

KUBIKOS – World

KUBIKOS - World is high quality, extensive modular assets pack which includes more than 450 Unique assets. With KUBIKOS world you can build all kinds of interesting, innovative and fun game levels. KUBIKOS is perfect for stylized games.

Compatibility

The minimum supported unity version at this time is Unity 5.6 .

The package was designed for desktop and mobile use. It's fully optimized for small mobile platform levels as well as large desktop and console games.

VR has not been tested by me, but users have reported to have no graphical issues.

Compatible Asset Store packages:

KUBIKOS - 22 Animated Cube Mini Animals

KUBIKOS - People 20 Animated Cube Characters

Package Directory Structure

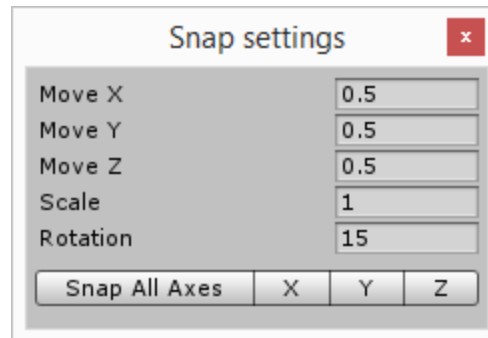
Directory structure of KUBIKOS - World is pretty intuitive. Every asset is located in its logical thematic folder: *Demo, Materials, Models, Prefabs, Shaders, Textures*

Prefabs Folder

- **Cubes** - Includes modular cubes, main asset of KUBIKOS for creating level platforms. Can be used for platform building as well as obstacles, walls, different type and size voxel buildings, etc...
- **Clouds** – Includes cute and fluffy clouds prefabs with shader, which can be used as separate prefabs as well as building your own cloud groups. Also includes Sun and Moon prefabs.
- **Crystals** – includes more than 130 variations of stylized crystals. 5 different color variations.
- **Items** – contains more than 28 props and items
- **Rocks** – Includes 117 different rocks and stones with 3 color variations, *blue, green and brown*
- **Trees and Plants** – Contains 95 prefabs of trees and plants.
- **Particles** – Includes 2 particle systems - 1 colored fog glow particle. 2 Floating dust particles.

Placement and Grid Snapping

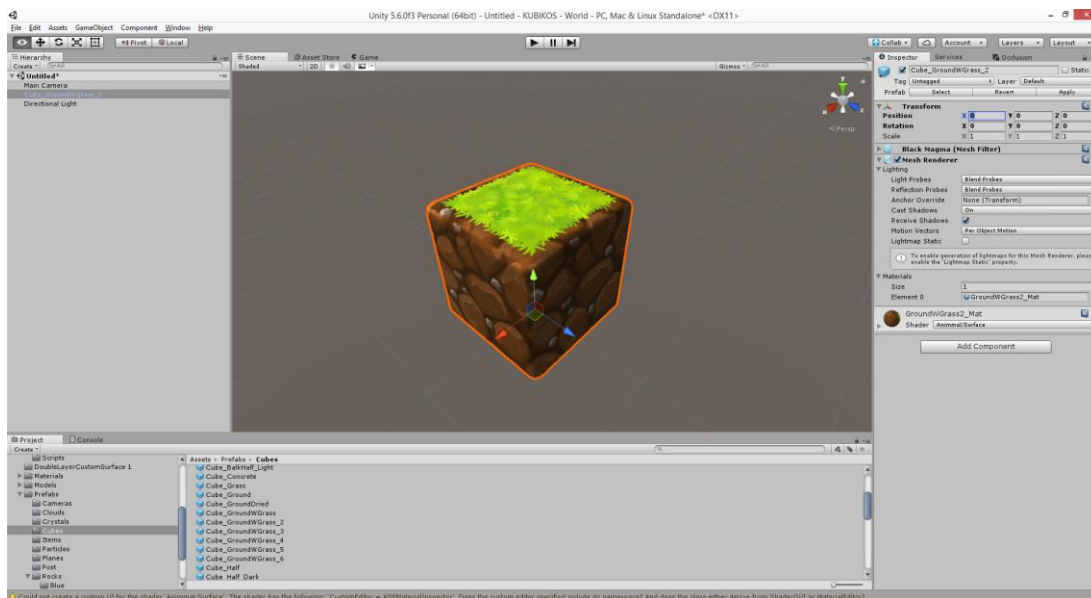
Its super easy to start building with KUBIKOS – world, just drag and drop one of cube assets into the scene. Every asset in package was designed with modularity in mind, you just need to snap individual or multiply pieces on grid with unity build in snap settings menu.



Unity snap settings – Edit > Snap Settings

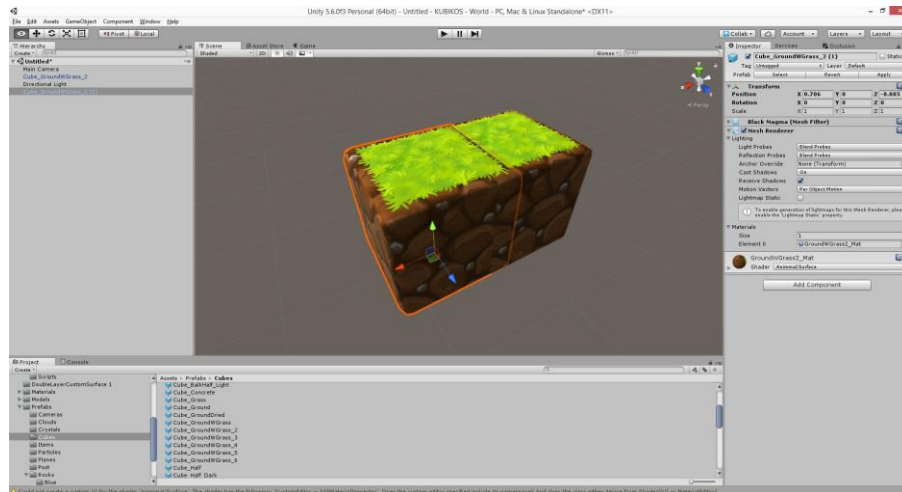
To start building with cube assets:

1. drop cube in scene.

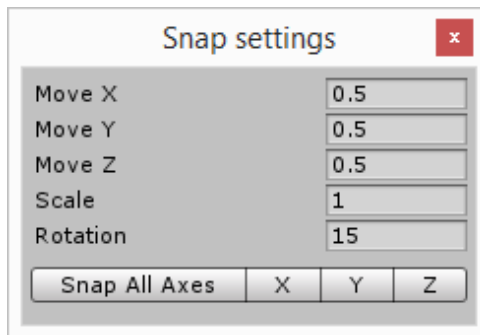


2. Make sure that its located on 0.0.0 coordinates

3. Copy cube with > CTRL + D, move it on to a place where you want it to be placed



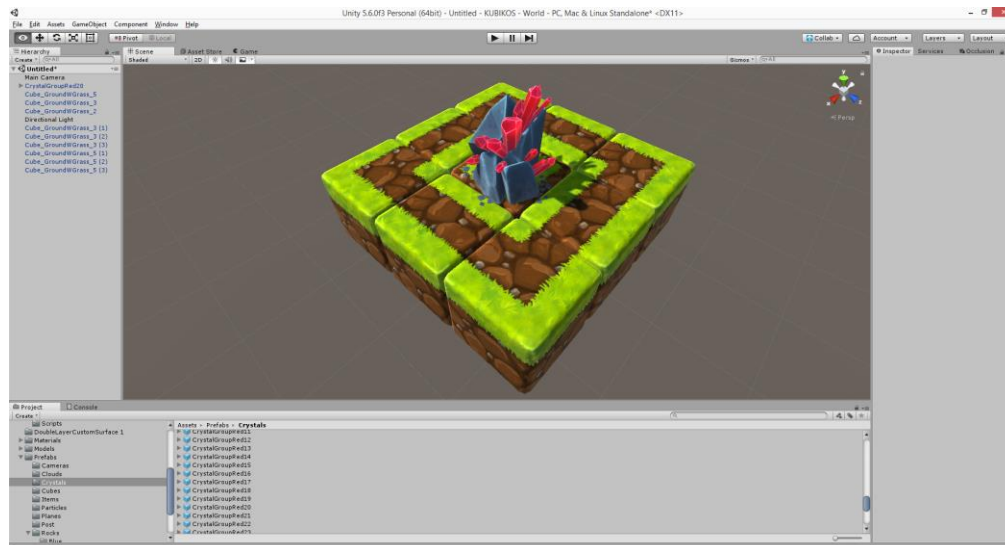
4. Open snap settings and put 0.5 value in Move X,Y,Z fields



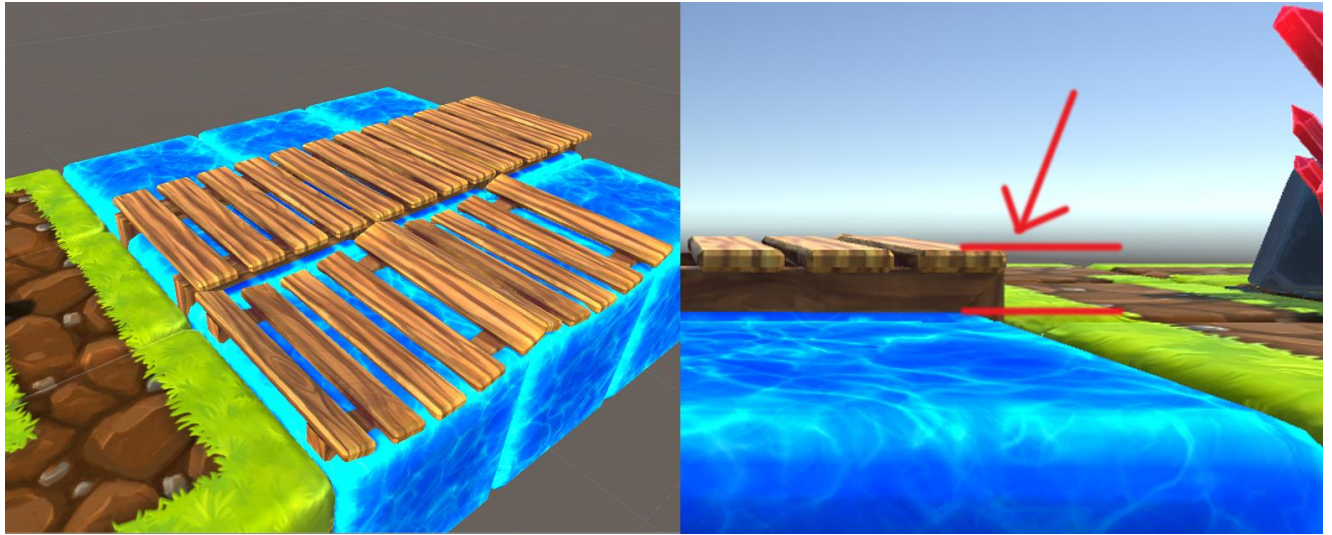
5. Select cube and just hit Snap all axes, it will be snapped and aligned to a grid.

6. To mirror object put negative value on the axis you want to mirror it. For example, if you want to mirror object on X axis, put -1 in its X scale value.

You can do this to individual or multiply pieces. You can even snap whole level to a grid, just select all pieces in scene and hit > Snap All Axes



7. Bridge and Pier are the only assets which require different snap values in snap settings. Their pivot is offset to avoid clipping during placement of the pier and bridge cubes, when same cube space is occupied with water or lava cubes.



8. To align Bridge and pier to a surface of the Cubes just set 0.18 value on Y axis of Snap setting, and hit > Snap All Axes

if you have any questions or comments about KUBIKOS - World please contact us via

support email:

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Please leave a Review, it helps a lot. Thank you very much.

Happy Building !