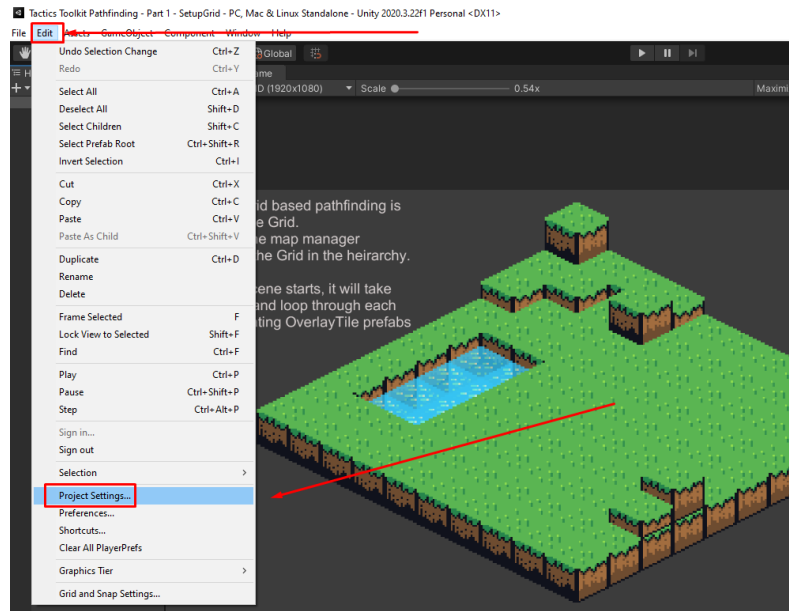


Read Me

This project uses a isometric tilemap for all the example scenes. So it's important to make sure you have the correct graphics settings in order for everything to be rendered correctly.

1. First click on the 'Edit' tab and go to 'Project Settings'



2. Next go to Graphics and under 'Camera Settings', change 'Transparency Sort Mode' to 'Custom Axis'.

3. Finally change the 'Transparency Sort Axis' to the following values.

$X = 0, Y = 1, Z = -0.26$

