Readme

Overview

Thanks for purchasing the Low Poly Series: Caverns asset package! I hope it works well for your project.
If you encounter any issues please contact me at:
Stoolfeathergames@gmail.com

Or

Post your questions and requests on the Unity Forums:
https://forum.unity3d.com/threads/low-poly-series-caverns.439752/#post-2842956

Setup

The assets are usable just by importing the scene but if you would like to replicate the look that is presented on the asset store you will need to follow these steps.

Post-Processing

Please follow the documents about setting up Post-Processing. They are located in the Documentation folder, please use the one that suits your project and version of Unity.

Adjusting Player Settings

I use deferred rendering for my scenes. To set this for your project go to Edit->Project Settings->Player Expand the "Other Settings" tab and change your settings to match the following:
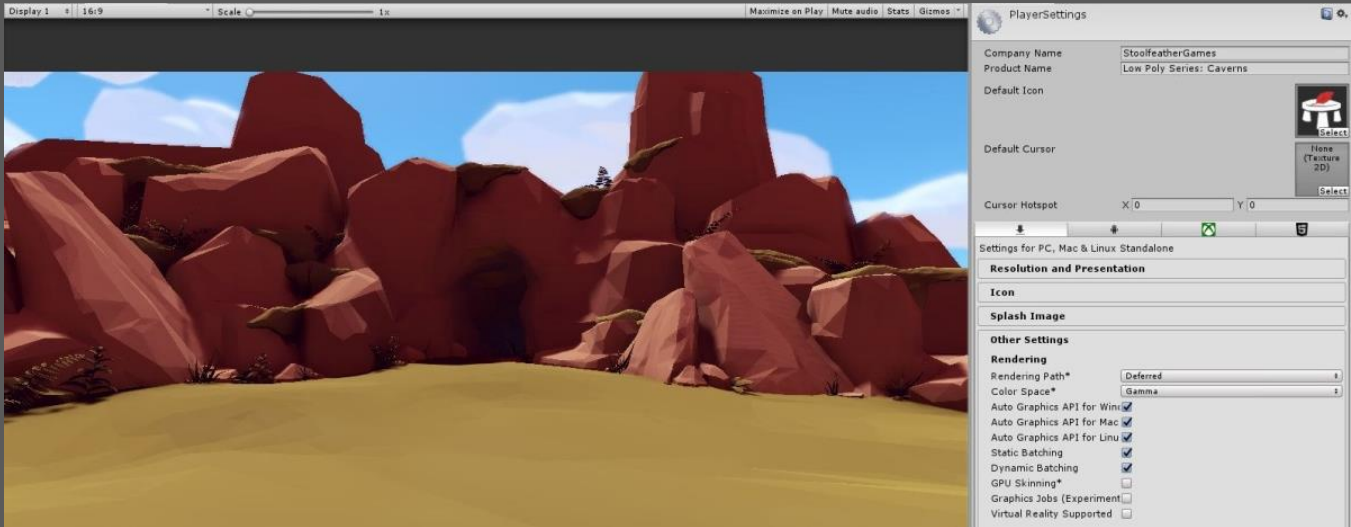

Note: Deferred rendering has pros and cons, be sure to fully understand how it works before switching over your project.

Importing Character Controller:

I used the " FPSController" prefab provided by unity to film my trailers. If you would to quickly run around the scene you can add the FPS Controller prefab to your project. To add this package to your project go to: Assets->Import Package -> Characters.
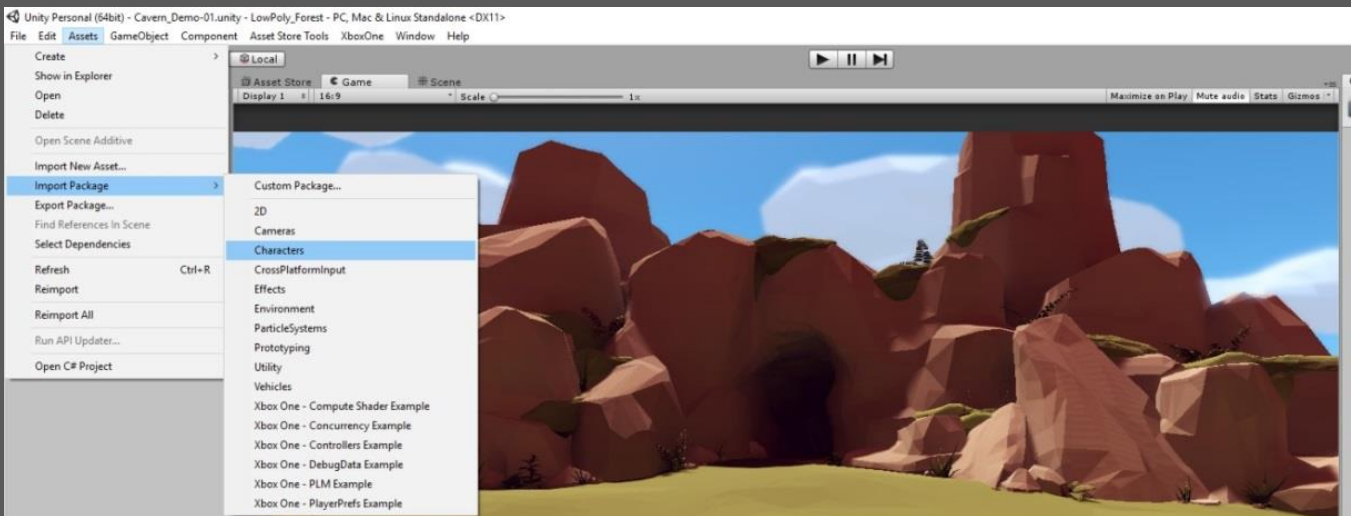
You can deselect "RollerBall" and "ThirdPersonCharacter" If you don't want them.
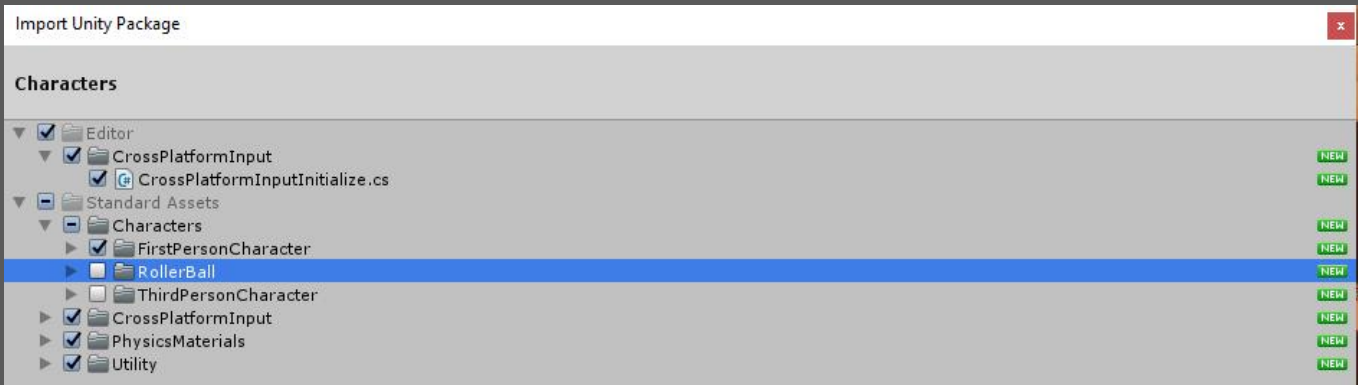
Once this is imported, find the "FPSController" Prefab in your project window and drag it into the scene. You should now be able to run around.
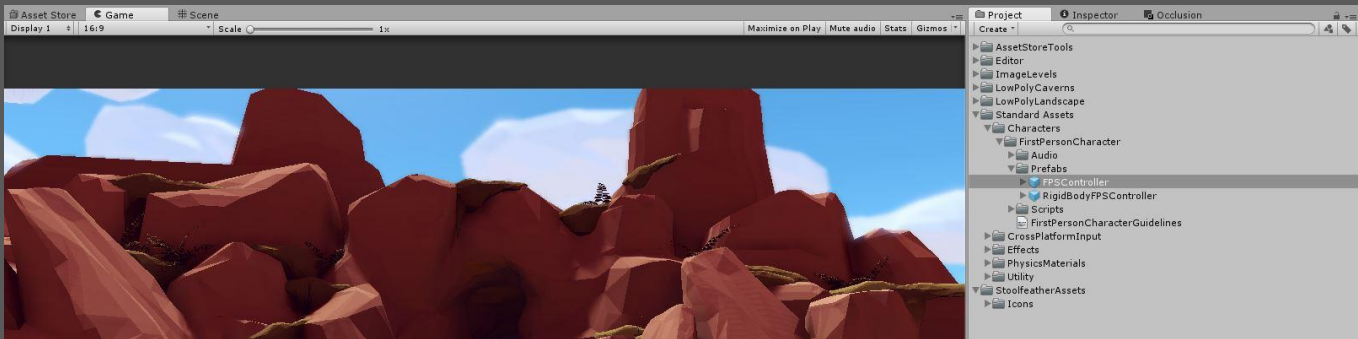
Contents

This package includes the following:

Assets

Note: All assets include source 3D Max files, exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapped. Each mesh also has a prefab.

Floors

- 34 Modular Floor Assets: These modular floor assets
- 34 Modular Floor Grass Assets: These are the same as the regular floors but the paths are green

Walls

- 2 Entrances
- 8 Pillars
- 24 Modular Walls

Crystals

- 3 Broken Crystals
- 5 Cube Crystal Growths
- 5 Cube Crystal Clusters
- 6 Crystal Shard Growths
- 6 Crystal Shard Clusters

Rocks

- 3 Boulders (very big)
- 3 rock cliffs
- 3 large rocks
- 4 med assets
- 2 pointy rocks
- 4 small rocks
- 3 Stalagmites....or stalactites if you rotate them :)
- 7 Steps Rocks (flat rocks, great for platforms, steps, etc.)

Foliage

- 4 bush assets
- 3 grass assets
- 5 Bush Toppers (bushes that hang off rocks)
- 3 Ferns
- 3 Hanging bushes (Meant to hang from bush toppers and add variety)
- 3 Mushrooms
- 3 Roots
- 5 shrubs
- 2 dead trees
- 3 small dead trees
- 5 small dead trees
- 3 Vines

Sky
- 3 cloud assets

Textures
Note: All assets are created using one texture assets. No multiSubs are used.

- CavernColours
This texture is utilized by all road and terrain assets. Photoshop file has all layers labeled and is easily adjustable.

Scenes
There is a small level used to showcase the assets.
This package also includes scenes used to take individual screenshots.
Use anything in this package for your work, just please don't resell anything.

Source
There is a .Zip file in the root of LowPolyCaverns with all 3D Max and Photoshop files.

www.Stoolfeather.com