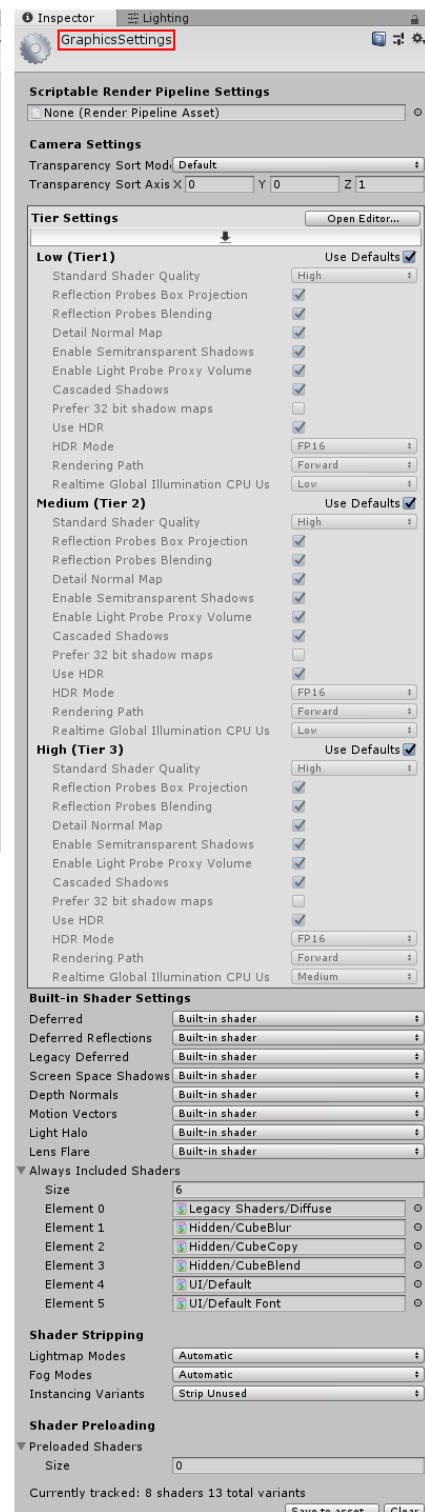
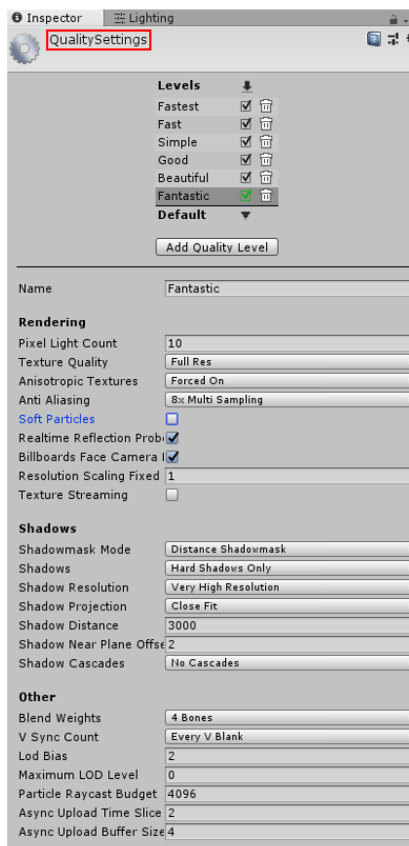
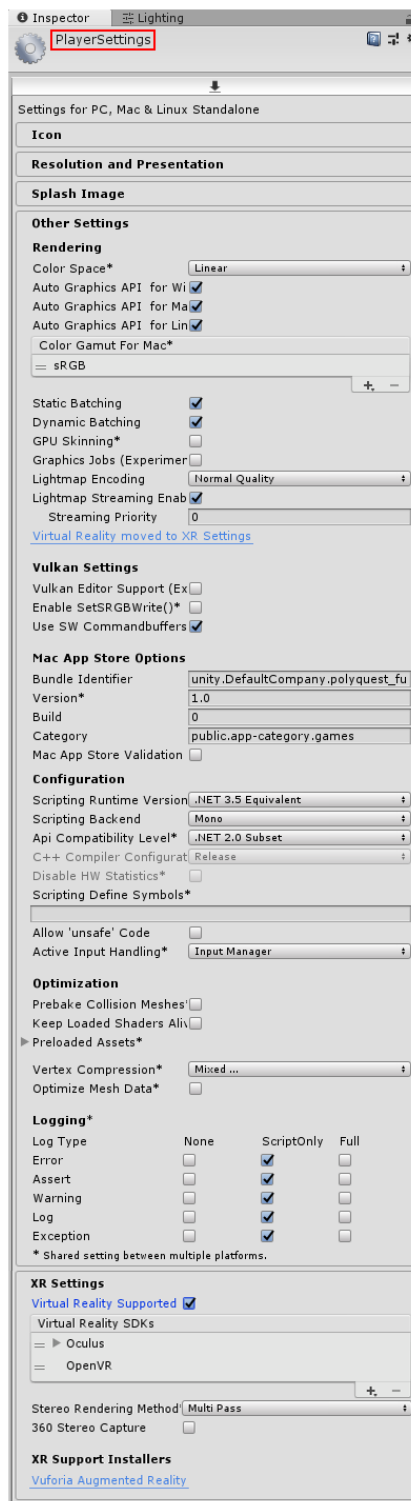


# Polyquest Guidelines:

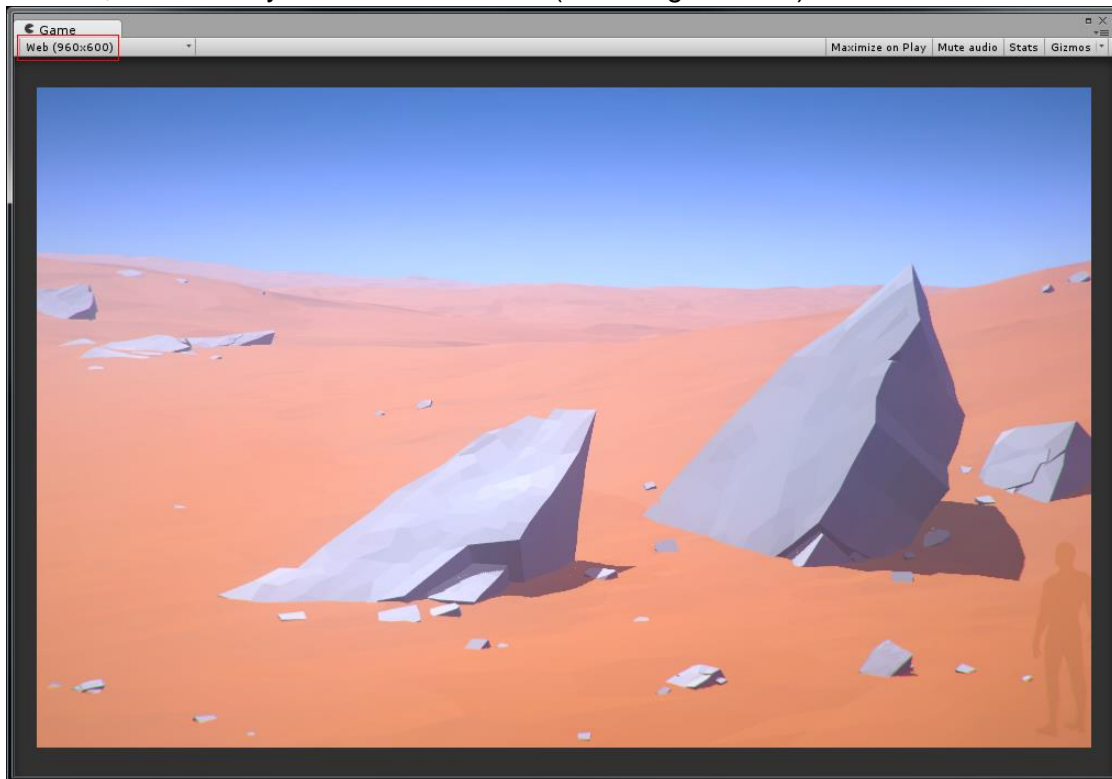
## A- Project Quality and Player Settings:

Before you start using the pack, make sure you have the right player, quality & graphics settings (see below):

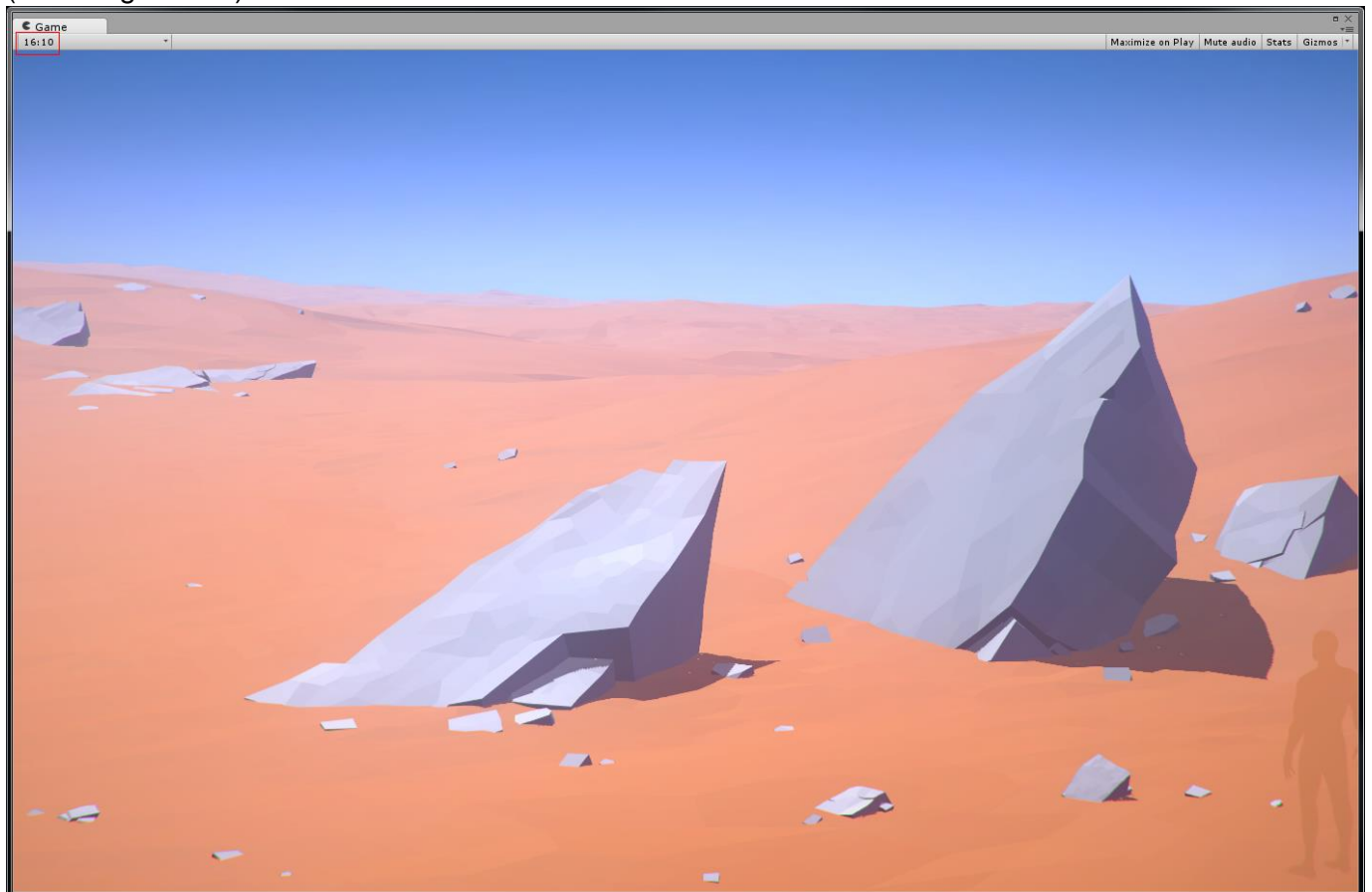


## B- Project Resolution:

Before you start using the pack, make sure you have the right resolution settings in the game window, make sure you set it to 960x600 (see images below):



Or you can set it to any resolution that has the 1.6 resolution, for instance like the 16:10 preset (see image below):



## C- Vistas:

The vista cut-out cards could be combined in all kind of different ways and they have a very low impact on performance since they don't use transparency. They are also very versatile and can adapt to different visual styles. They also can represent all sort of different landscapes from deserts to mountains to arid mars hills to name a few.

Ideally one would start with a big vista cards and then start placing smaller cards to give more definition to the outline by scaling, translation and rotating those smaller cards.

## D- Special Notes:

1-“Simple Pixelizer” camera shader used to make the pixelated looking effect in the screenshots is not included in the package but could be feely downloaded here:

<https://www.assetstore.unity3d.com/en/#!/content/3579>

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