PHOTONOTES
V1.0.1

Thank you for purchasing Photonotes!

If you end up using this asset pack in a project, feel free to Tweet me a screenshot @SuggoCreations. I'd love to see what you do with it!

Please consider leaving a review at the store page. Your feedback is instrumental to the future of this package!

MADE FOR THE UNITY ASSET STORE

SUGGOCREATIONS.COM

INDEX

ASSET PACK CONTENTS
Contents per version 1.0.1 (URP & HDRP)

Art Assets (3D meshes & textures)

- A4 Papers
- Apple
- Carpet
- Desk
- Desklamp
- Document Tray
- Folder   (Open & Close)
- Journal   (Open & Close)
- Magnifying Glass
- Mug
- Pen
- Photographs
- Sticky Notes

Materials

- Dark Planks

Particle FX

- Ambient Dust
  - (HDRP – VFX Graph)
  - (URP – Built-in Shuriken Particle System)
- Dust Sprites
- Dust Material

Prefabs

- Note Prefabs
    - Prefab_A4Paper
    - Prefab_A4PaperBent
    - Prefab_Folder
    - Prefab_FolderOpen
    - Prefab_Journal
    - Prefab_JournalOpen
    - Prefab_StickyNote_Single
    - Prefab_StickyNote_Stack
- Photograph Prefabs
    - Prefab_PhotoSmall
    - Prefab_PhotoSmall_Taped
    - Prefab_PhotoWide
    - Prefab_PhotoWide_Borderless
- Scene Prop Prefabs
    - Prefab_Desklamp (On and Off)
    - Prefab_MagnifyingGlass
    - Prefab_Apple
    - Prefab_Carpet
    - Prefab_Desk
    - Prefab_DocumentTray
    - Prefab_Mug
    - Prefab_Pen

Scenes

- DemoScene.unity   (Contains trailer scene)
- PrefabShowcase.unity   (Contains every prefab asset placed in a row)

Shaders

- Note Shader (HDRP/URP)
- Photograph Shader (HDPR/URP)
- Dissolve Noise Subgraph
    - Example Photographs
    - Example Notes
    - Shader Demo Materials
    - Burn Textures
    - Dust Mask Texture

Textures

- Dark Plans PBR textures

VFX

- Dust Sprite Texture
- Dusty Room VFX Graph

Volumes (HDRP)

- Demo Post Processing Volume.asset
- Showcase Post Processing Volume.asset
- VolumePhotonotes.asset

PHOTOGRAPH/NOTE SHADER PARAMETERS

Introduction

The asset pack includes a few demo materials, premade and used in the trailer. This part of the documentation will go over the individual parameters and what they do within the Material.

For further Shader-specific information, open the Shader Graph files for the Note/Photograph shaders. Find those in *Shaders > Photonotes Shaders*. Each section is grouped, titled and supported by additional information in the form of a note.

Material Parameters

The Surface Options dropdown features a few important settings.
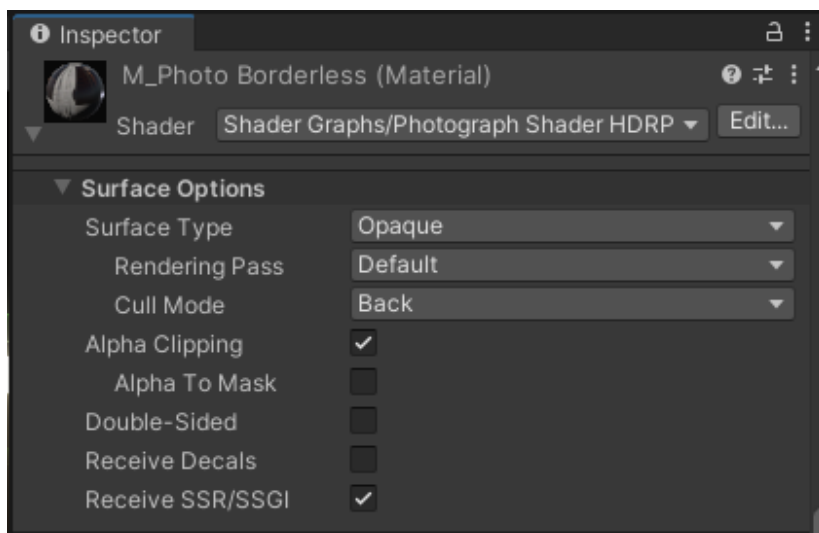
Alpha Clipping is essential for the Burning effect. Burning will not fully work without this enabled.

You are free to adjust the rest of the settings as needed for your project, but be aware of the performance costs!

Next up is the Note/Photo Texture properties. This will probably be the most used property, as this is where you input your own Texture to display your own photos and text.
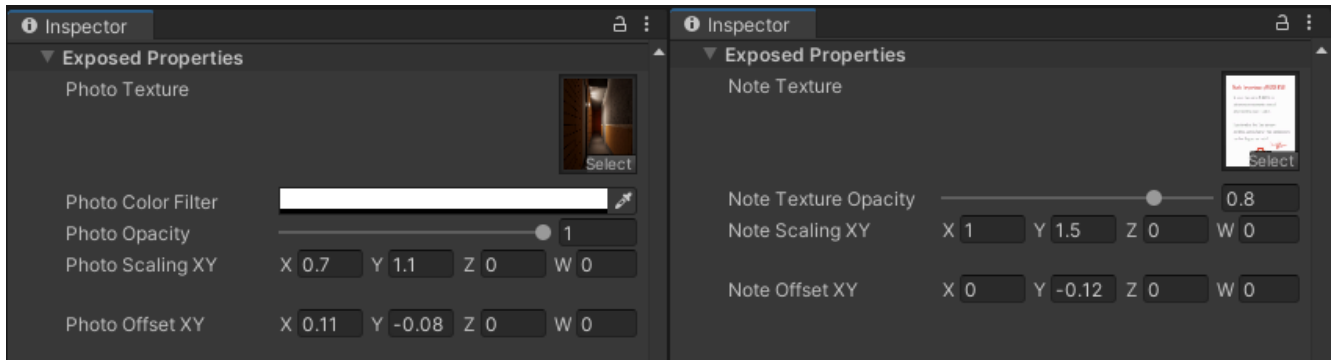
Photo/Note Texture

- Replaces the texture overlayed on top to display a photo or text.
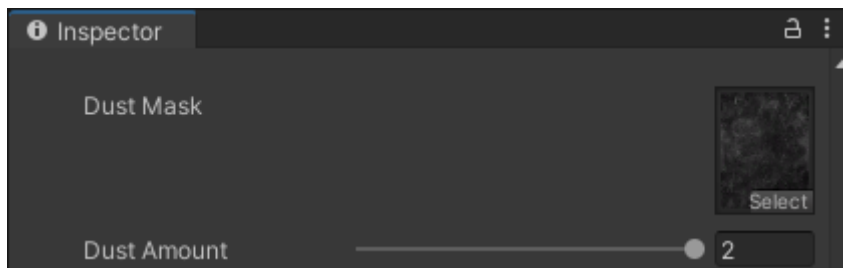
Photo/Note Opacity

- Affects the opacity of the photo/note texture. Allowing the photo or note text to be more faded.

Photo Color Filter

- Mixes in a color filter on top of photographs. This is exclusive to the Photo shader.

Photo/Note Scaling & Offset

- XY moves and scales your Photo/Note Texture. The Z & W parameters can be left at 0 as they do not do anything.
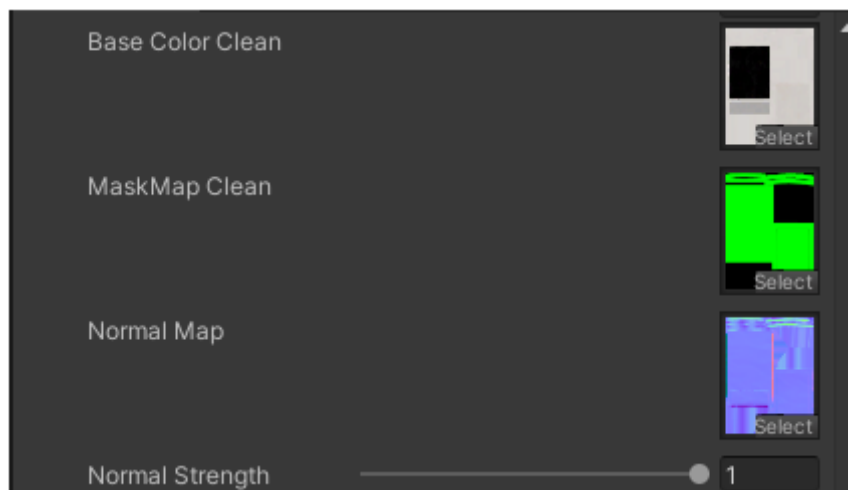
6

Dust Mask

- A dust overlay texture. This can be replaced.

Dust Amount

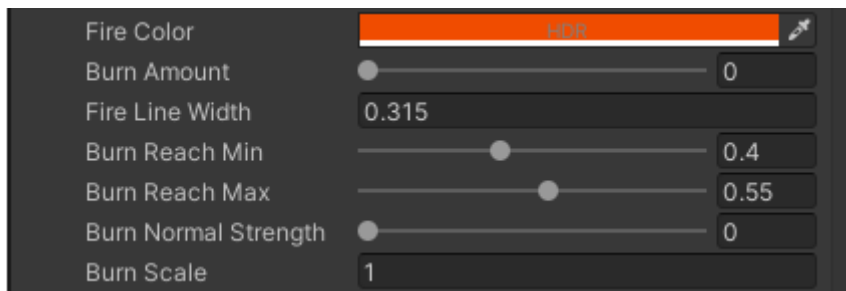- Slider that fades in the dust mask using a gradient noise.

Texture Maps

- Base Color, MaskMap (HDRP) / MetallicSmoothness Map (URP), and a Normal Map.

Normal Strength

- Adjusts the strength of the normal map.

Fire Color

- Changes color or light intensity of the fire.

Burn Amount

- Slider that dictates how far along the burn is. 0 = unburnt, 2 = fully burnt up.

Fire Line Width

- Adjusts the thickness of how far the fire line reaches.
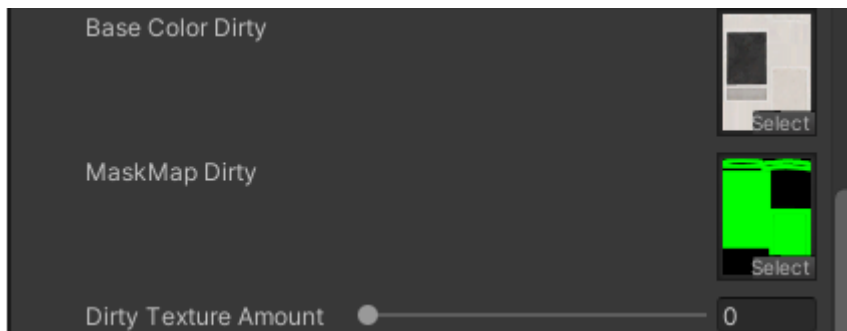
Burn Reach Min/Max

- Adjusts the minimal and maximum distance the burn will reach.

Burn Normal Strength

- Adjusts the minimal and maximum distance the burn will reach.

Burn Scale

- Sets the scale of the gradient noise that dictates how big/varied the burning pattern is.

Base Color Dirty & MaskMap Dirty

- The texture maps of the dirty variant of the object.

Dirty Texture Amount

- Slider that fades between the Clean and Dirty textures.

Burn Texture Maps

- The texture maps used for the burned paper texture. These are grayed out, but can be replaced within the Blackboard of the Shader Graph file.

Enable Dirty Textures

- The texture maps used for the burned paper texture. These are grayed out, but can be replaced within the Blackboard of the Shader Graph file.
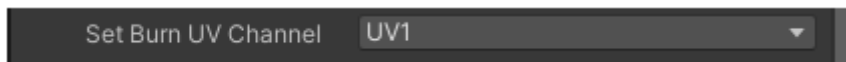
Enable Burning

- The texture maps used for the burned paper texture. These are grayed out, but can be replaced within the Blackboard of the Shader Graph file.

Set Burn UV Channel

- Sets which UV channel of the mesh it uses for the burn channel.

TROUBLESHOOTING

My shaders are pink/give an error

1. Check if you are in Unity version 2020.3 or higher.
2. Make sure you're in the Universal Render Pipeline and not the Built-in Render Pipeline.
3. Go *to Window > Package Manager* and check if you have Shader Graph loaded in. If you're in *HD Render Pipeline/Universal Render Pipeline*, Shader Graph should be in your project by default.
4. Reload the PHOTONOTES Package in from the Package Manager.

My shaders are grey

1. Check if your Shader Graph nodes are connected to the Master Node.
2. Make sure you're in the *HD Render Pipeline/Universal Render Pipeline* and not the Built-in Render Pipeline.
3. Go to *Window > Package Manager* and check if you have Shader Graph loaded in. If you're in Universal Render Pipeline, Shader Graph should be in your project by default.
4. Reload Shader Graph file by reloading in the PHOTONOTES Package in from the Package Manager.

My burning/dirtying effect doesn't work

1. Make sure you have the "Enable Dirty Textures" or "Enable Burning" check at the bottom of the Material Inspector. This check exists for optimization reasons, so if you do not use these features on a material make sure to uncheck them.
2. Check if your Shader Graph nodes are connected by opening the Photograph or Note shader graph file.
3. Check if the textures are in the correct texture slots.
4. Make sure you're in the *HD Render Pipeline/Universal Render Pipeline* and not the Built-in Render Pipeline.
5. Reload Shader Graph file by reloading in the PHOTONOTES Package in from the Package Manager.

Shadows are popping in and out on Photographs/Notes

This was done for optimization reasons. I have disabled shadow casting on every LOD except LOD0. Often, these small scale shadows won't really be noticeable from far away. May your project need this shadow casting, here is how to re-enable them:

1. Select the Prefab of which you want to change the shadows. Make sure to select all the LOD levels you want to change in the Scene Hierarchy.
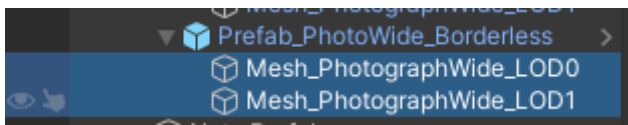
2. Navigate to the Inspector window.
3. Open the dropdown Lighting dropdown menu, Mesh Renderer.
4. Select the Cast Shadows dropdown menu.
5. Select the shadow settings needed for your object.
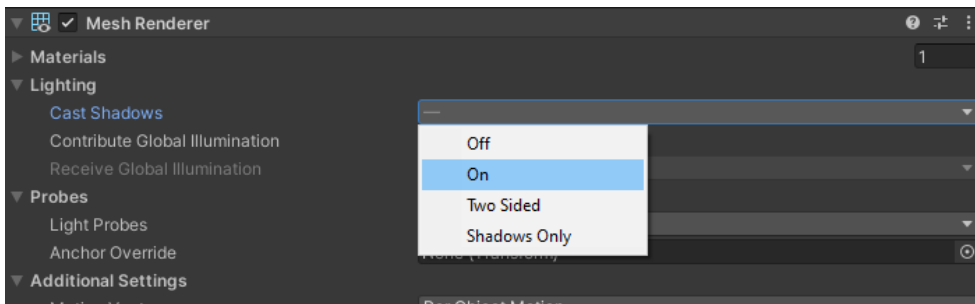
6. Optionally, apply these settings to all your prefabs currently in the scene by going to the parent object (in this example, *Prefab_PhotoWide_Borderless*) and navigate to Overrides in the Inspector and click Apply All.

14
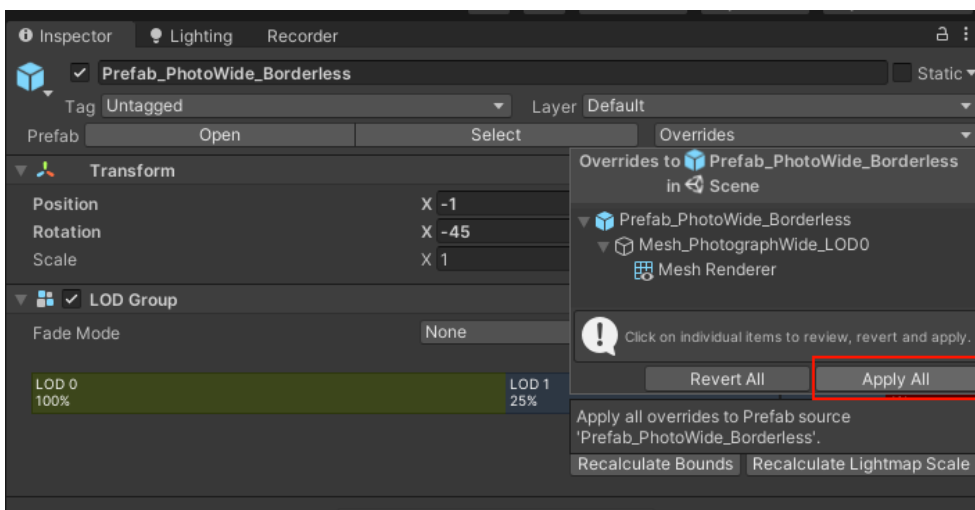
THANK YOU NOTE

I hope you are able to get lots of use out of PHOTONOTES! If you have any inquiries or need technical support, e-mail support@suggocreations.com. As I'm only a single person, it may take a few work days before I get back to you. However I'll try my best to help!

If you enjoyed this asset pack, please take the time to leave a review. I highly value any comments, feedback or suggestions you may have.

Thanks!