



Documentation & Quick Start



Thank you!

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*Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.
Feel free to give us feedback via E-Mail info@tidalflask.com
or our social media!*

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

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.

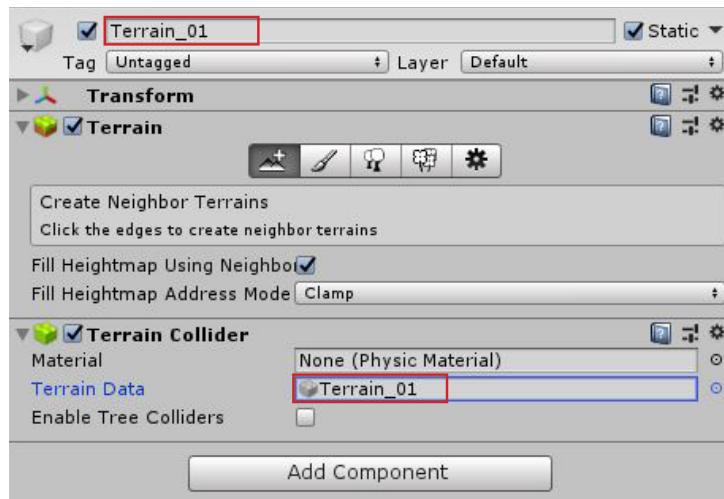
If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible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

Using an older Unity version than 2019.4.30

If you purchased this pack with version 1.8 or lower you can also import the updated 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 1.8 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:

The screenshot shows the Unity Hub interface. In the top left is the Unity logo. On the right is a gear icon. Below the logo are three tabs: 'Projects' (highlighted with a blue background), 'Learn', and 'Installs'. The main area is titled 'Projects' and contains a table with columns for 'Project Name', 'Unity Version', 'Target Platform', and 'Last Modified'. At the top right of the table are 'ADD' and 'NEW' buttons, with a black arrow pointing to the 'NEW' button.

Step 1: Click “NEW” to create a new project (for URP pick Unity 2019.4.30 or above).

The screenshot shows the 'Create a new project' dialog. At the top left is the text 'Create a new project with Unity 2019.3.0f3'. On the left is a 'Templates' section with icons for '2D', '3D', '3D With Extras', 'High Definition RP', and 'Universal RP' (which is highlighted with a blue box and a black arrow). On the right is a 'Settings' section with fields for 'Project Name *' (set to 'New Unity Project (1)') and 'Location *' (with a blurred path). At the bottom are 'CANCEL' and 'CREATE' buttons.

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

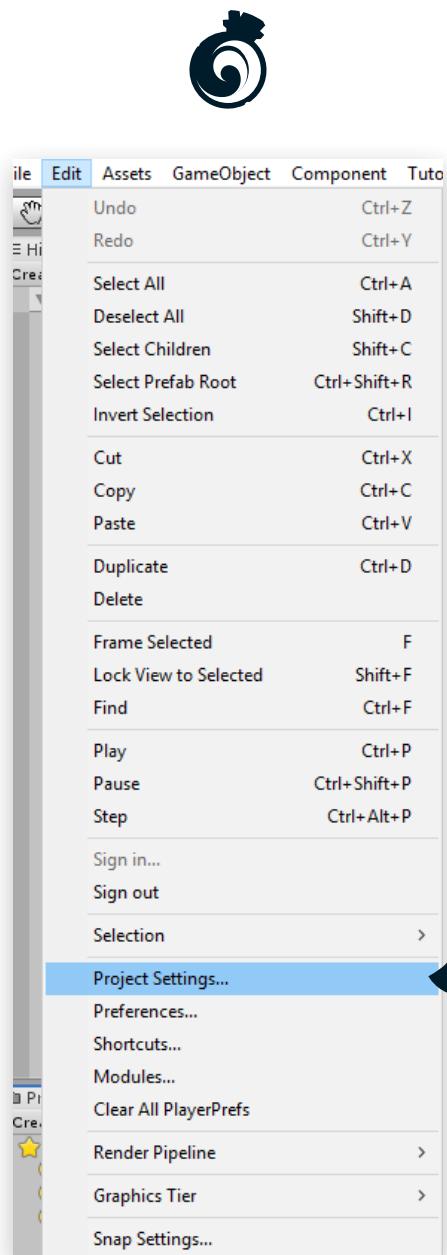


Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

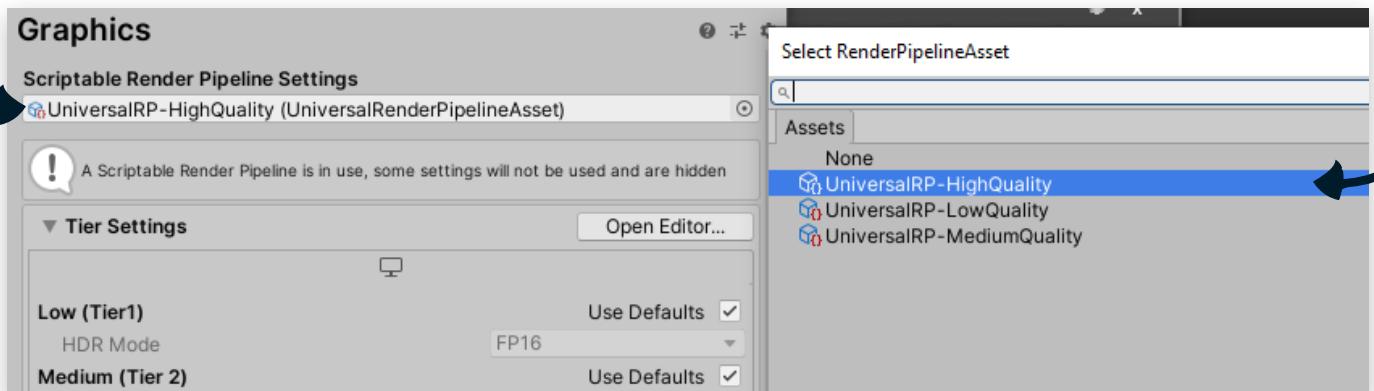
If you see any errors in the “Console”, try the “Clear” button. If the errors don’t disappear consult the FAQ or drop us an e-mail.

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...

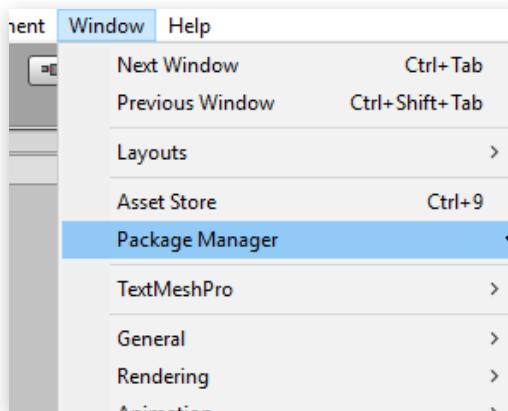


Step 5: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.

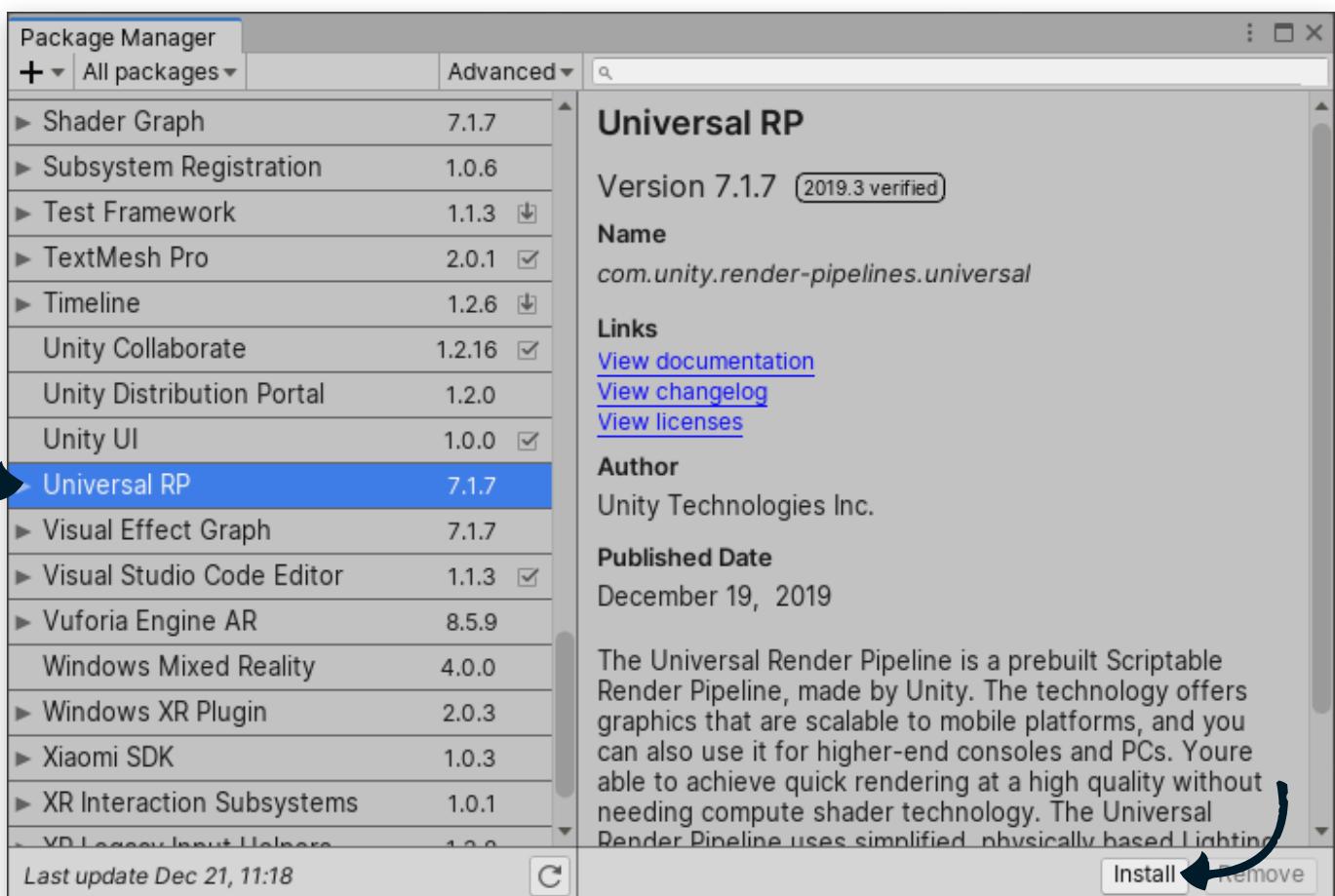


How to set up your project for URP (option 2)

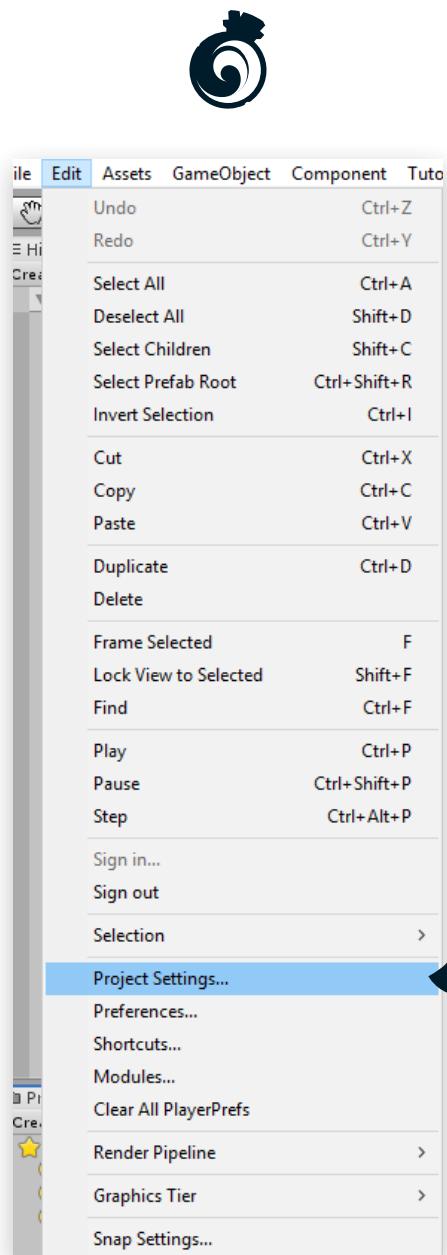
If you imported the pack before you installed the URP please follow the steps below:



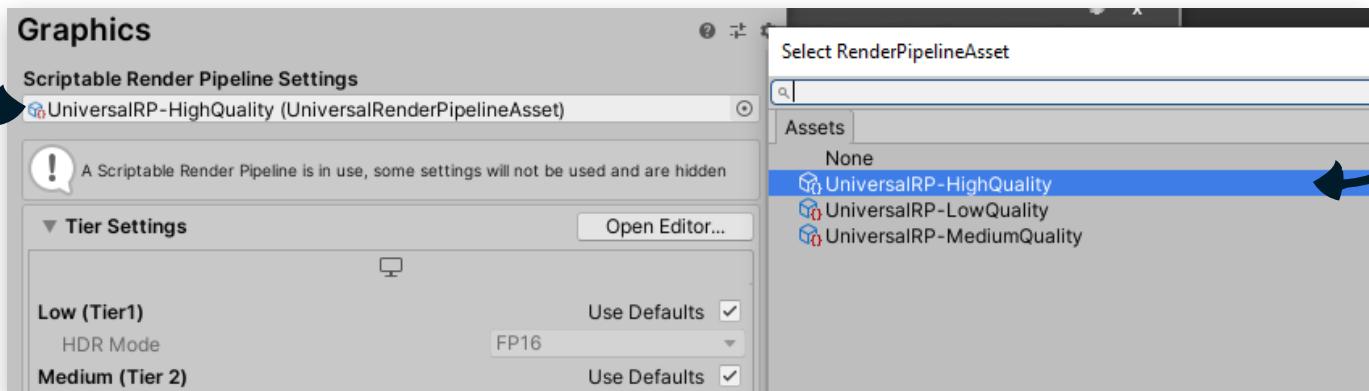
Step 1: go the Window > Package Manager.



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.





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_village_day: daylight scene with different sceneries

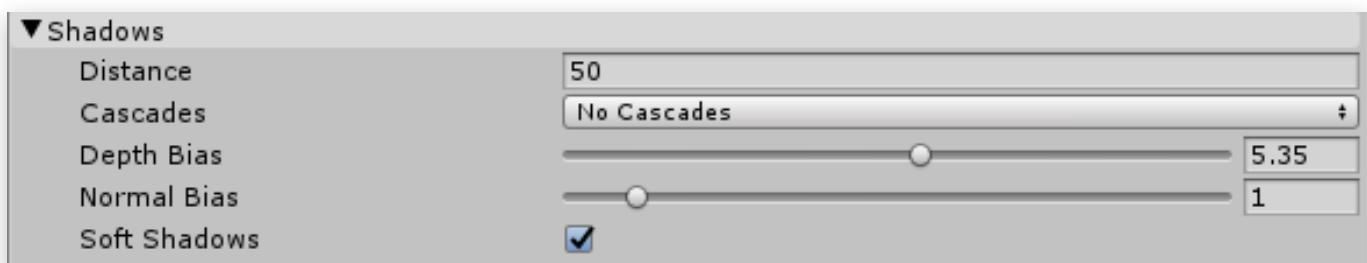
Demoscene_village_night: night scene with the same sceneries like the daylight scene

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

All the sceneries you see in the trailer were recorded directly out of these scenes.

Quality settings for URP

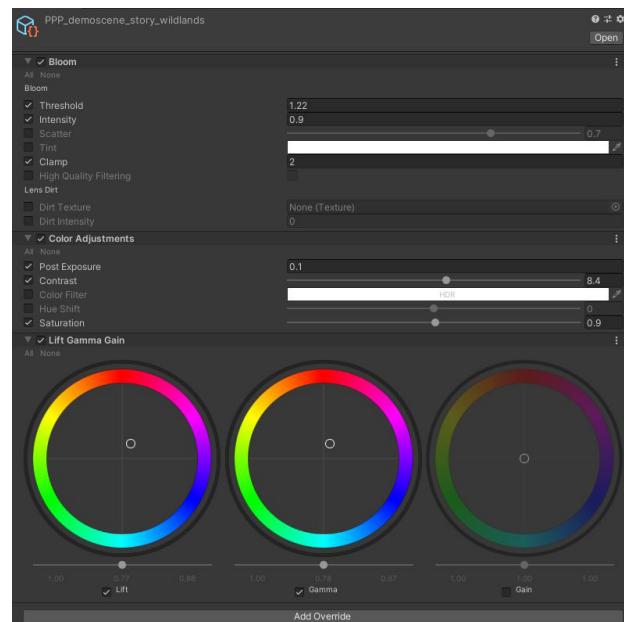
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows

Post Processing

Inside the \Fantastic Village Pack\Settings folder you will find PPP_ files for the demo scenes. When selecting the Global Volume in the demo scene you can adjust the post processing to your liking.



The post processing settings.



Demoscene_village_day & _night

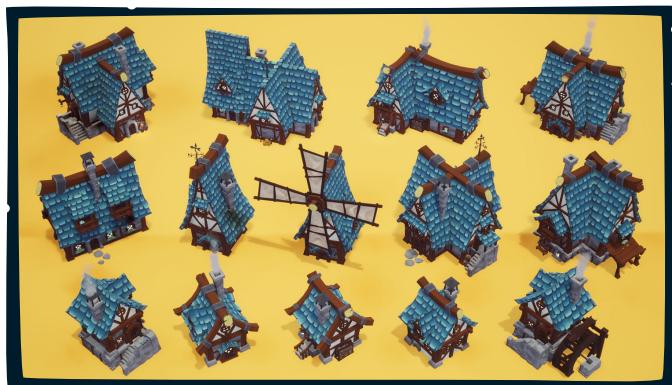




Demoscene_village_assets

In this scene you will find all the assets within this package.







Assets

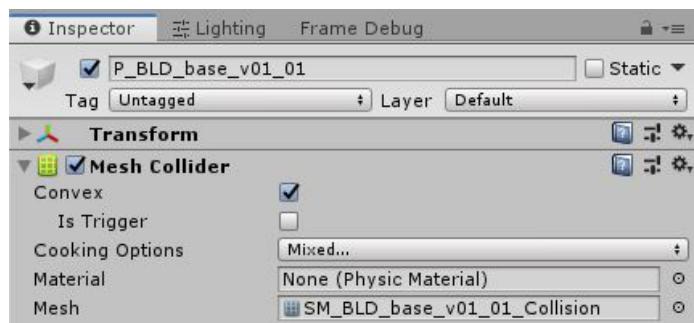
Meshes

Lightmap UVs

All assets have a custom Lightmap UV in the second channel.

Mesh Colliders

All the building assets have a custom mesh collider. The props either have a mesh collider or a box collider where needed. If you need less detail in the mesh colliders, make sure to enable “Convex” in the Mesh Collider of the selected asset.



Inside the prefab you can adjust its mesh collider.

Textures & Materials

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

There are different classes of materials and textures in this pack depending on its use:

- Tileable materials (rooftiles, wood, metal, skyboxes etc.)
- Terrain textures (gravel, grass, pavingstone, stone)
- Atlases (props)
- FX (fire, steam, windtrail)

Bonus asset "FANTASTIC - Food Pack" specific materials

There is a single Atlas for the whole Food Pack. We also added a Metalness and Smoothness map to the project which is set up the following way:

- Red channel = Metalness
- Alpha channel = Smoothness

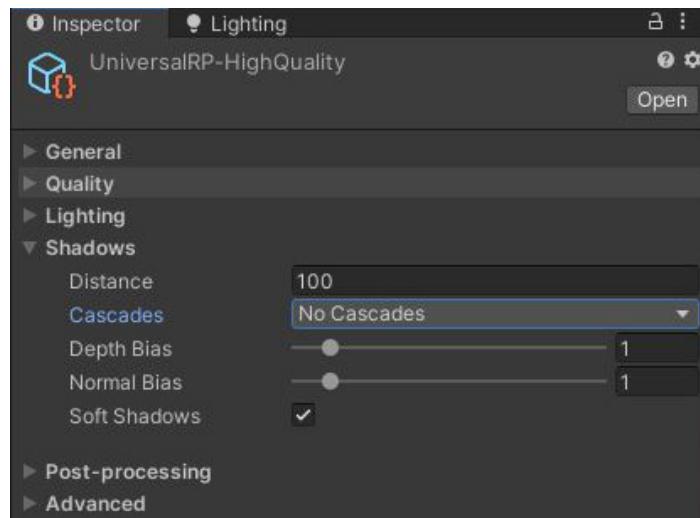


Shaders

With package version 1.9 all shaders 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".



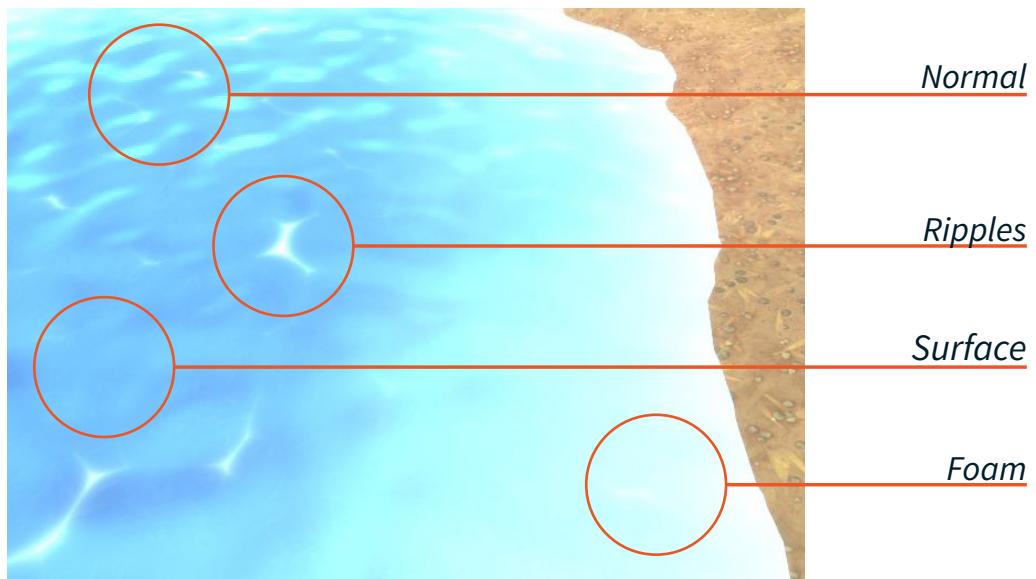
The shadow cascades options in the render pipeline asset.



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



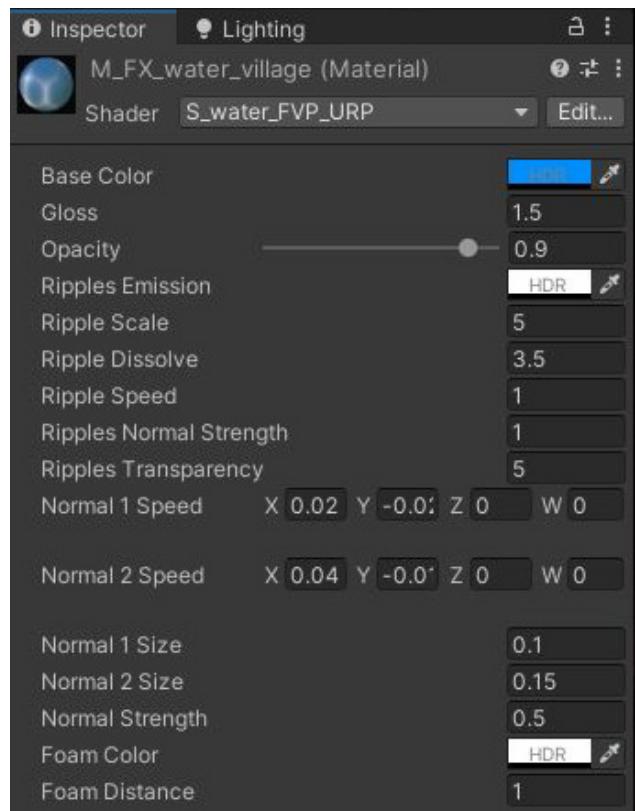
The four main parts of the water shader: Normal, Foam, Ripples and Surface.

- Also enable “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



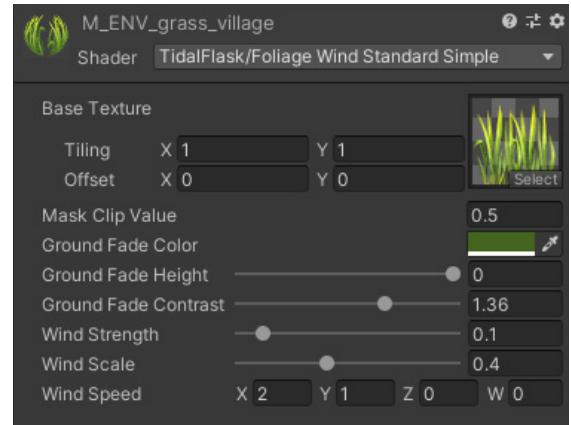
The customization options inside the water material.



Foliage/flag shaders

The simple unlit wind shader is primarily used for the grass.
To customize it you have the following options:

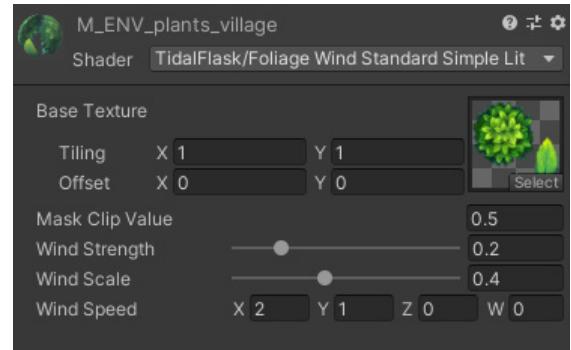
- Base Texture: Slot for the foliage texture
- Mask Clip Value: Defines threshold of the pixels being opaque or transparent
- Ground Fade Color: Defines the color used for the fade from the bottom of the asset
- Ground Fade Height: Defines the range of the ground fade
- Ground Fade Contrast: Defines ground fade contrast
- Wind Strength: Strength of the foliage 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 are not used)



The customization options inside the simple unlit wind material.

The simple lit wind shader is primarily used for the tree leaves and bushes.
To customize it you have the following options:

- Base Texture: Slot for the foliage texture
- Mask Clip Value: Defines threshold of the pixels being opaque or transparent
- Wind Strength: Strength of the foliage 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 are not used)



The customization options inside the simple lit wind material.



FX

Inside the \Assets\prefabs\FX folder you will find some particle effects to decorate your scenes. We added the following effects:



Fire



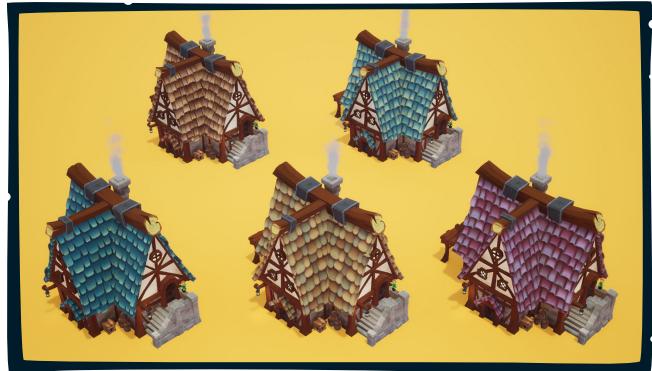
Steam



Wind Trail

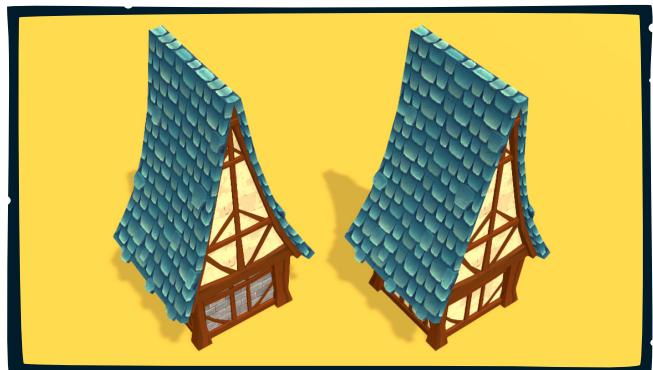
Customizing Assets

We have added multiple variants for some assets. For instance you will find 5 different roof tiles or for the woodplanks there are 2 groups with each 4 different variations. You can either adjust the assets directly or create different prefab versions with different materials applied.



Material setup for BLD_body assets

When you inspect the different BLD_body assets, you notice a slight difference in the amount of materials used. We created two versions of these building modules for easy customization. _01 has two wall materials assigned, _02 has a single one.



PROP_lantern assets

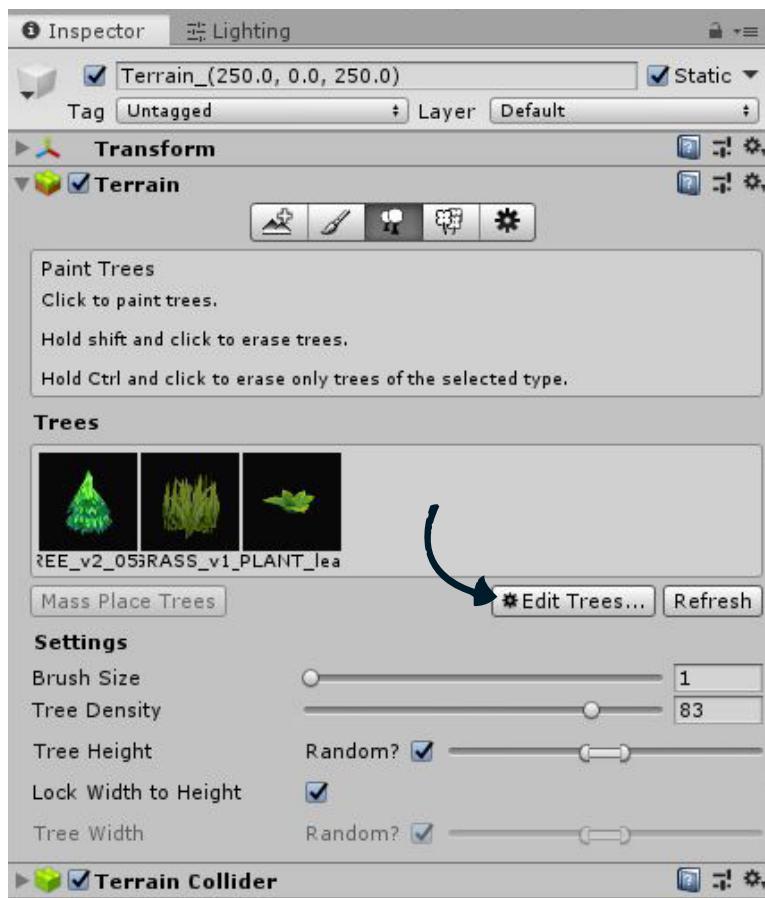
When you inspect the PROP_lantern assets, you notice we placed a prefab called "Light_lantern" in each of them which has a single light source in it. This way you can turn all the lights on or off with one single prefab. Simply adjust the "Light_lantern" prefab and you are good to go.



Environment setup - Terrain Tool

When selecting the terrain you can add a tree by clicking on “Edit Tree” > “Add Tree” > then select the tree prefab > Add. You now can “paint” the trees on the terrain. Same goes for grass and the bush.

It’s important to note that bushes/leaves and grass will not work on the terrain as “Detail Objects” or “Grass Texture”. The prefabs should be added as “Tree Objects”, because the built-in grass shader would otherwise override our custom shaders. This is not a limitation of the package, but rather a limitation of Unity.



Inside the inspector of the terrain tool you can customize your terrain and environment assets.

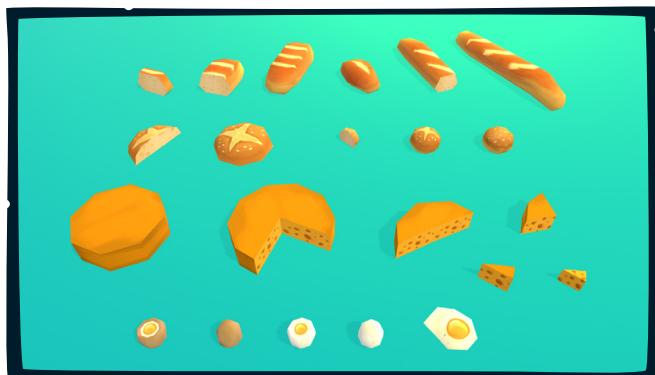
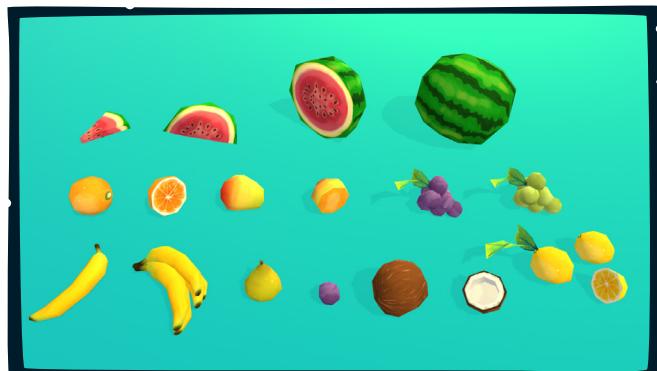


Bonus: "FANTASTIC - Food Pack"

As a bonus for this pack we have included the complete **FANTASTIC - Food Pack**.

You can find more information about this pack here:

<https://assetstore.unity.com/packages/3d/props/food/fantastic-food-pack-152704>





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 set the Cascades option in your render pipeline asset to “No Cascades”.



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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