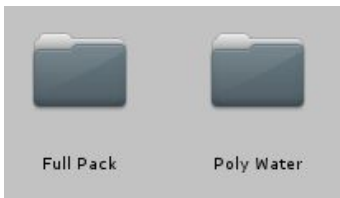# PolyWorks: Low Poly Packs
User Guide

Version 3.0

This is a generic user guide for all of our PolyWorks Low Poly Packs. All packs function the same, but their contents vary. Being models, they are quite easy to use - but for specific information, please read below.
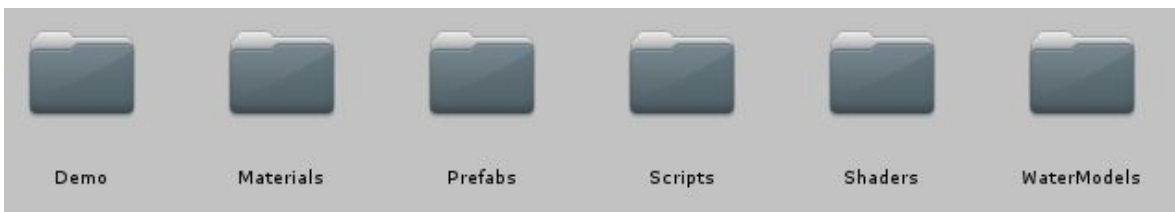
A. Included Components

1. **Folder Structure & Files**

Within the root folder:

The packs folder and the poly water folder (for packs that include water) are contained within the product root folder.

Packs with water have the following sub folders under the "Poly Water" folder:

There is a demo scene that shows the waters basic functions within the "Demo" folder. The "Prefabs" folder contains a square plane poly water prefab to demonstrate how it is setup on a plane. It can be applied to other custom planes (such as the water shapes included in some of the packs).

Within the pack folder there are several items (both core to the packs, and as helpers):
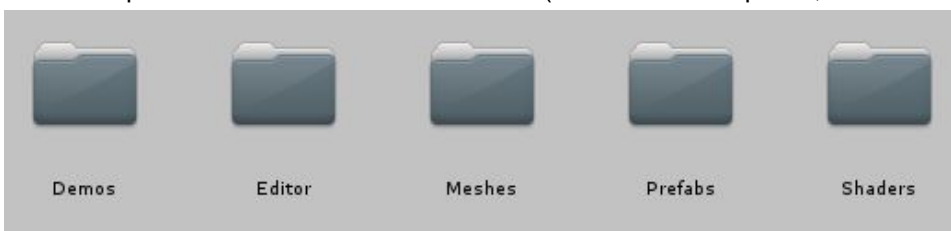
a. The "Demos" folder contains demonstration scenes like the ones shown in the individual packs marketing images on the store. There is a section in the guide later that covers setting up the camera effects to replicate the screenshots.
b. The "Editor" folder contains a script for producing prefabs from selected objects. It's just a little helper for turning customised items in your scenes into prefabs that we use, which we included for convenience.
c. The "Meshes" folder contains all of the base meshes and materials for a pack. For the most part, you won't need to use anything from in here, unless you want to duplicate materials from the existing ones for customisation.
d. The "Prefabs" folder contains subfolders for each shader type, with preconfigured versions of all of the meshes for use in your project - as well as combination demonstrations for relevant packs.
e. The "Shaders" folder contains the custom shaders used in the pack. Their functions and support will depend on the Unity version and targeted platform you intend to use.

The "Prefabs" folder will contain something similar to the below (pack dependant):


Each of these contains the same set of prefabs for the models in the packs, but with their different shader types.
a. "BatchVertex" includes items setup with a shader and script that uses a single material, but with different colour values driven by script for the different submeshes and is coloured by vert. It is designed to be a trade-off between GPU and CPU performance wise.
b. "ComboExamples" contains some combined mesh examples (such as tree trunks with different combinations of leaves" for packs that have a more modular focus. These are designed to give you a quick idea of what can be achieved by combining different items artistically to achieve new interesting variants of models.
c. "Faceted" includes items etup with a hard faceted shader, no smoothing for verts and faces, all hard edges. Gives a harsh low poly / folded object look.
d. "PBR" includes items setup with a version of the Unity standard PBR shader.
e. "Standard" includes items setup with the standard Unity shader. These should be compatible with any of the new pipeline related updates.
f. "Toon" includes items etup with a basic toon (cell shaded) and outlines shader for hyper stylised projects.
g. "Unlit" includes items setup with an unlit shader, they are harsh and hyper stylised in appearance.

B. Usage

The usage of the pack is quite simple; navigate to the prefab folder with the shader you want to use (standard being the default everyday use shader), and drag and drop the model into your scene, positioning and combining it as needed.

All prefabs are sorted into categories to attempt to best sort them for use. If you can't find what you're after however, or want to search via a keyword, you can use the project search within Unity to return results and find what you are after, like below:
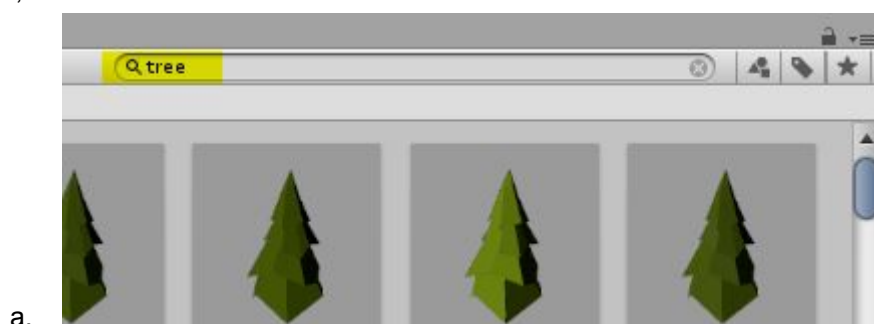
a.

For the demonstration scenes, our screenshots include some basic effects on the camera from the Unity "Legacy Cinematics Image Effects" package, which can be downloaded from the Asset Store. It is the one shown below:

UNITY TECHNOLOGIES
Legacy Cinematic Image E..
★★★★★ (504)
FREE
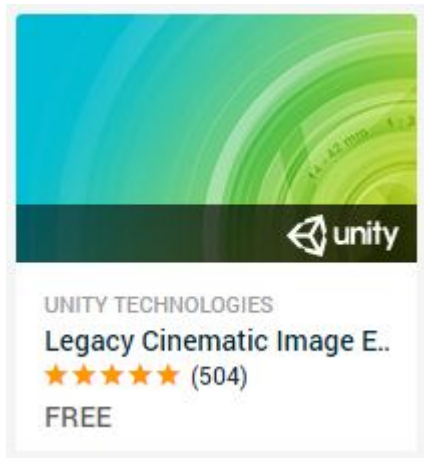
Simply replace the missing scripts with the ones shown below, and tweak the settings around those shown below as well to reproduce the look of the screenshots:

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