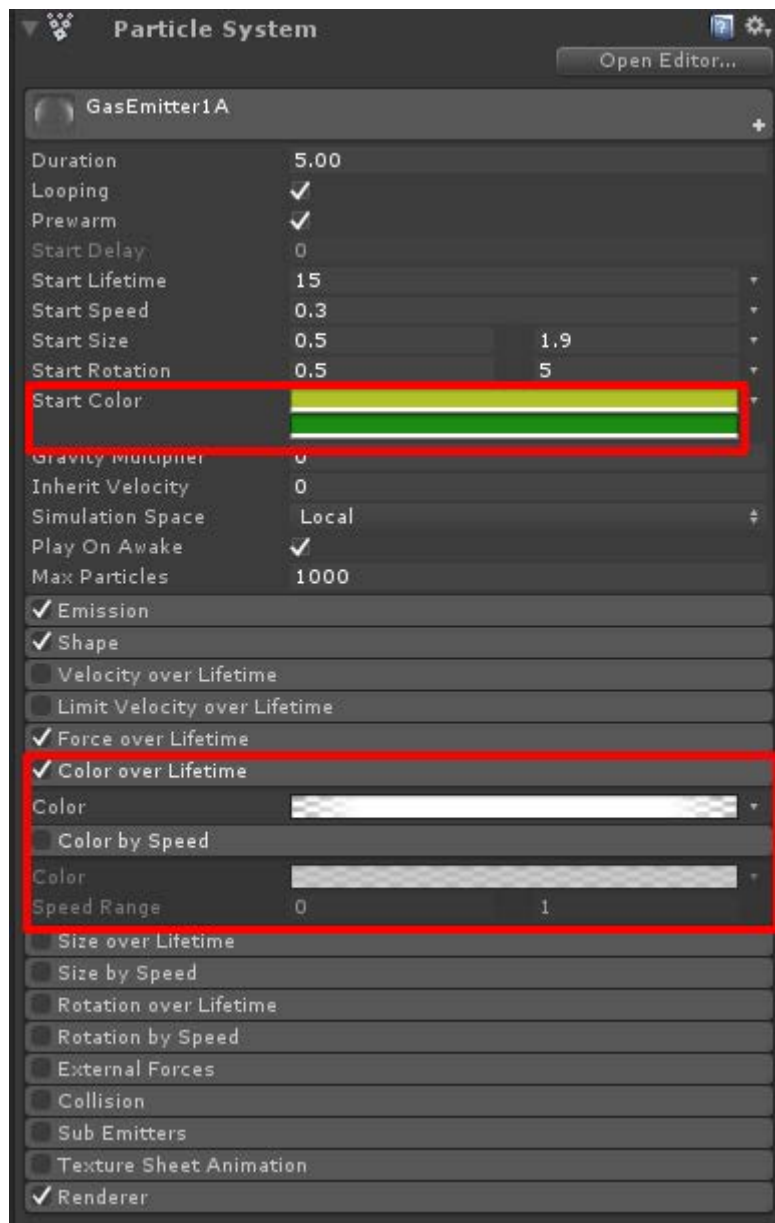## Toxic Environment Effects

Thank you for buying this model pack.

To use the models/effects, simply drag the prefabs, located in the "Prefabs" folder into your scene.

Customization

All particle textures are white, so they can be colorized within the particle system.


These settings can change the color of the particles.

Area Effects

The gas (ground) clouds and some of the spore effects are designed as area effects. That means these effects will cover a larger area. The gas clouds cover an area of 100x100 unity units by default, the spore clouds an area of 70x70.

If you want to cover a larger or smaller area with these effects you must probably change some of the settings, because changing the area size will also change the particle density.

The particle density is affected by the following settings:
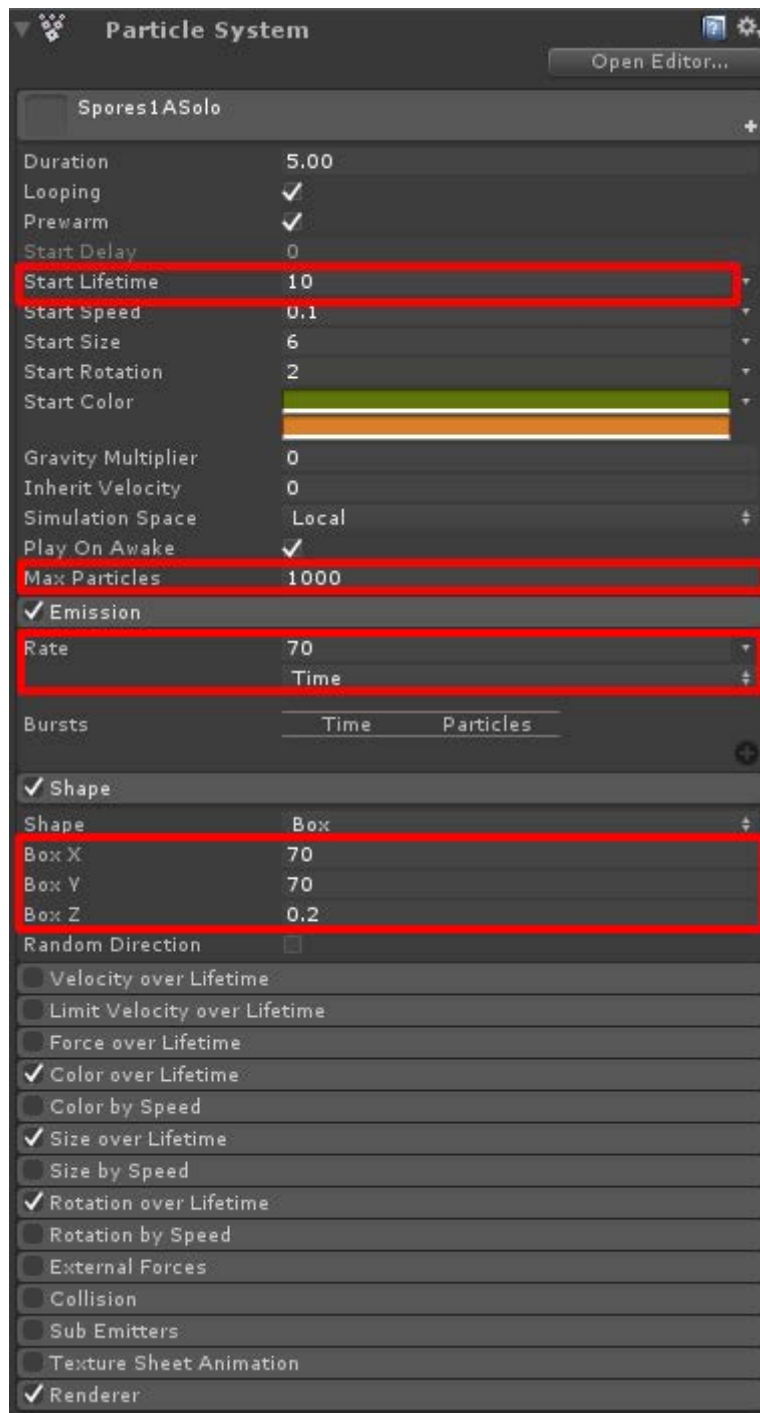
Start Lifetime: Defines how long a particle lives before it is destroyed.

Max Particles: Defines how many particles are rendered at max. If the settings would emit more than the defined max amount they will be limited to that amount.

Rate: The rate particles are emitted per second. E.g. a rate of 70 means that 70 particles are emitted by the system per second.

Box X/Y/Z: This defines the area in that the particles are emitted.

E.g. you want to change the size of an area effect to 1000 x 1000 so it would cover an entire level.

First you have to change the Box x/y values to 1000. You'll notice that the particle density has decreased because the particles are now emitted in a much larger area. To counter this you have to increase the rate and max particles.

You can also in addition increase the start size of the particles.

Note: Increasing max particles and rate can have an impact on performance if you exaggerate it.

Note: The area effects work best on a relative flat terrain.

This may also help you understand what each setting in the particle system will do: http://www.youtube.com/watch?v=xTQeW4muY10

Music+Sound

All music and sound files in this pack are from freesound.org and licensed as CC0 public domain.

Contact Information

You can contact me here: msgdi@yahoo.de. Please include your invoice number.

I always appreciate ratings/reviews on the asset store if you think this pack deserves it. Thank you.

A quickstart to physical based rendering (PBR)

This model has PBR textures that work with the Unity 5 standard shader (specular setup). To enable PBR shading in your project the following steps are needed.

- Go to Edit/Project Settings/Player
- Rendering path must be "Deferred", color space must be "Linear"
- Make sure the "HDR" checkbox on your camera is enabled
- The skybox should use a Unity 5 HDR ready material (e.g. skybox/6 sided)
- The actual lightning settings depend on how you want the lightning to be. But if you want the skybox to be the source of the ambient light you can use the following lightning settings. Ofc you're free to play around with the lightning settings to achieve different results. "Continuous baking" should be enabled to see changes immediately.