THANKS FOR DOWNLOADING MY PROJECT
ITS A REMASTERED WOODLAND PROJECT

FOR YOUR COMMERCIAL GAME
FOR YOUR EDUCATION!

WORLD COLLIDER OBJECT

THE PROJECT WAS SUPPORTED BY
A COMPLETE WORLD COLLIDER FOR FPP GAMEPLAY

YOU CAN SEE GREEN COLLIDERS ON THE STAGE. TURN OFF THE COMPONENT "MESH RENDERER" BEFORE CREATING THE GAME BUILD OR VISITING IT LATER

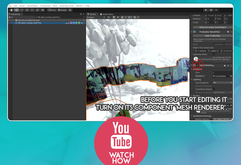
WATCH GAMEPLAY

HOWEVER, IF YOU ARE CREATING AN FTP GAME WITH CHARACTERS, THE RESOLUTION OF PROBUILDER OBJECT IS NOT SUFFICIENT.

YOU JUST NEED TO EDIT THIS OBJECT MANUALLY BY INCREASING THE RESOLUTION AT YOUR DISCRETION WITH "PROBUILDER" TOOL SUPPORT

SELECT DEPENDENCIES
DURING INSTALLATION OF THE PORJECT PACK
TO INSTALL PROBUILDER AUTOMATICALLY

ON THE SCENE "WOODLAND_MAINSCENE"
YOU WILL FIND OBJECTS
CALLED "PB_WALL_COLLIDER_EDITTHIS"



SCENE RESULTANT EDITING IT
TURN ON ITS COMPONENT "MESH RENDERER"

WATCH HOW

OPTIMIZATION

YOU CAN USE THE FOREST LEVEL IN YOUR GAME
AT ONCE WITHOUT THE NEED OF OPTIMISATION.

ASSETS FROM EACH GROUP ON THE SCENE ARE MERGED
WITH THE USE OF "MESHBAKER" TOOL
IN ORDER TO LOWER THE BATCHING VALUE
WHICH DRASTICALLY ENHANCES THE EFFICIENCY.

IN THE WOODLAND PROJECT YOU CAN FIND
GROUPS OF MERGED OBJECTS WITH AND WITHOUT COLLIDERS
IN CLEAR AND ORDERLY STRUCTURE

ADDITIONAL SCENES

THE PROJECT HAS BEEN DIVIDED INTO SEVERAL SCENES
FOR THE CONVENIENCE OF USE.

REMOVE THE DEFAULT SCENE NAMED "UNTITLED"
FROM THE HIERARCHY TO GET RID OF "LIGHT BURNOUT".

A) "WOODLAND_MAINSCENE"
ONE BAT SCENE WITH THE MAIN WORLD MODEL POSTPROCESS,
COLLIDER AND LIGHTING SETTINGS

B) "WOODLAND_NOCOLLIDERS" & "WOODLAND_WCOLLIDERS"
TWO SCENES WITH ASSETS THAT MAKE UP THE WHOLE WORLD POSITION.

C) "FP_NATURAL" & "FP_LIMON"
TWO SCENES WITH READY POST PROCESS PROFILES

READY POSTPROCESS

THE POST-PROCESSING STACK V2

YOU MUST DRAG FROM PROJECT TO THE HIERARCHY
ONE OF TWO SCENES WITH A READY POSTPROCESS.

WATCH HOW

GOOD LUCK!
GOOD EDUCATION!
GOOD GAME!