

# "Hazelwood Loft" guidelines:

**A-For best and optimal results please type in those settings in:**

**1-Edit / Project setting / Player settings:**

## PLAYER SETTINGS

Inspector Lighting

**Icon**

**Resolution and Presentation**

**Resolution**

Fullscreen Mode: Fullscreen Window

Default Is Native Resolution: ☒

Mac Retina Support: ☒

Run In Background\*: ☒

**Standalone Player Options**

Capture Single Screen: ☐

Display Resolution Dialog: Enabled

Use Player Log: ☒

Resizable Window: ☐

Visible In Background: ☐

Allow Fullscreen Switch: ☒

Force Single Instance: ☐

► Supported Aspect Ratios

\* Shared setting between multiple platforms.

**Splash Image**

**Other Settings**

**Rendering**

Color Space\*: Gamma

Auto Graphics API for Win: ☒

Auto Graphics API for Mac: ☒

Auto Graphics API for Linux: ☒

Color Gamut For Mac\*: sRGB

Static Batching: ☒

Dynamic Batching: ☒

GPU Skinning\*: ☐

Graphics Jobs (Experimental): ☐

Lightmap Encoding: Normal Quality

Lightmap Streaming Enable: ☒

Streaming Priority: 0

[Virtual Reality moved to XR Settings](#)

**Vulkan Settings**

Vulkan Editor Support (Experimental): ☐

Enable SetSRGBWrite()\*: ☐

Use SW CommandBuffers\*: ☒

**Mac App Store Options**

Bundle Identifier: unity.DefaultCompany.hazelwoodloft\_bundle\_1

Version\*: 1.0

Build: 0

Category: public.app-category.games

Mac App Store Validation: ☐

**Configuration**

Scripting Runtime Version\*: .NET 3.5 Equivalent

Scripting Backend: Mono

Api Compatibility Level\*: .NET 2.0 Subset

C++ Compiler Configuration: Release

Disable HW Statistics\*: ☐

Scripting Define Symbols\*:

Allow 'unsafe' Code: ☐

Active Input Handling\*: Input Manager

**Optimization**

Prebake Collision Meshes\*: ☐

Keep Loaded Shaders Alive: ☐

► Preloaded Assets\*

Vertex Compression\*: Mixed ...

Optimize Mesh Data\*: ☐

**Logging\***

Log Type	None	ScriptOnly	Full
Error	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Assert	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Warning	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Log	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Exception	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

\* Shared setting between multiple platforms.

**XR Settings**

Virtual Reality Supported: ☒

Virtual Reality SDKs

► Oculus

Stereo Rendering Method\*: Multi Pass

360 Stereo Capture: ☐

**XR Support Installers**

[Vuforia Augmented Reality](#)

## 2-Edit / Project setting / Quality settings:

### QUALITY SETTINGS

Inspector

Lighting

QualitySettings

Levels

Hazelwoodloft

Default

Add Quality Level

Name

Hazelwoodloft

Rendering

Pixel Light Count

0

Texture Quality

Full Res

Anisotropic Textures

Forced On

Anti Aliasing

8x Multi Sampling

Soft Particles

☐

Realtime Reflection Probes

☐

Billboards Face Camera Position

☐

Resolution Scaling Fixed DPI Factor

1

Texture Streaming

☐

Shadows

Shadowmask Mode

Shadowmask

Shadows

Hard and Soft Shadows

Shadow Resolution

Very High Resolution

Shadow Projection

Close Fit

Shadow Distance

10000

Shadow Near Plane Offset

2

Shadow Cascades

No Cascades

Other

Blend Weights

4 Bones

V Sync Count

Every V Blank

Lod Bias

0.01

Maximum LOD Level

0

Particle Raycast Budget

1000

Async Upload Time Slice

2

Async Upload Buffer Size

4

# 3-Edit / Project setting / Graphics settings:

## GRAPHICS SETTINGS

Inspector

Lighting

GraphicsSettings

Scriptable Render Pipeline Settings

None (Render Pipeline Asset)

Camera Settings

Transparency Sort ModeDefault

Transparency Sort AxisX 0Y 0Z 1

Tier Settings

Open Editor...

Low (Tier1)

Use Defaults

Standard Shader QualityHigh

Reflection Probes Box Projection

Reflection Probes Blending

Detail Normal Map

Enable Semitransparent Shadows

Enable Light Probe Proxy Volume

Cascaded Shadows

Prefer 32 bit shadow maps

Use HDR

HDR ModeFP16

Rendering PathForward

Realtime Global Illumination CPU UsageLow

Medium (Tier 2)

Use Defaults

Standard Shader QualityHigh

Reflection Probes Box Projection

Reflection Probes Blending

Detail Normal Map

Enable Semitransparent Shadows

Enable Light Probe Proxy Volume

Cascaded Shadows

Prefer 32 bit shadow maps

Use HDR

HDR ModeFP16

Rendering PathForward

Realtime Global Illumination CPU UsageLow

High (Tier 3)

Use Defaults

Standard Shader QualityHigh

Reflection Probes Box Projection

Reflection Probes Blending

Detail Normal Map

Enable Semitransparent Shadows

Enable Light Probe Proxy Volume

Cascaded Shadows

Prefer 32 bit shadow maps

Use HDR

HDR ModeFP16

Rendering PathForward

Realtime Global Illumination CPU UsageMedium

Built-in Shader Settings

DeferredBuilt-in shader

Deferred ReflectionsBuilt-in shader

Legacy DeferredBuilt-in shader

Screen Space ShadowsBuilt-in shader

Depth NormalsBuilt-in shader

Motion VectorsBuilt-in shader

Light HaloBuilt-in shader

Lens FlareBuilt-in shader

Always Included Shaders

Size6

Element 0Legacy Shaders/Diffuse

Element 1Hidden/CubeBlur

Element 2Hidden/CubeCopy

Element 3Hidden/CubeBlend

Element 4UI/Default

Element 5UI/Default Font

Shader Stripping

Lightmap ModesAutomatic

Fog ModesAutomatic

Instancing VariantsStrip Unused

Shader Preloading

Preloaded Shaders

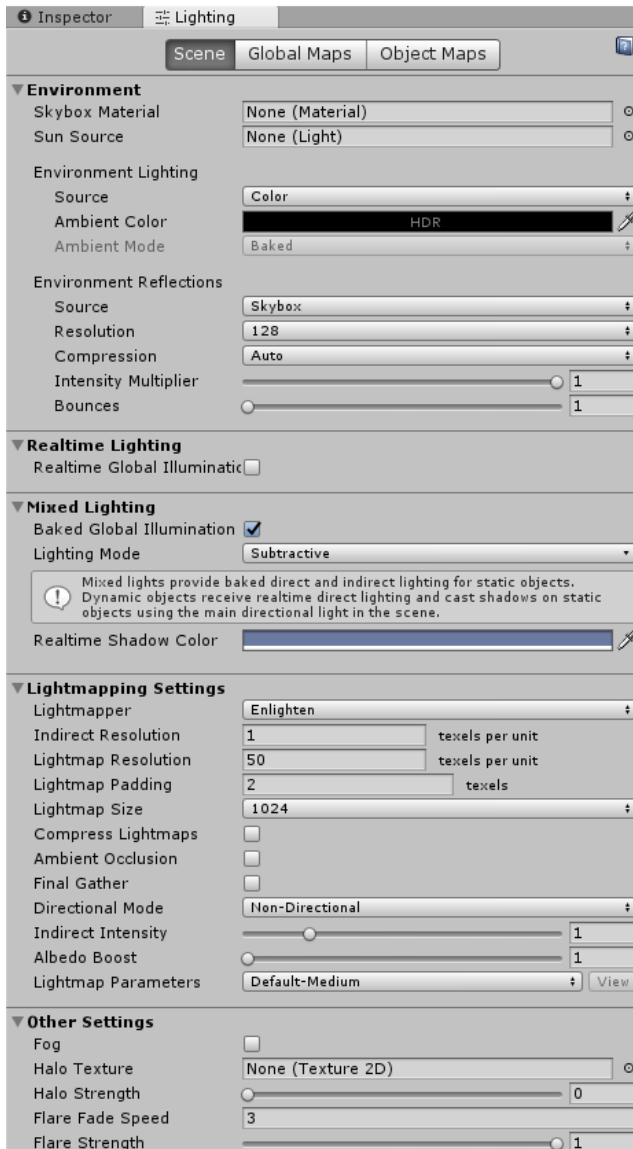
Size0

Currently tracked: 14 shaders 22 total variants

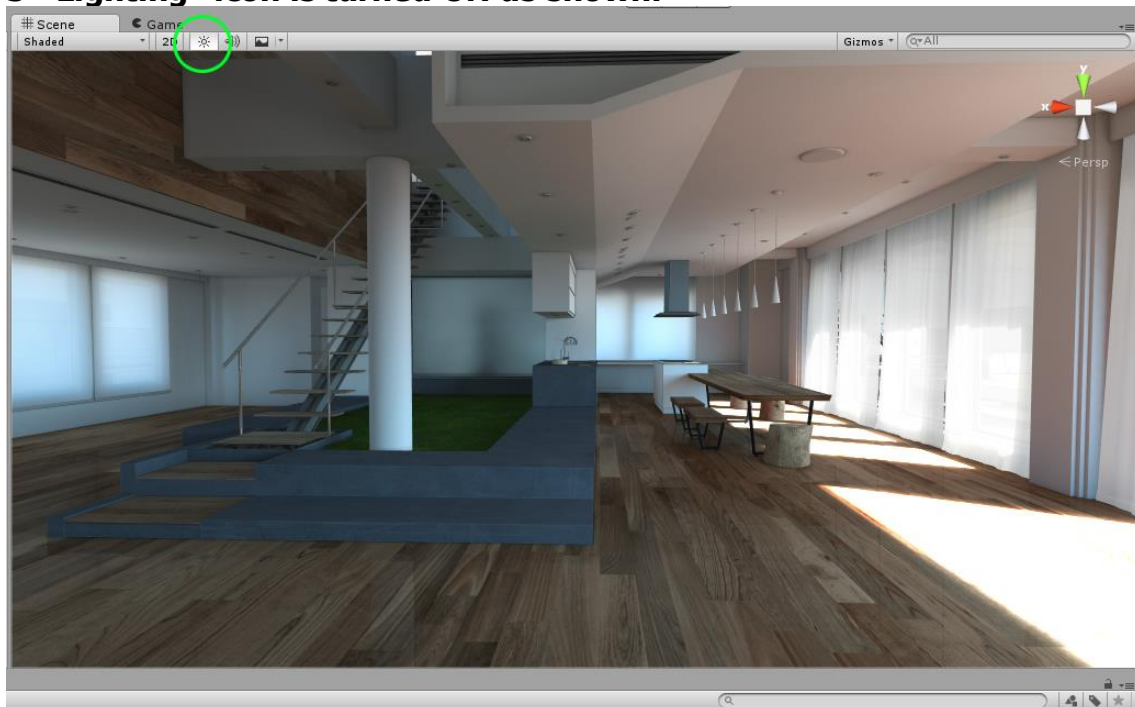
Save to asset...Clear

## 4-Windows / Rendering / Lighting settings :

### LIGHTING SETTINGS



## 5-"Lighting" icon is turned ON as shown:



## **B-Lighting guidelines:**

### **1- The Lightmapping porting manager:**

All the lighting in the scene was baked in "Mental Ray" to achieve photorealism, a raytracer that is used in film, TV and cinema. A plugin was used for this since Unity5 doesn't let you have custom lightmaps like older versions of Unity.

So you can use the current lighting for your build or if you want to use your own lighting, just drop some lights and hit "build".

### **2-duplicating objects:**

If you want to duplicate already lightmapped objects, just duplicate the object (it will look weird with no lightmap) then delete the "LightmappingManager" in the scene, go to "windows/ Lightmaping Porting Manager" and click on "Get Lightmap Data", then inside the "LightmappinManager" make sure you set the array to 12 and reassign all the lightmaps to the array in the right order just like the illustration in section "C", and save your scene.

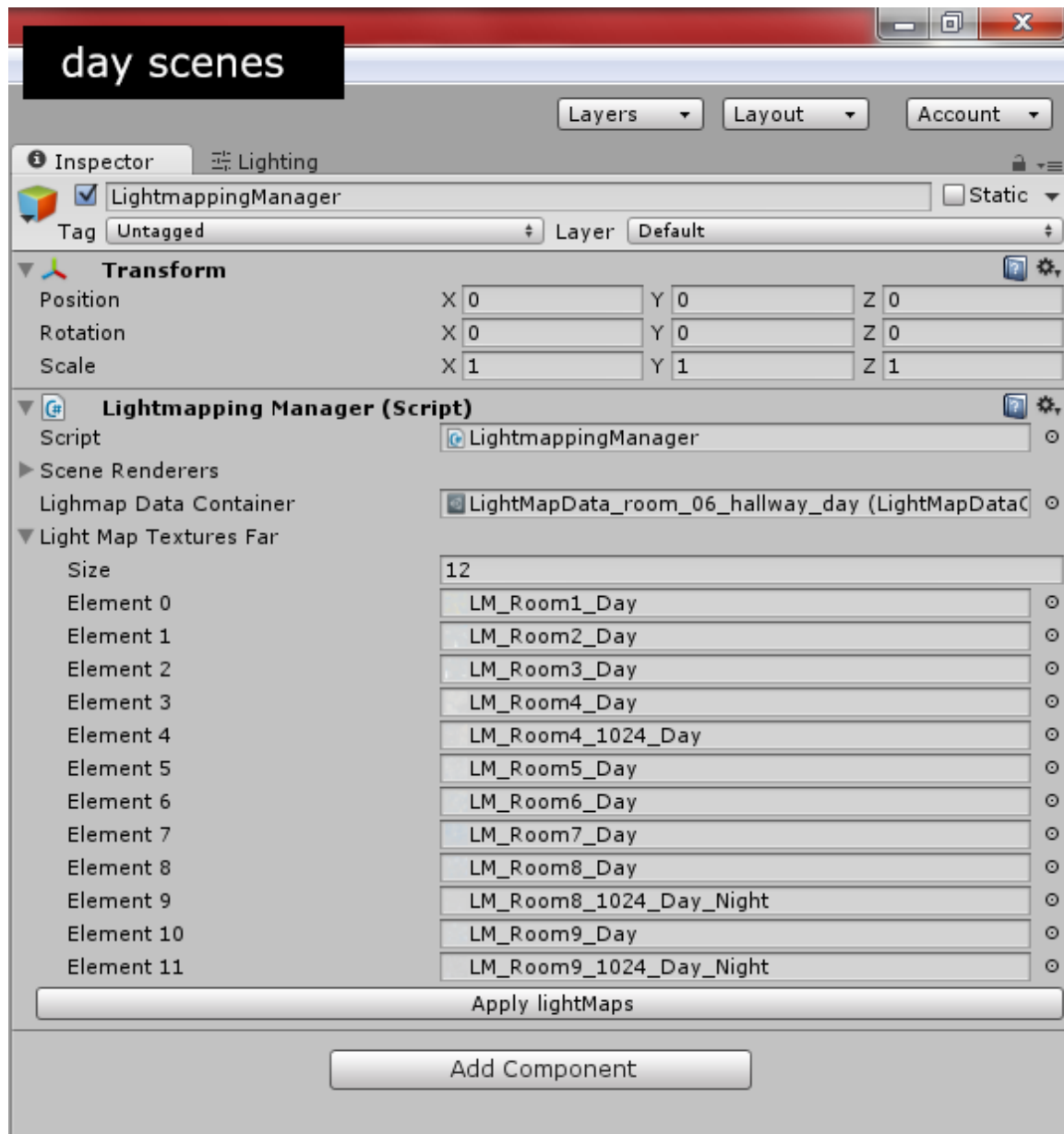
### **3-Optimising your scene:**

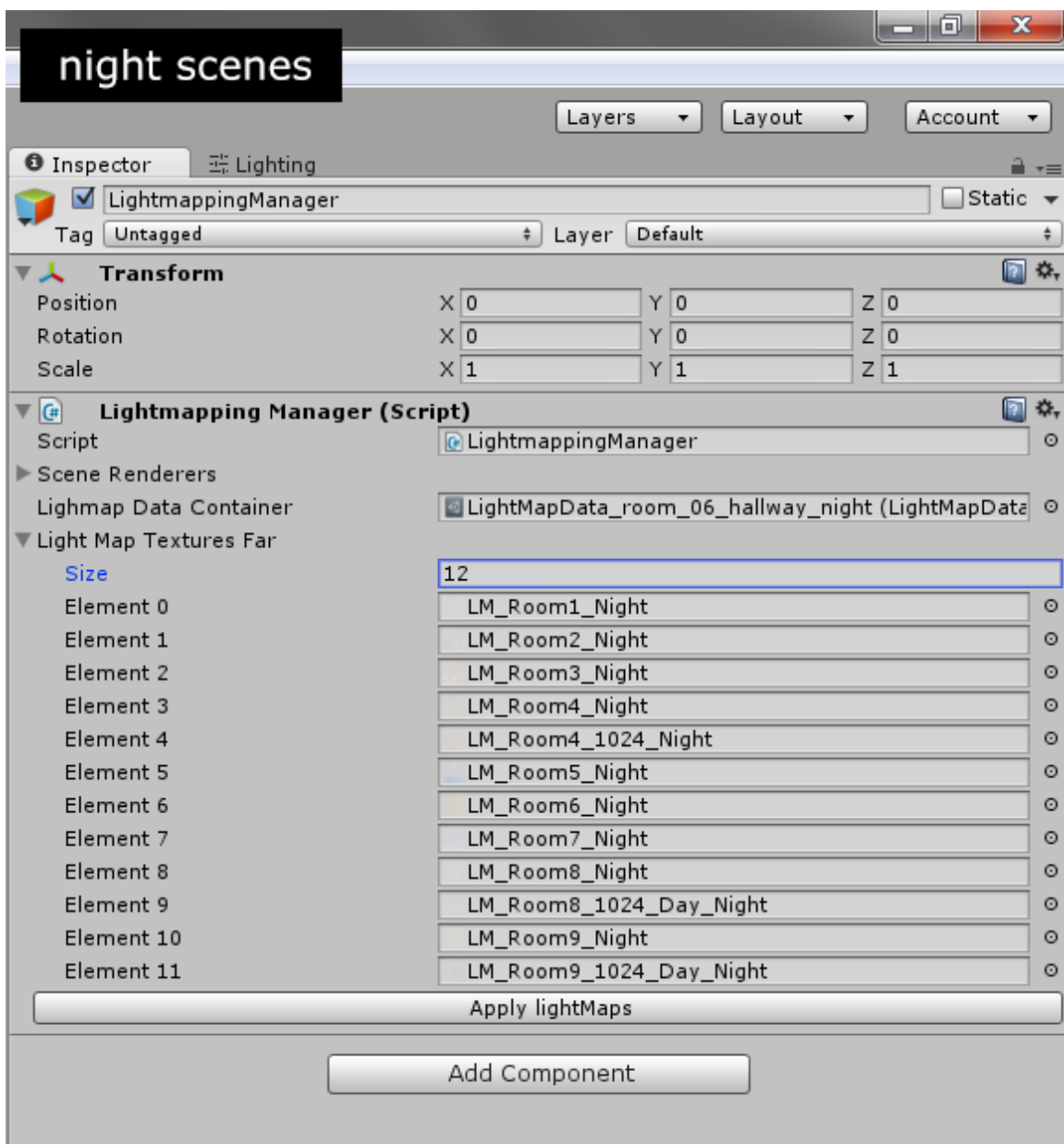
If you want to optimize performance in your scene just select all your objects and delete the "Lightmap Data Script". And leave the "LightMappingManager" in the scene.

## C-Merging different packs:

### **If you want to merge 2 adjacent rooms, follow these steps:**

- Import package B to package A.
- Open the scene containing room A , select "geometry" and copy.
- Open room B and paste the copied room A.
- Delete the "LightmappingManager" in the scene.
- Go to "window/lightmapping porting manager" and click on "Get lightmap Data"
- Make sure that in the lightmap manager the lightmaps are mapped like this:





### **D-special notes:**

"One or more textures on this 3D-model have been created with images from cgTextures. These images may not be redistributed by default. Please visit cgTextures for more information."

Enjoy  
POLYBOX