Installation Order

**Thank you for your purchase! You can find the latest online set-up guide here:**
https://polyart.gitbook.io/dreamscape-series/unity/dreamscape-tower-installation-and-set-up

All Dreamscape collections can be run either as a stand-alone pack or be used together. In order to use them together, you only need to install them to the same project and install them in their release order.

This makes sure that the newest optimizations and fixes are always installed. You can always check out the release order on the Dreamscape Series Overview page.

The order they are released is the same order they should be installed in.

Importing & Prerequisites
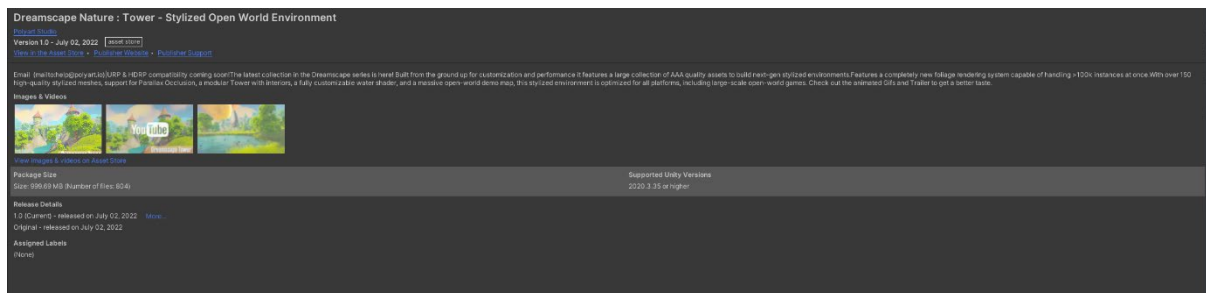
The assets were designed using the Linear Color Space so in order to have the correct look, the project color space must be set to Linear in the project settings.
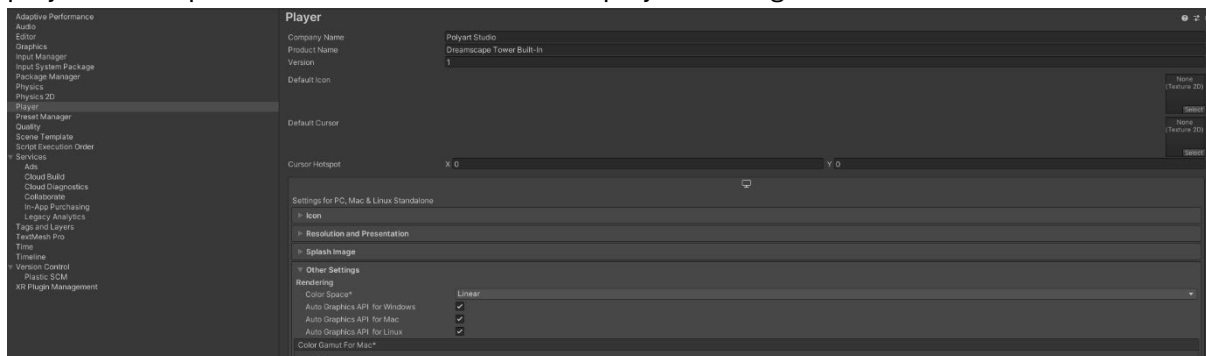
Additionally, the screenshots were created using a custom post-processing profile, which is included, but does require the Post Processing package to be installed before opening the Demo Scene. It can be found in the package manager.

All assets are provided using LODs and collision where it makes sense, and all assets have been converted into prefabs for convenient use.

Shadergraph

Most shaders are created using Shadergrah, if your assets are pink make sure you have Shadergraph installed from the package manager(both Builtin and URP).