

Documentation & Quick Start



Thank you!

Thank you for choosing this pack! We hope you create something really special with it.

*Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.
Feel free to give us feedback via E-Mail info@tidalflask.com
or our social media!*

*Your feedback helps us focus on the right updates for the future
which will be free for existing users!*

*Enjoy, your **Tidal Flask** team!*





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Quick Start

Importing to Built-in RP project

After importing the Standard version into your project 2021.3.20 & above, which doesn't use any of the Scriptable render pipeline packages (URP/HDRP), it should just work™.

If you see any warnings in the Console window, try the Clear button and/or relaunch Unity. If the warnings don't disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.

Make sure you have Post Processing installed from Unity's Package Manager. If you install it after you imported the pack, reload the demoscene to get rid of possible errors.

Importing to URP project

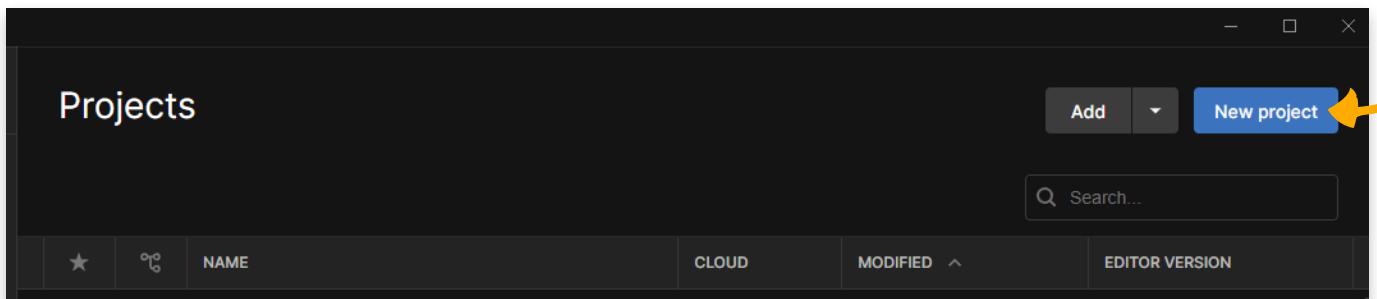
Here you will find detailed steps on how to import the package. Please note that this package only works out of the box with Unity 2021.3.20 and above.

IMPORTANT: In case you are using the URP shaders with a Unity version older than 2021.3.20 please be aware that this might result in shadow cascade errors in the scene. To solve the problem you can set the Cascades option in your render pipeline asset to "No Cascades".

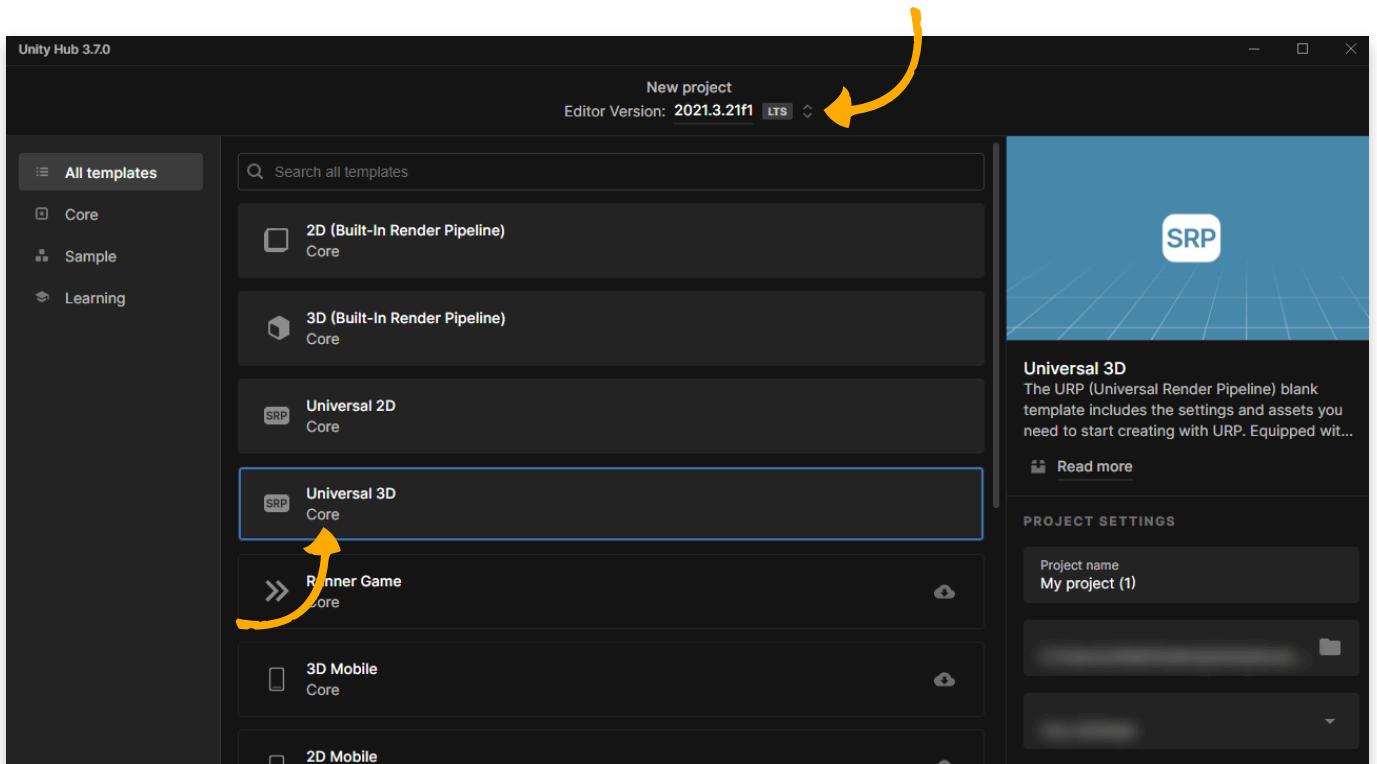


How to set up your project for URP (option 1)

We recommend to create a clean project and install the URP via the Package Manager or via Templates and import our package to this project.
To do so follow the steps below:



Step 1: Click “NEW” to create a new project (for URP pick Unity 2021.3.20 or above).



Step 2: In the “Templates” select “Universal 3D”, this way everything you need for this package will be preinstalled.



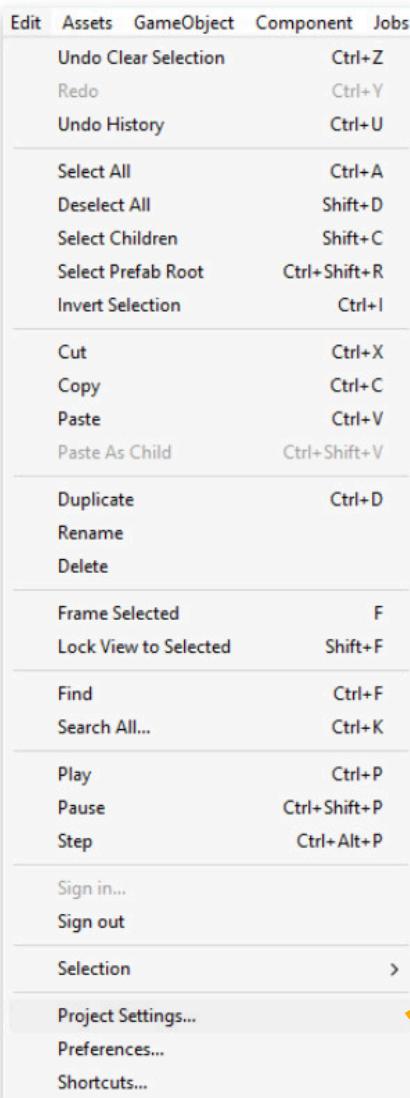
Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

If you see any errors in the “Console”, try the “Clear” button. If the errors don’t disappear consult the FAQ or drop us an e-mail.

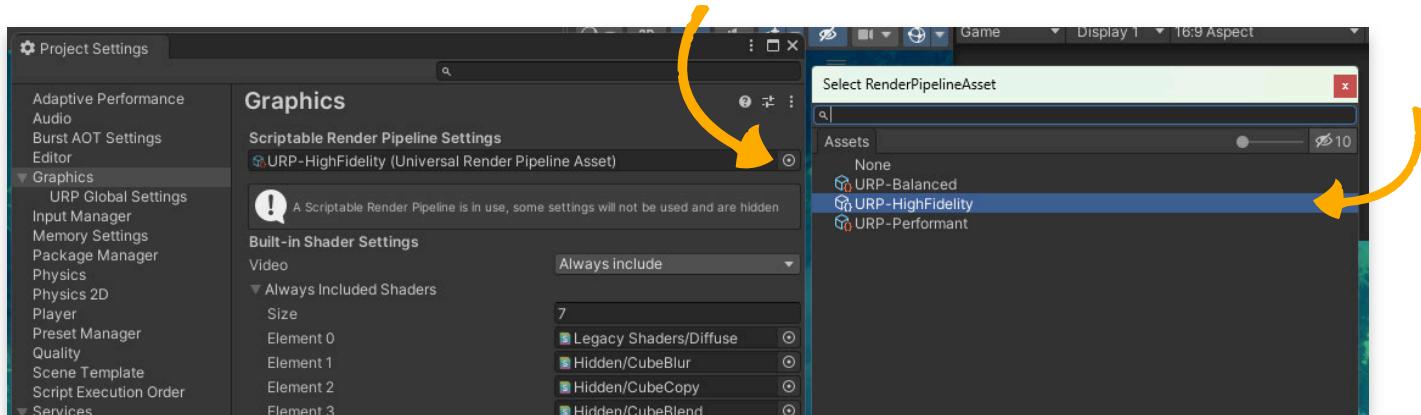
Note: If the error message “*a tree couldn’t be loaded because a prefab is missing*” pops up in the console tab, simply press “Clear” in the “Console” tab and it won’t appear again. This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package.

If you see any pink assets inside the Project window or inside the “Terrain”-object in any of the scenes, simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > right click > Reimport and it should fix it.

If you still encounter pink shaders, please make sure you have the correct pack version installed, depending on the render pipeline you are using.



Step 4: After the project is loaded, go to Edit > Project Settings...

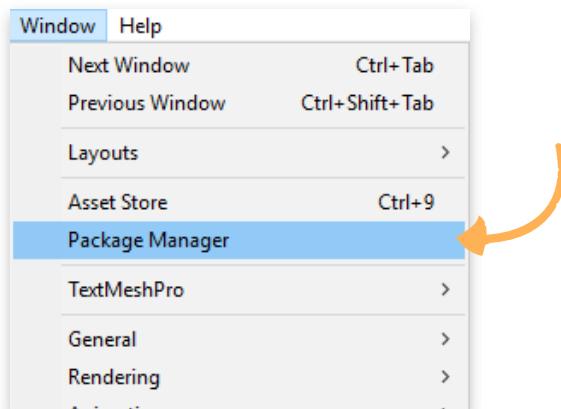


Step 5: For the Scriptable Render Pipeline Settings select “URP-HighFidelity”. These are the presets Unity preinstalled with the Template.

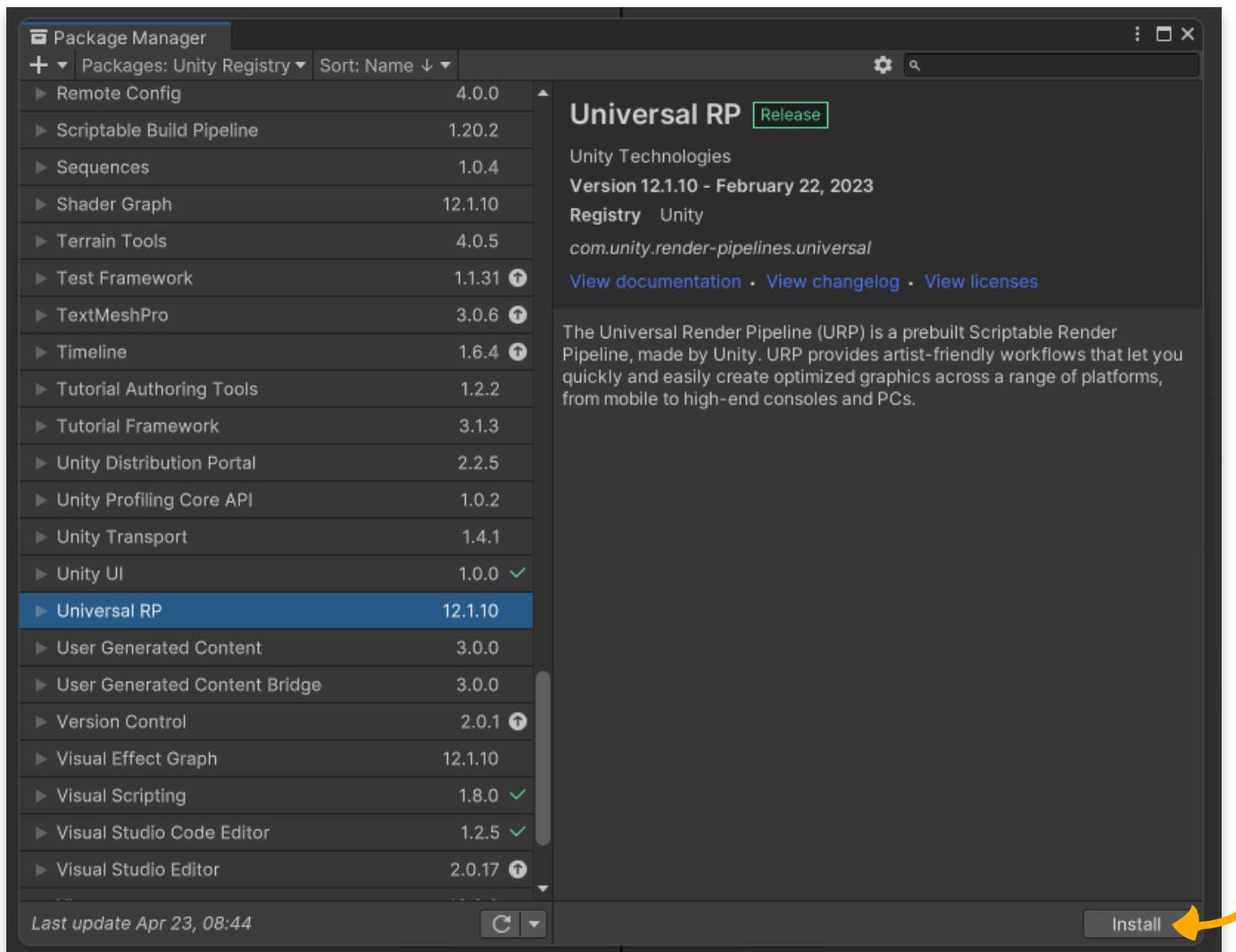


How to set up your project for URP (option 2)

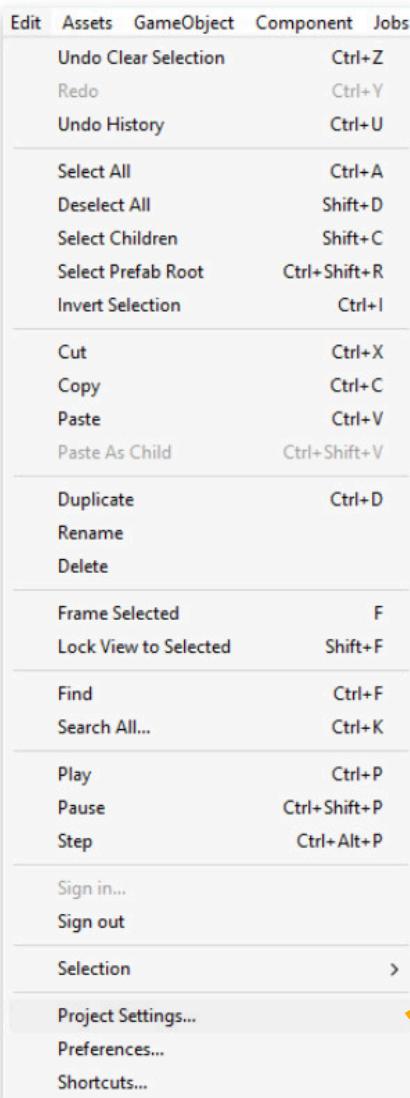
If you imported the the pack before you installed the URP please follow the steps below:



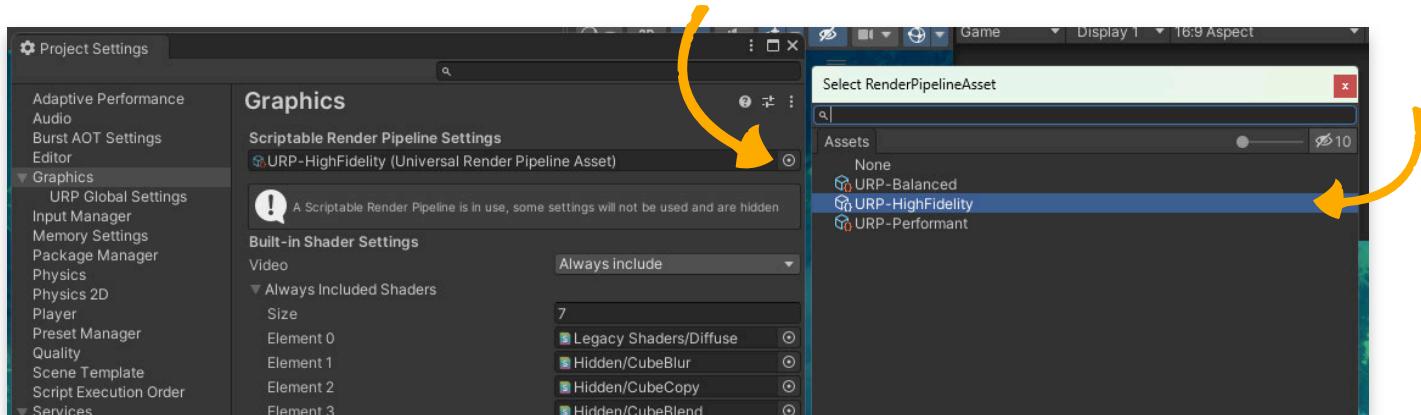
Step 1: go the Window > Package Manager.



Step 2: Select “Universal RP” asset and click “Install”.



Step 3: After the project is loaded, go to Edit > Project Settings...



Step 4: For the Scriptable Render Pipeline Settings select “URP-HighFidelity”. These are the presets Unity preinstalled with the Template.



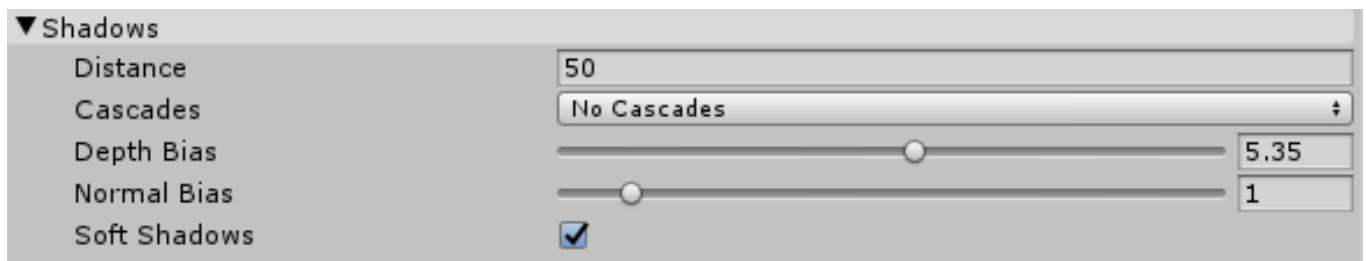
Demo scenes

Demoscene_stone_pack_level: the scene from the screenshots

Demoscene_stone_pack_assets: in this scene you will find all the assets within the package

Quality settings for URP

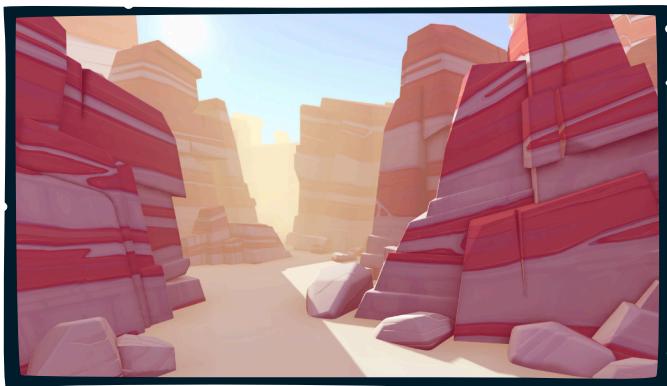
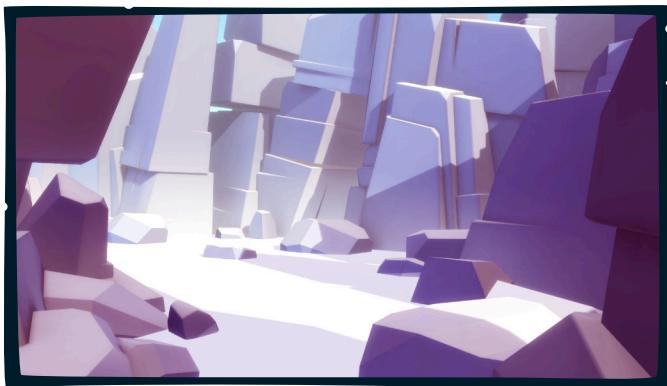
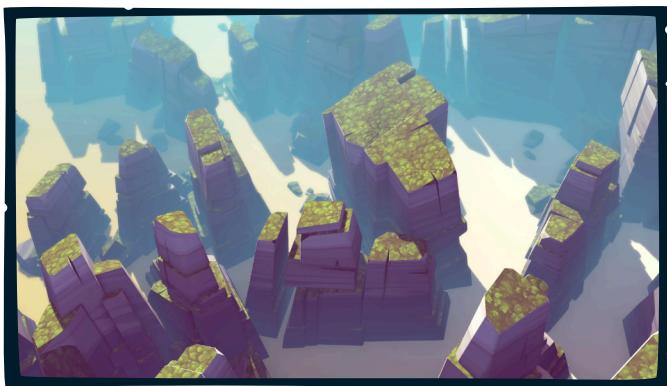
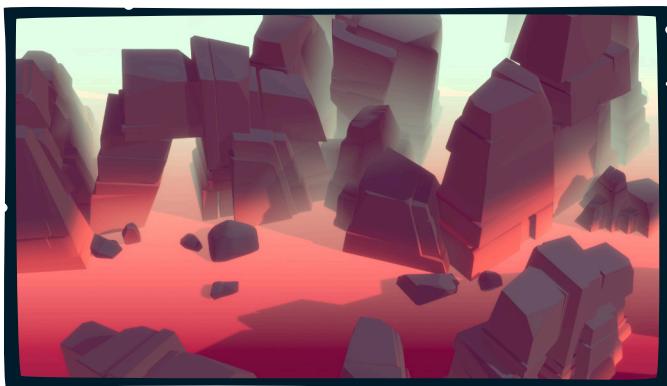
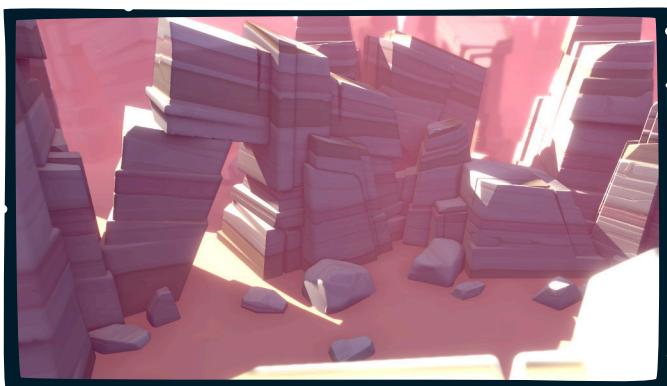
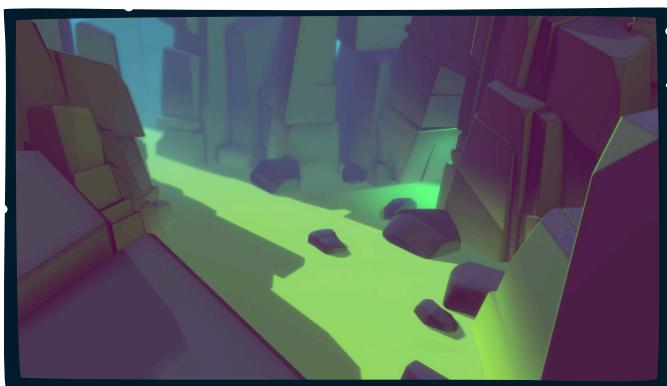
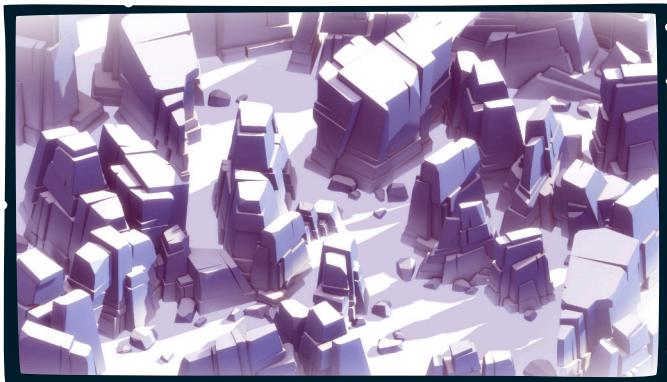
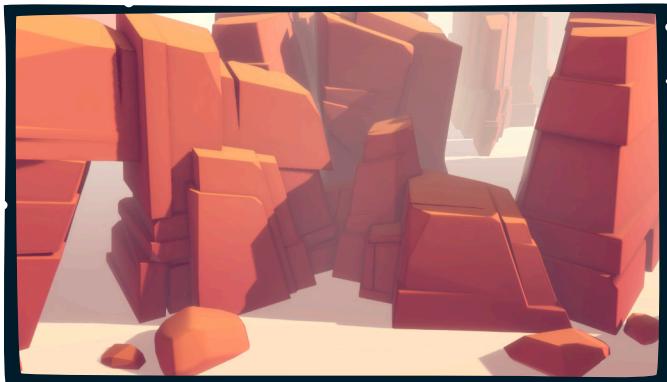
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows



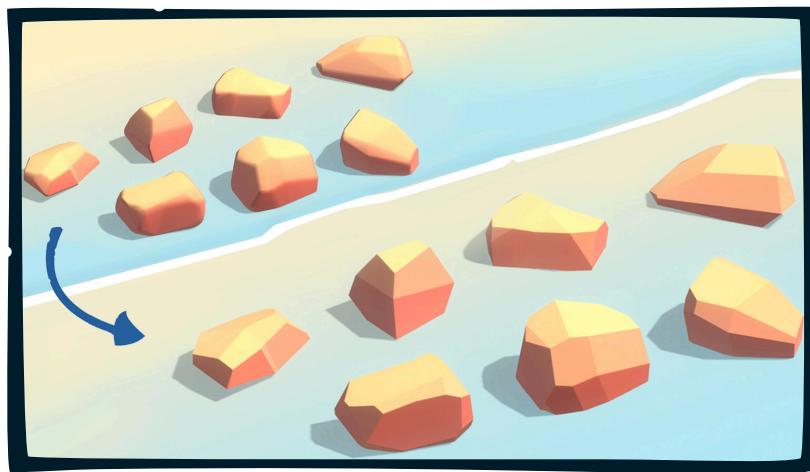
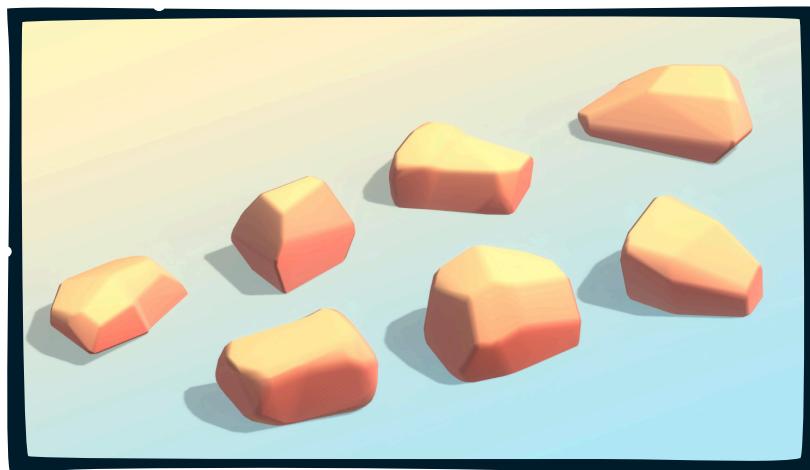
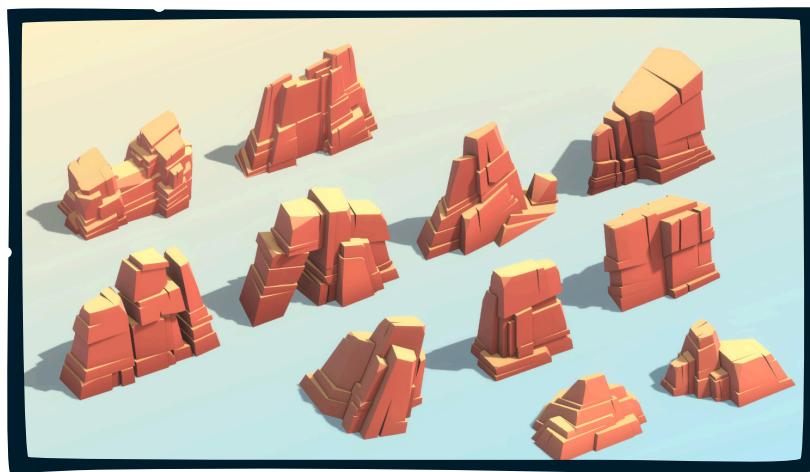
Demoscene_stone_pack_level





Demoscene_stone_pack_assets

In this scene you will find all the assets within this package. This includes prefabs of all 18 stone/rock assets and the lowpoly version of each one of them. This makes a total of 36 unique assets for this pack.





Assets

Meshes

All assets have a custom Lightmap UV in the second channel, 2 LOD levels and colliders.

Textures & Materials

You can find all the textures in the \2d\textures folder. The materials are in the \materials folder.

Tileable textures

- T_ENV_grass_moss_BC
- T_ENV_rock_01_BC
- T_ENV_rock_01_snow_BC
- T_ENV_rock_02_BC
- T_ENV_rock_03_BC
- T_ENV_rock_04_BC
- T_ENV_snow_01_BC

Materials

- M_ENV_stone_topprojection_01
- M_ENV_stone_topprojection_01_snow
- M_ENV_stone_topprojection_02
- M_ENV_stone_topprojection_03
- M_ENV_stone_topprojection_04
- M_ENV_stone_triplanar_color_gradient_lit
- M_ENV_stone_triplanar_color_gradient_unlit
- M_ENV_stone_triplanar_color_lit
- M_ENV_stone_triplanar_color_unlit
- M_gradient_lit
- M_gradient_unlit
- M_skybox

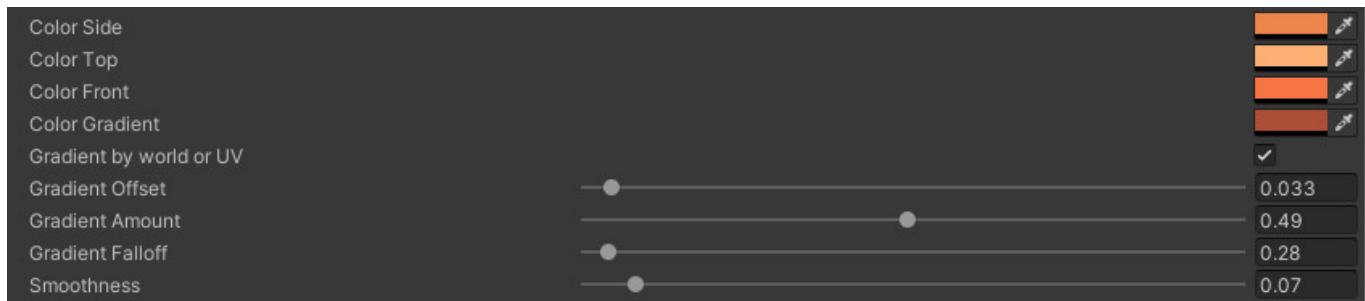


Shaders

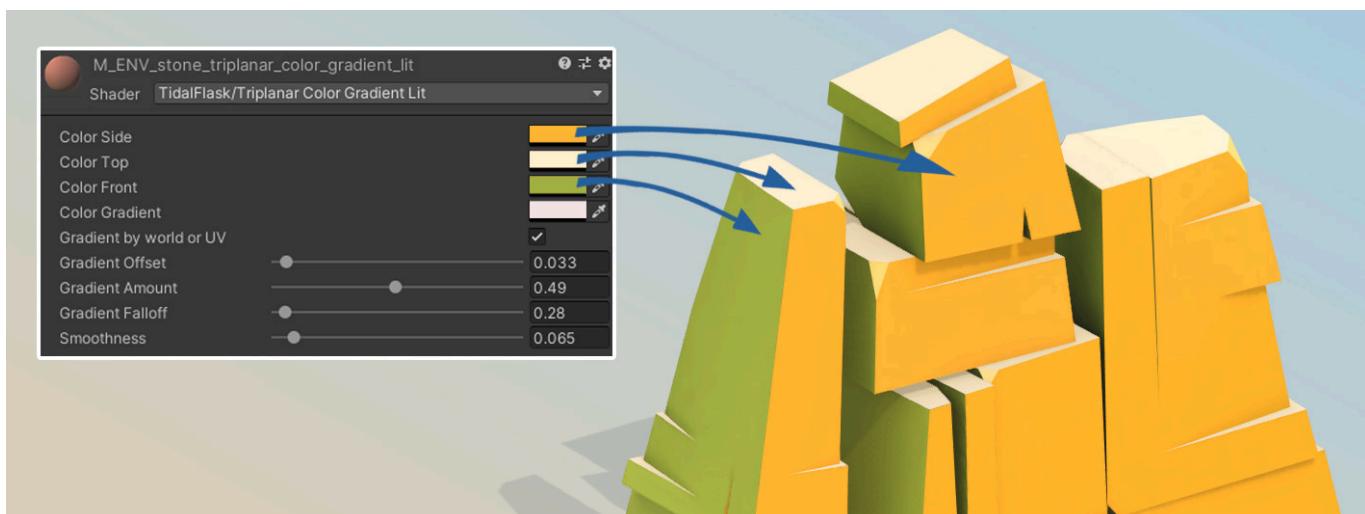
The custom shaders were created using Amplify with Unity and hence can **not** be opened or adjusted using Unity's Shader Graph. Of course if you have Amplify installed, you can adjust the shaders there.

S_triplanar_color_gradient_lit/unlit

With this triplanar shader you can choose a color for each mesh side - Side, Top and Front. For additional customization you also can add a color gradient from bottom to top. There is a lit and an unlit version of this shader, with the same customization options.



- Color Side: select color for the side projection
- Color Top: select color for the top projection
- Color Front: select color for the front projection
- Color Gradient: defines the color of the gradient
- Gradient by world or UV: toggles between the gradient being defined by the mesh UV or world position
- Gradient Offset: defines the gradient offset along the Y axis
- Gradient Amount: defines opacity of the gradient
- Gradient Falloff: defines gradient edge smoothness (10 = hard, 0 = very smooth)





S_triplanar_color_lit/unlit

These shaders are simpler versions of “S_triplanar_color_gradient_lit/unlit”, with the same options except the ones for the gradient.

With this triplanar shader you can choose a color for each mesh side - Side, Top and Front. There is a lit and an unlit version of this shader, with the same customization options.

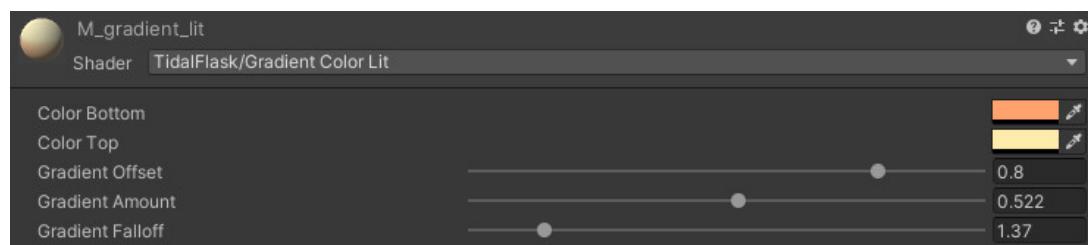


- Color Side: select color for the side projection
- Color Top: select color for the top projection
- Color Front: select color for the front projection

S_gradient_color_lit/unlit

This is a simple lit/unlit gradient shader. In our case we used this shader in particular for the plane as a background.

The “lit” shader is used for the material M_gradient_lit and the “unlit” one for M_ENV_gradient_unlit.

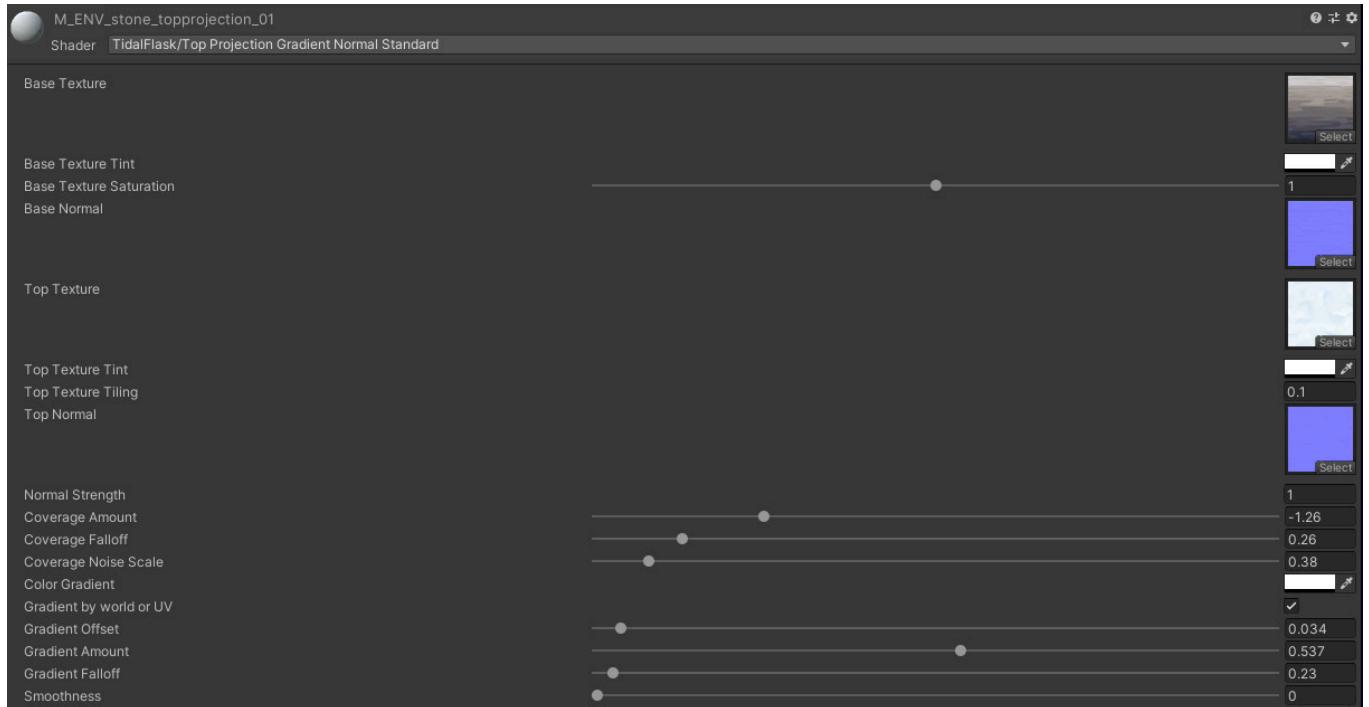


- Color Bottom: select primary color
- Color Top: select secondary color
- Gradient Offset: defines the gradient offset along the Y axis
- Gradient Amount: defines opacity of the gradient
- Gradient Falloff: defines gradient edge smoothness (10 = hard, 0 = very smooth)



S_top_projection_gradient_normal_standard

This top projection shader is used for textured rock and stone meshes, with the options to add a top texture and a color gradient from bottom to top. The shader “S_top_projection_gradient_standard“ is the same shader but without the options to add normal maps.



Customization options for the top projection shader.

- **Base Texture:** Slot for the base texture
- **Base Texture Tint:** Defines color tint value of the base texture
- **Base Texture Saturation:** Value for how saturated the base texture is
- **Base Normal:** Slot for the normal map of the base texture
- **Top Texture:** Slot for the texture that is blended from the top
- **Top Texture Tint:** Defines color tint of the top texture
- **Top Texture Tiling:** Amount of tiling of the top texture
- **Top Normal:** Slot for the normal map of the top texture
- **Normal Strength:** Defines the strength of the normal maps
- **Coverage Amount:** Defines amount of blending of the top texture
- **Coverage Falloff:** Defines the edge falloff of the top projection
- **Coverage Noise Scale:** Defines the size of the top projection noise
- **Color Gradient:** defines the color of the gradient
- **Gradient by world or UV:** toggles between the gradient being defined by the mesh UV or world position
- **Gradient Offset:** defines the gradient offset along the Y axis
- **Gradient Amount:** defines opacity of the gradient
- **Gradient Falloff:** defines gradient edge smoothness (10 = hard, 0 = very smooth)
- **Smoothness:** Defines smoothness of the material



Customizing Assets

Color Palettes

1. To change the color palette of a material, click on a color field. This opens the color window.

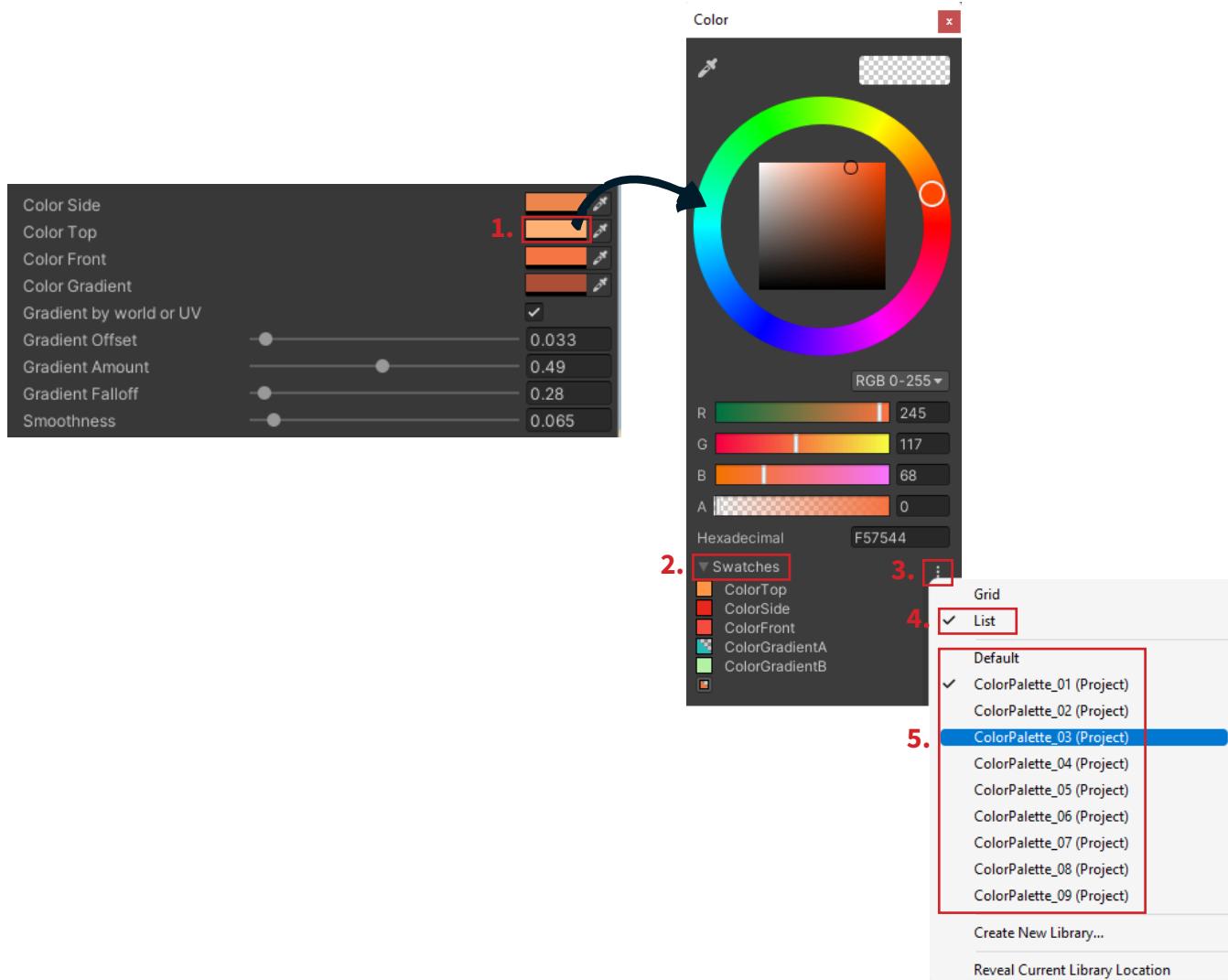
2. In the color window, make sure to open the “Swatches” option at the bottom.

3. Change the palette by clicking on the 3 dots right next to “Swatches”.

4. Select “List” to have a better overview.

5. From the dropdown then select the color palette of your choice.

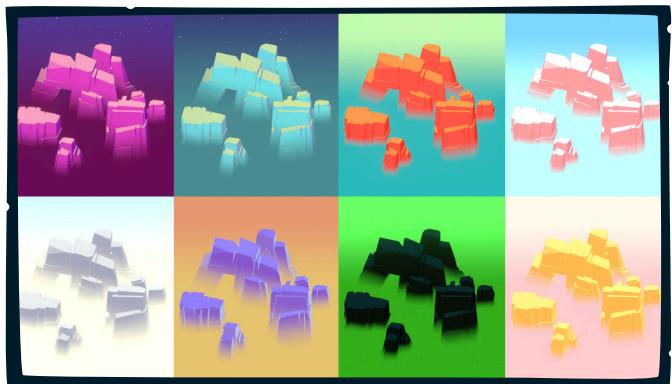
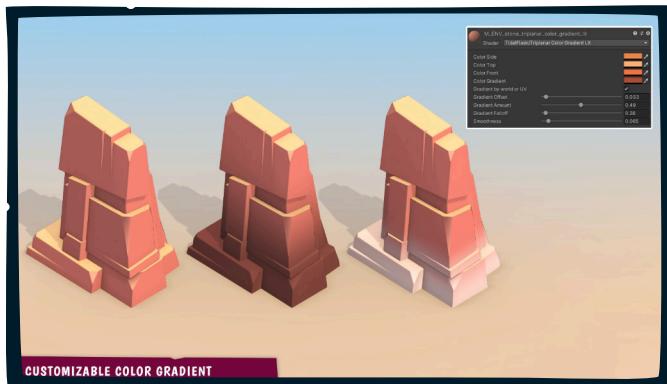
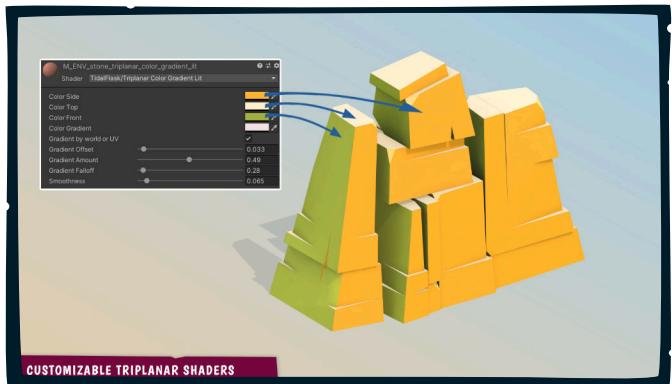
On default “ColorPalette_01” is selected. After you chose a palette, you then can replace each color (ColorTop/ColorSide/ColorFront) with the corresponding color from the palette.





Materials

For materials that use textures you can adjust not only the texture color tint and saturation but also what texture to blend and how to blend it from the top. Additionally you can change the tiling and smoothness of the blending top Ftextures. For further customization you can also add a smooth gradient and change its color and y position on the asset.





Support

FAQ

Will there be updates to the package?

Yes. We plan to update all our packages as soon as there is a relevant update or if the community asks for adjustments.

Can you give support to users if something doesn't work?

Yes, but first please read through this document and if you still need help with something related to this package, feel free to contact us.

A list of errors shows up in a shader.

Try reimporting the shader (in project tab > right-click on the shader > Reimport). We are aware of some shader warnings showing up, which don't seem to actually break the shader. So simply clearing the warning in the console tab should fix the problem.

I opened the project for the first time and everything is pink. When I select a material, the shader says "Hidden/InternalErrorShader"

This is the case when your project doesn't use the same render pipeline as the pack version you installed. Starting on page 4 you will find all the steps needed to properly set up your project.

I imported the package but some assets still appear pink in the Project window...

If you see any pink assets inside the Project window, simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > right click > Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.



Contact & Support

Visit our page for updates and more packages in the future:
<https://tidalflask.com/>

Contact us if you didn't find an answer to your questions:
info@tidalflask.com

Social Media



<https://www.facebook.com/tidalflask>



<https://twitter.com/TidalFlask>



<https://www.instagram.com/tidalflask/>

