

Low Poly Free Pack Documentation

Firstly, we would like to say that we thank you for trusting us. This is the documentation file that comes with our dungeon pack. You will be able to find this documentation in the Unity Editor's toolbar (Tornado Bandits Studio - > Package Presentation).

If you have any question don't hesitate to contact us.

Update 0.1:

With the launch of our newest package, [Low Poly Dungeons Pack](#) we've decided, as we've promised, to update our free pack with 17 more meshes and a new demo scene. Besides that, we've added a C# script that creates a Low Poly Water effect (the calculations are is on CPU, not on GPU) and we've updated the legacy image effects to the new [Post Processing Stack](#) effects.

Our project's assets are packed in a single folder, called TornadoBanditsStudio. The Editor and Logo folders are used only for the in editor package presentation. The main assets of the package are childs of the folder called Low Poly Free Pack.

Meshes may be located in the folder called Meshes while the prefabs may be found in the Prefabs folder.

Most of the meshes are used in our 4 demo scenes, that may be found in DemoScenes folder.

Meshes and Prefabs folders are split in different subfolders that helped us to organise the models. In the prefabs folder we have created different complex prefabs that will help you create your environments faster. We recommend you, if you want to create your own scenes to use the prefabs folder, because each prefab has a collider.

You will also be able to find some particles that fit the art direction of the package. You will be able to find them in the Particles folder.

We have also created some skyboxes and sprites that may help with your scenes backgrounds.

In the Scripts folder you will be able to find some behaviours that might help you creating small effects for your scenes.

- TBS_Water to create a low poly water (see some examples in the Water folder)



- TBS_Camera_Movement that will move an object to a give position in a give time

To achieve the camera effects presented in our package's trailer/screenshots, you will need to download [Unity's Post Processing Stack](#). We will leave a link below. After you download it, select a camera add the component PostProcessingBehaviour and after that in it's field drag and drop the Post Processing Settings made by us. You will be able to find them in the DemoScenes folder.\n\n If you will import the pack all the existing scenes will be set up automatically.

Thank you!



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