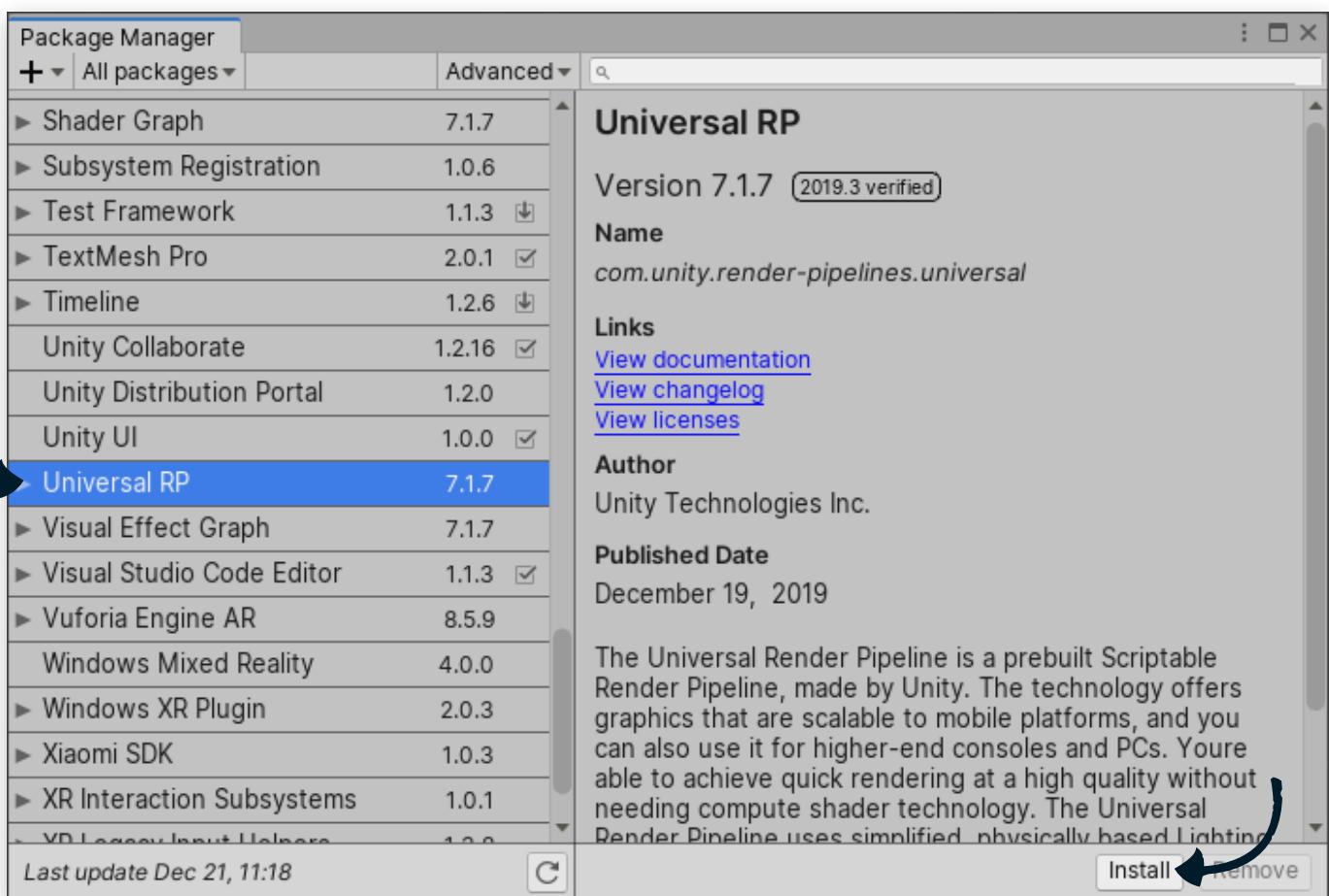


How to set up your project for URP (option 2)

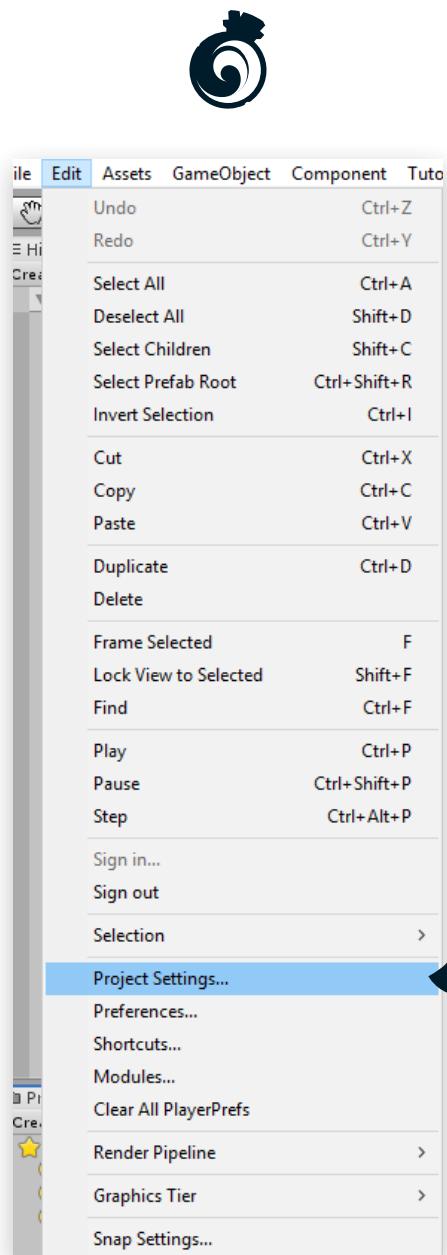
If you imported the pack before you installed the URP please follow the steps below:



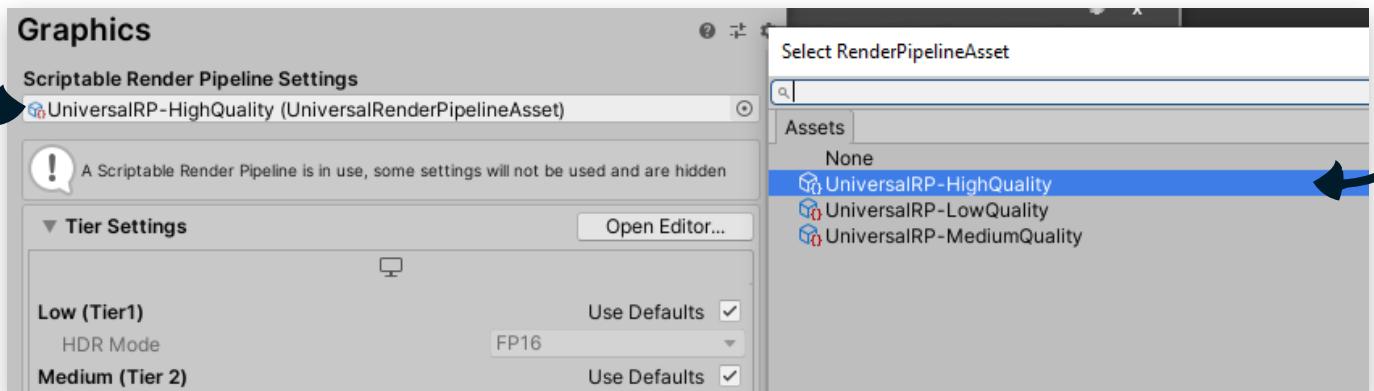
Step 1: go the Window > Package Manager.



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 “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.





How to set up Post Processing for URP

Note: These steps are only needed in case you have imported the LWRP version into an URP project.

The Post Processing has changed since Unity 2019.3.0 and is now included in URP. To make Post Processing work with 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: Make sure to enable “Depth Texture” in the render pipeline settings to avoid errors in the water shader.



The render pipeline asset settings.



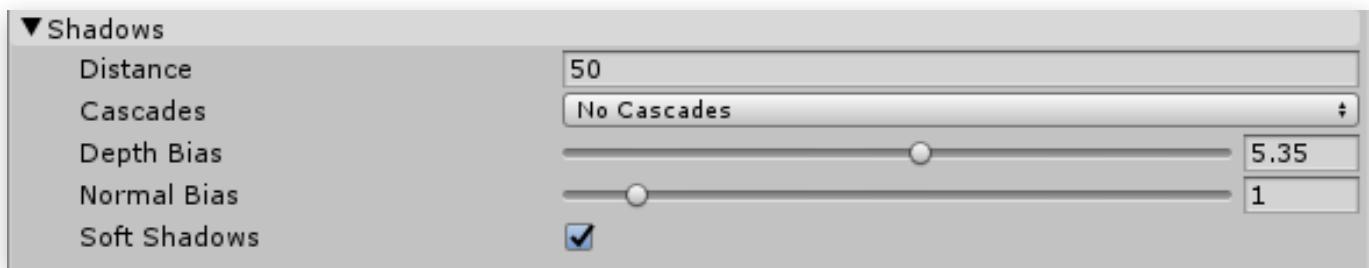
Demo scenes

Demoscene_wildlands_bundle: demoscene with different sceneries. All the sceneries you see in the trailer were recorded directly out of the demoscene.

Demoscene_wildlands_bundle_assets: in this scene you will find all the assets within the package.

Quality settings for URP

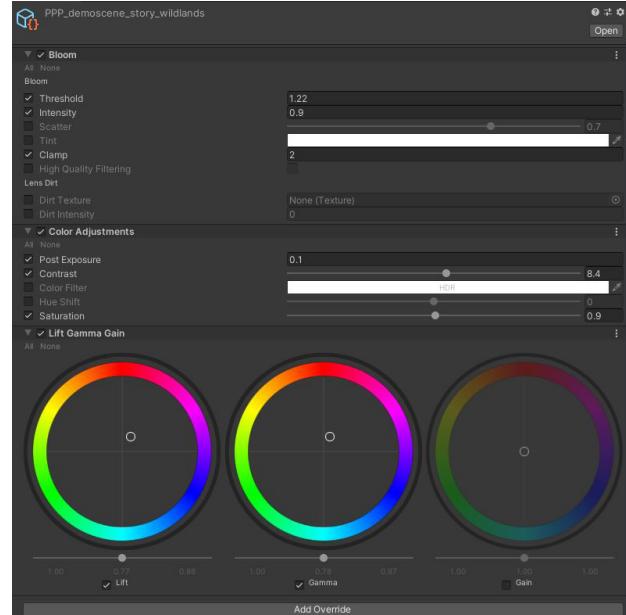
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows

Post Processing

Inside the \Story Wildlands Bundle\Settings folder you will find a PPP_ file for the demo scene. There you can adjust the postprocessing to your liking.



The post processing settings.

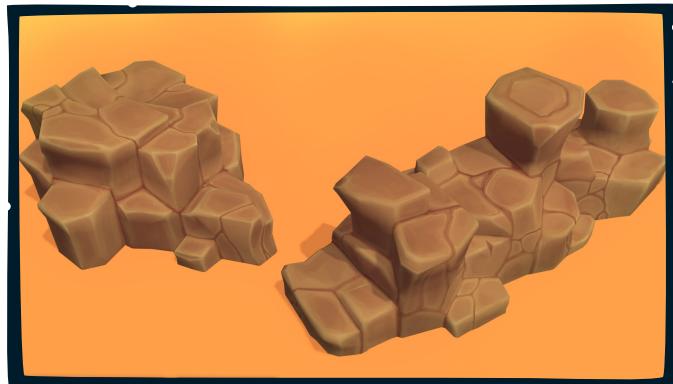
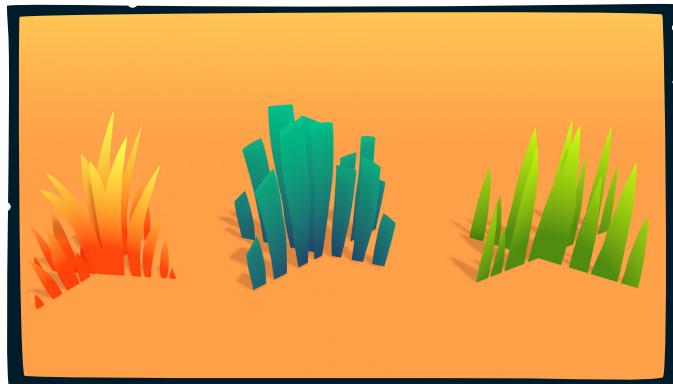


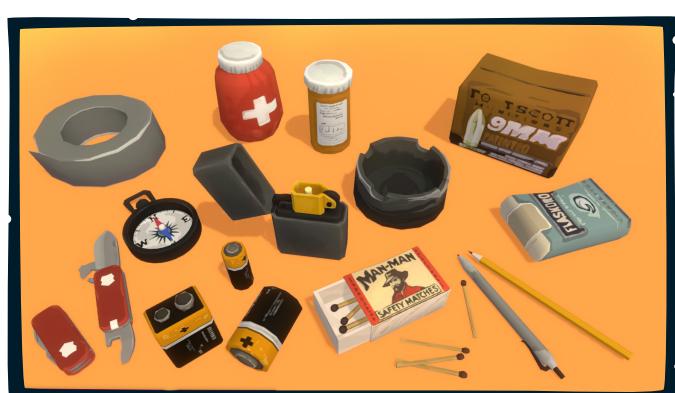
Demoscene





Demoscene_assets







Assets

Meshes

Lightmap UVs

All the SM_ENV... assets have a custom Lightmap UV in the second channel.
The following prop assets also have a custom Lightmap UV in the second channel:

- SM_PROP_birdhouse
- SM_PROP_campfire
- SM_PROP_infoboard_01
- SM_PROP_infoboard_02
- SM_PROP_sign_01
- SM_PROP_sign_02
- SM_PROP_fence_01
- SM_PROP_fence_02
- SM_PROP_fence_03
- SM_PROP_laundryline
- SM_PROP_picnitable
- SM_PROP_tent

Textures & Materials

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

Skybox

You will also find a skybox texture in the **2d\textures** folder.

Terrain

For the terrain you can use the following two textures:

- T_ENV_TERRAIN_dirtgravel
- T_ENV_TERRAIN_grass_03

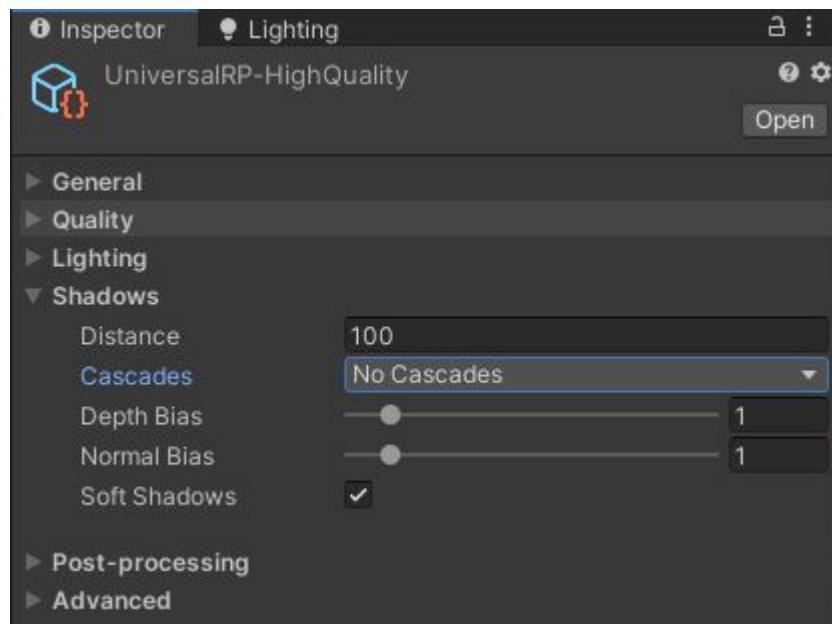


Shaders

With package version 1.5 the foliage, water and top projection shader have been overhauled. They were created using Amplify with Unity version 2019.4.30 and hence can **not** be opened or adjusted using Unity's Shader Graph. Of course if you have Amplify installed, you can adjust the shaders there.

The older versions of the shaders for LWRP/URP can still be found in the /shaders/legacy folder and should still be compatible with Unity version 2019.1.0 and above. The rest of the shaders are all standard URP or Built-in, depending on which render pipeline you are using.

IMPORTANT: In case you are using the new shaders with a Unity version older than 2019.4.30 please be aware that this might result in shadow cascade errors in the scene. To solve the problem you can either use the shaders from the /shaders/legacy folder or set the Cascades option in your render pipeline asset to "No Cascades".



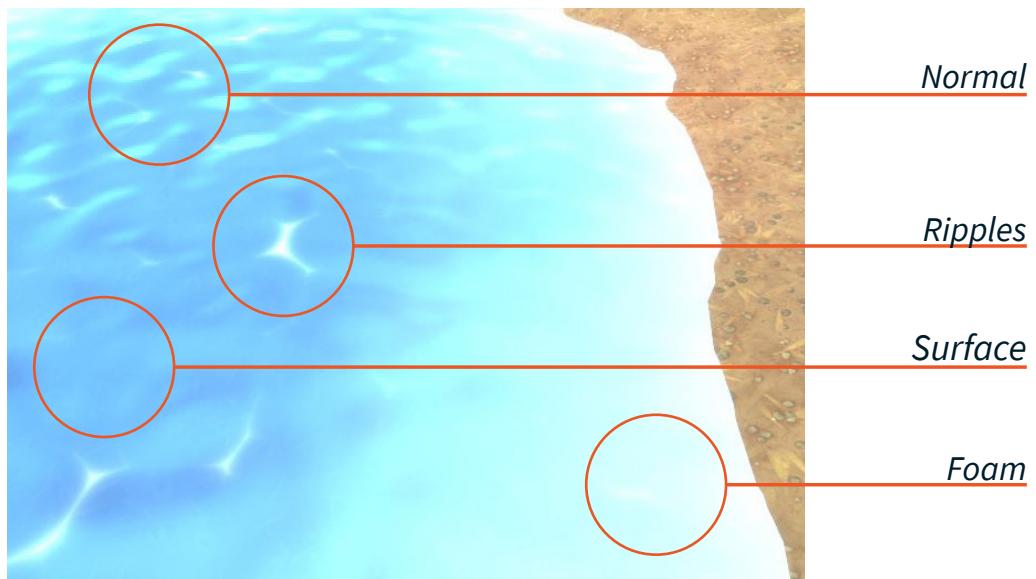
The shadow cascades options in the render pipeline asset.



Water shader

The water material is defined by four main parts:

- **General Surface:** Defines color and opacity of the surface
- **Normal:** Defines the Normal of the water surface
- **Foam:** Creates a foam effect where meshes intersect with the water
- **Ripples:** Defines the ripple like highlights on the water surface



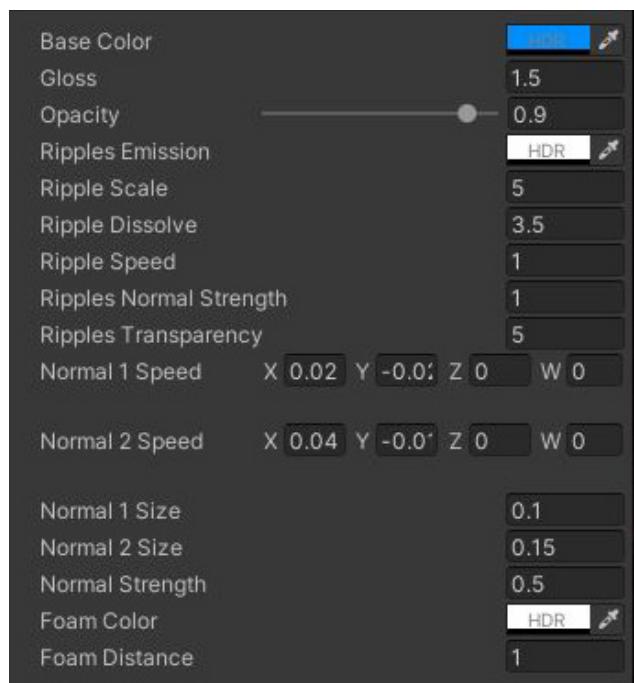
The four main parts of the water shader: Normal, Foam, Ripples and Surface.

- Important note: If the water isn't displayed correctly, make sure you have enabled "Depth Texture" in your Render Pipeline Asset and play around with the shadow cascades in case you are experiencing shadow issues with the water.
- If you are applying the water material to a new plane, make sure to turn off "Cast Shadows" in the inspector window of the plane.



To customize the water shader you have the following options:

- Base Color: base color of the water
- Gloss: defines surface gloss amount
- Opacity: defines surface opacity
- Ripples Emission: Emission intensity of the ripples
- Ripple Scale: defines the scale of the ripples
- Ripple Dissolve: contrast of the noise which is used for the ripples
- Ripple Speed: defines the movement speed of the ripples
- Ripples Normal Strength: Defines height of the ripples
- Ripples Transparency: Defines how transparent the ripples are
- Normal 1 Speed: speed of the waves
- Normal 2 Speed: speed of the waves
- Normal Strength: defines height of the waves
- Foam Color: color of the foam where the meshes intersect with the water
- Foam Distance: size of the foam



The customization options inside the water material.

Foliage shader

For the foliage wind movement we have included 2 shader variations in this pack:

- S_foliage_wind_standard_advanced: doublesided shader, which is primarily used for the grass. It has a variety of options to customize the shader.
- S_foliage_wind_standard_advanced_lit: doublesided shader with the same customization option as the one above, but with front/back faces shaded influenced by light direction. It is primarily used for the tree leaves and bushes.

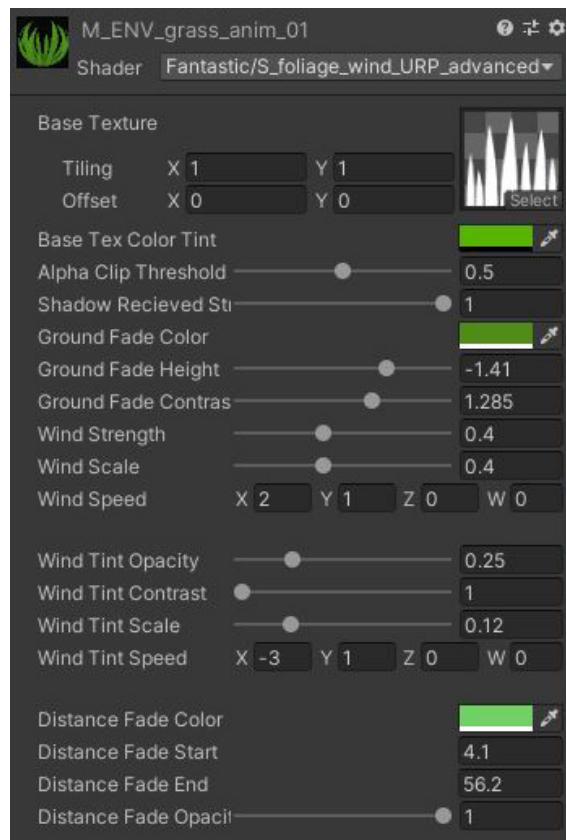
The advanced wind shader is defined by five main parts:

- **Base Color/Texture:** Defines texture and tint of the surface
- **Wind Movement:** Defines strength, scale and direction of the wind movement.
- **Ground Fade:** Defines a color fade starting at the bottom of the mesh, primarily used for the grass.
- **Wind Tint:** Creates highlights on the grass
- **Distance Fade:** Defines a distant color fade relative to the camera position.



To customize the wind shader you have the following options:

- Base Texture: Slot for the foliage texture
- Base Tex Color Tint: Defines texture tint color
- Alpha Clip Threshold: Defines threshold when the pixel will be opaque or transparent
- Shadow Received Strength: Defines the intensity of the received shadow on the mesh
- Ground Fade Color: Defines the color used for the ground fade
- Ground Fade Height: Defines the range of the ground fade
- Ground Fade Contrast: Defines ground fade contrast
- Wind Strength: Strength of the deformation
- Wind Scale: Defines the density of the noise applied to the mesh
- Wind Speed: Movement direction of the noise (only edit the x and y values, z and w components are not used)
- Wind Tint Opacity: Defines transparency of the tint color
- Wind Tint Contrast: Defines contrast of the tint color
- Wind Tint Scale: Size of the noise for the tint
- Wind Tint Speed: Movement direction & speed of the noise
- Distance Fade Color: Defines the color of the fade in the distance
- Distance Fade Start: Defines start of the fade relative to the camera view
- Distance Fade End: Defines the end of the fade
- Distance Fade Opacity: Defines transparency of the distance fade



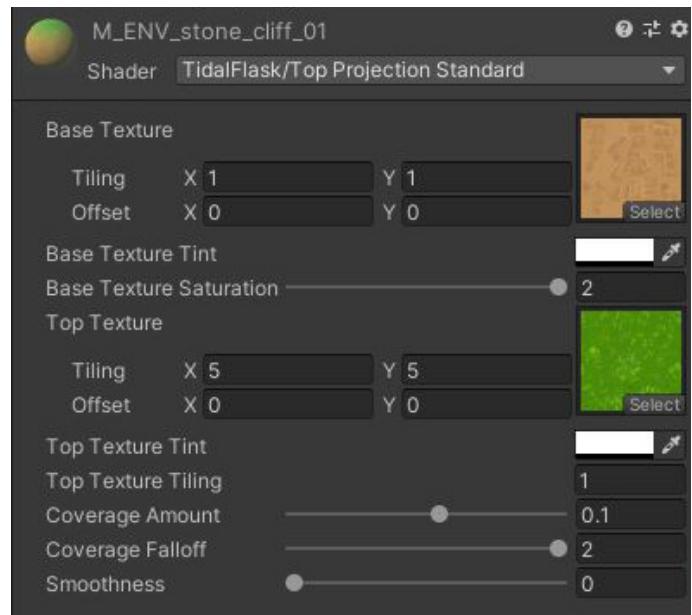
The customization options inside the wind material.



Top projection shader

The look of the stones and cliffs can be customized thanks to the top projection shader. When selecting a stone or cliff material, you can add a secondary texture in the Top Texture slot to blend it from the top and make adjustments to your liking.

- Base Texture: Slot for the stone texture
- Base Tex Tint: Defines texture tint color of the base texture
- Base Tex Saturation: Defines saturation of the texture
- Top Texture: Texture slot for the top projection
- Top Tex Tint: Defines texture tint color of the top texture
- Top Tex Tiling: Defines the tiling amount of the top texture
- Coverage Amount: Blending amount of the top texture
- Coverage Falloff: Defines the edge falloff of the top texture
- Smoothness: Defines a value for smoothness



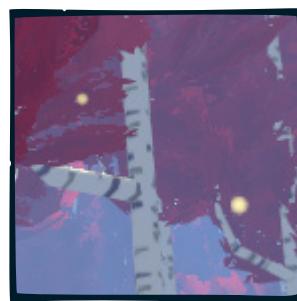
The customization options inside the stone material.

FX

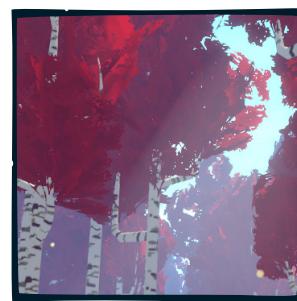
Inside the **\prefs\FX** folder you will find some customizable effects to decorate your scenes. We added the following effects:



Fire



Glow



Godrays



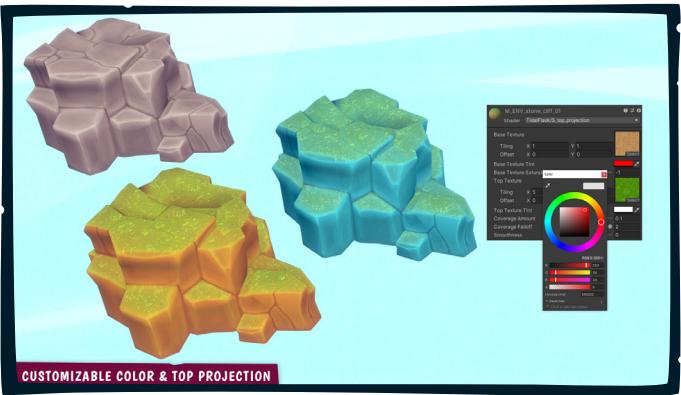
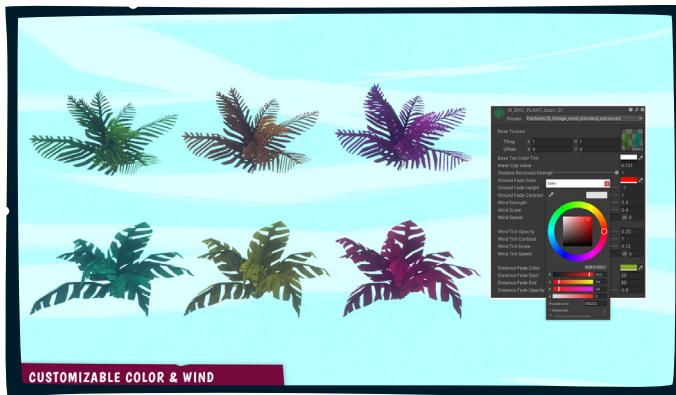
Customizing Assets

Materials

All materials that use either the S_foliage_wind_URP/standard_advanced shader or the lit version of it can be customized not only for the wind movement but also color to match your preferred season or style. (M_ENV_grass_..., M_ENV_bush_..., M_ENV_tree...)

You can offset the Tiling on M_ENV_wood_detail (Surface Inputs > Offset). Since the atlas is perfectly split in half you can move the UV by 0.5 to have a different cap texture on your assets.

For the P_ENV_stone_cliff_01 and _02 assets you can adjust not only the color but also what texture to blend and how to blend it from the top.

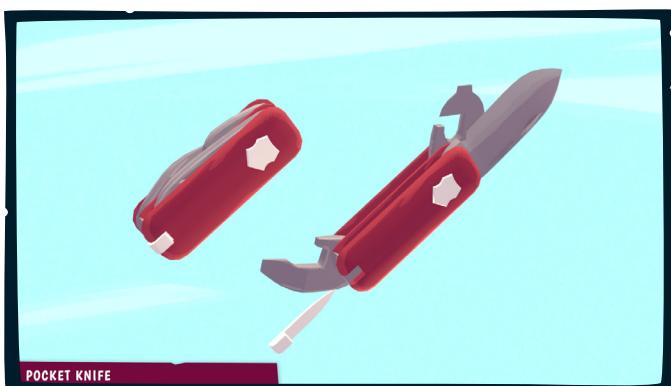
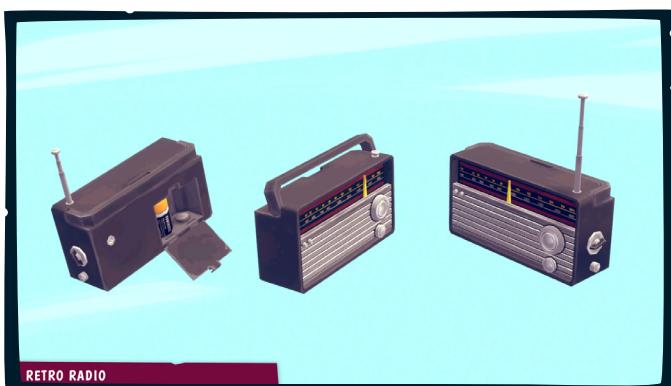




Props

Some of the prop parts can be opened, moved, rotated, extended etc.

For example P_PROP_shovel can be completely collapsed or used as shovel and/or pickaxe. The radio has multiple buttons and other parts that can be pressed or rotated, it even has a lid for batteries! The backpack has a lot of utility space where you can also add various assets to decorate it.





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.

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 from an older version of our pack, you can change to URP and everything should work from the getgo - shaders, materials and lighting 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). We are aware of some shader warnings showing up, which don't seem to actually break the shader. So simply clearing the warning in the console tab should fix the problem.

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 doesn't use the same render pipeline as the pack version you installed. 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...

Make sure you installed the correct render pipeline version of our pack. After opening a scene it’s still possible, that some assets are 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
- Re-add 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'm using Unity version older than 2019.4.30 and the scene assets have shadow errors and/or pink materials and/or the terrain isn't showing.

Regarding pink assets and terrain issues please see the chapters 1, 2 and 3.
The new URP shaders are created in Unity 2019.4.30 and are not backwards compatible.
The errors are created by the shadow cascades settings in the render pipeline asset. You can either use the shaders from the /shaders/legacy folder or set the Cascades option in your render pipeline asset to “No Cascades”.

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 says the following: *Shader error in ‘Shader Graphs/“shader name”: syntax error: unexpected integer constant at line...*

Sadly we could not reproduce it but we very closely follow possible solutions for it. This error only occurs with Unity version 2019.2 and using another unity version possibly fixes the error.



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

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