



## 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. Feedback and suggestions can be made in the Unity Forums. You will find the link to it on the store page of the pack. Your feedback helps us focus on the right updates for the future which will be free for existing users!*

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





# Content

## 1. Quick Start

1. Lightweight Render Pipeline (**LWRP**)
2. Importing
- 3.a. How to set up your project for LWRP (option 1)
- 3.b. How to set up your project for LWRP (option 2)
3. Demo Scenes

## 2. Assets

1. Meshes
2. Textures & Materials
3. Shaders
4. FX
5. Customizing Assets
6. Bonus Asset - Camping Set

## 3. Scene setup

1. Environment setup - Terrain Tool

## 4. Support

1. FAQ
2. Unity Forum
3. Contact & Support
4. Social Media



# Quick Start

## Lightweight Render Pipeline (LWRP)

This package is made using **Lightweight Render Pipeline**. If you want to find out exactly what it can and can't do please visit this page:

<https://unity.com/lightweight-render-pipeline>

## Importing

You will find detailed steps on how to import the package below. Please note that since this package was made using **LWRP** you will need **Unity 2019.1.0 or above**.

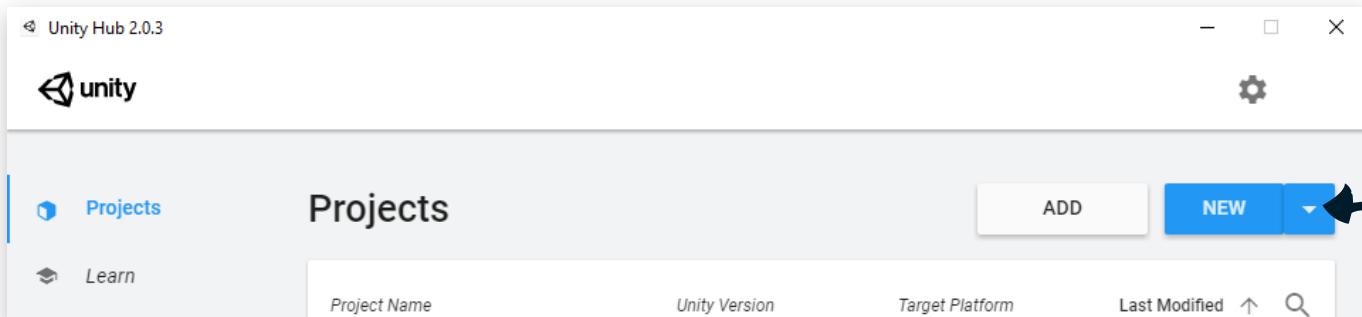
**IMPORTANT!!!** *LWRP is not compatible with other render pipelines. You can convert from the Unity Built-In Render Pipeline to LWRP. To do so, you'll have to rewrite your assets and redo the lighting in your game or app. You can use the upgrader to upgrade Built-in Shaders to LWRP Shaders (Edit > Render Pipeline > Upgrade Project Materials to LightweightRP Materials). For custom Shaders, you'll have to upgrade them manually.*



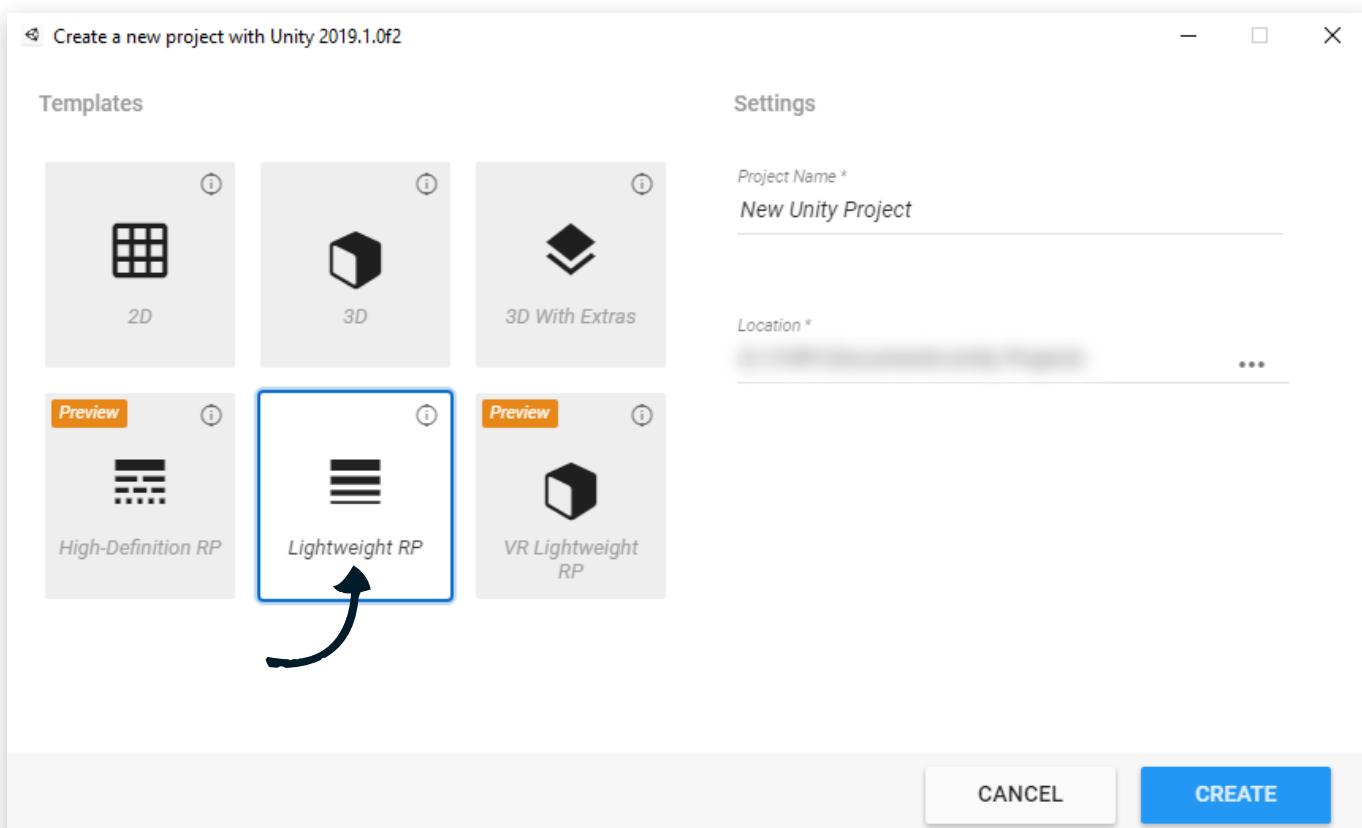
## How to set up your project for LWRP (option 1)

We recommend to create a **clean project** and install the **LWRP** 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 LWRP pick **Unity 2019.1.0 or above**).



Step 2: In the “**Templates**” select “**Lightweight RP**”, this way everything you need for this package will be preinstalled.

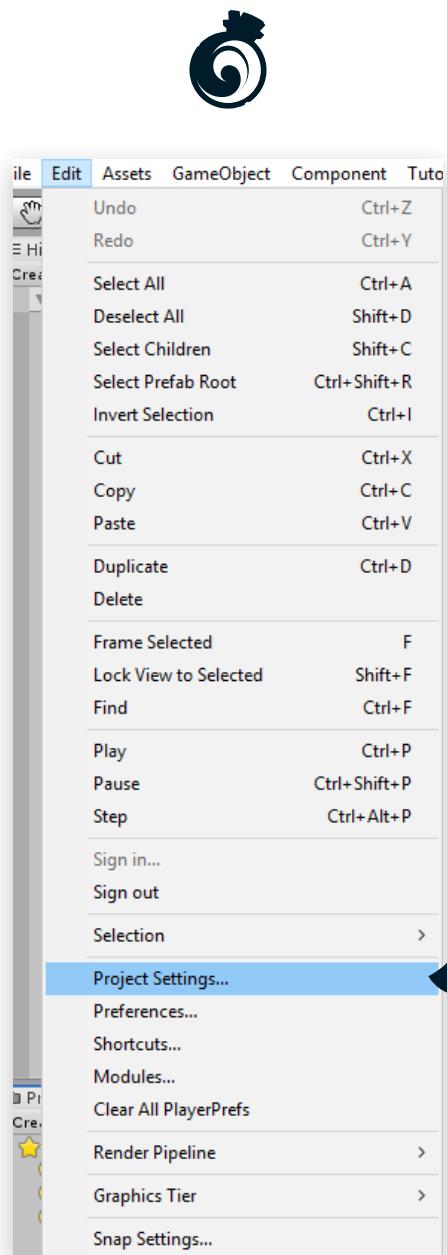


Step 3: Download the “**FANTASTIC - Nature Pack**” from the Asset Store and integrate it into your project.

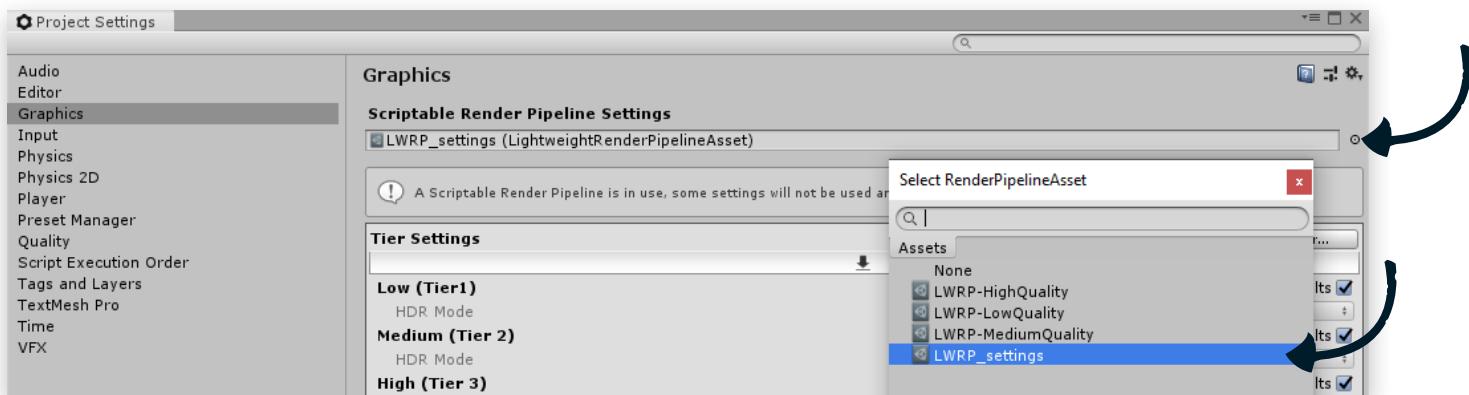
At this point you already can go to **\Fantastic Nature Pack\scenes** and select any of the scenes.

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 **Mail**.

If you see any purple 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.



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

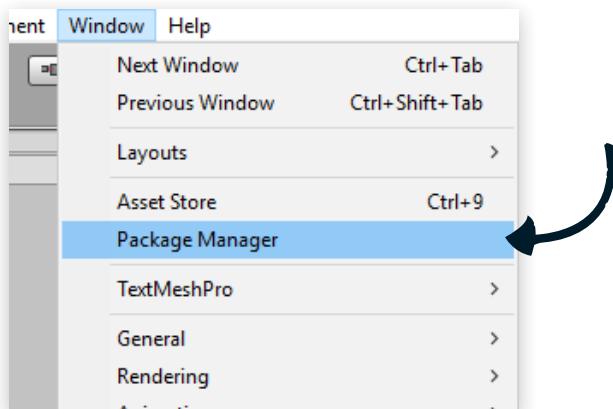


Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP\_settings**”. This is the asset we used for this project. The other 3 are the presets Unity preinstalled with the Template.

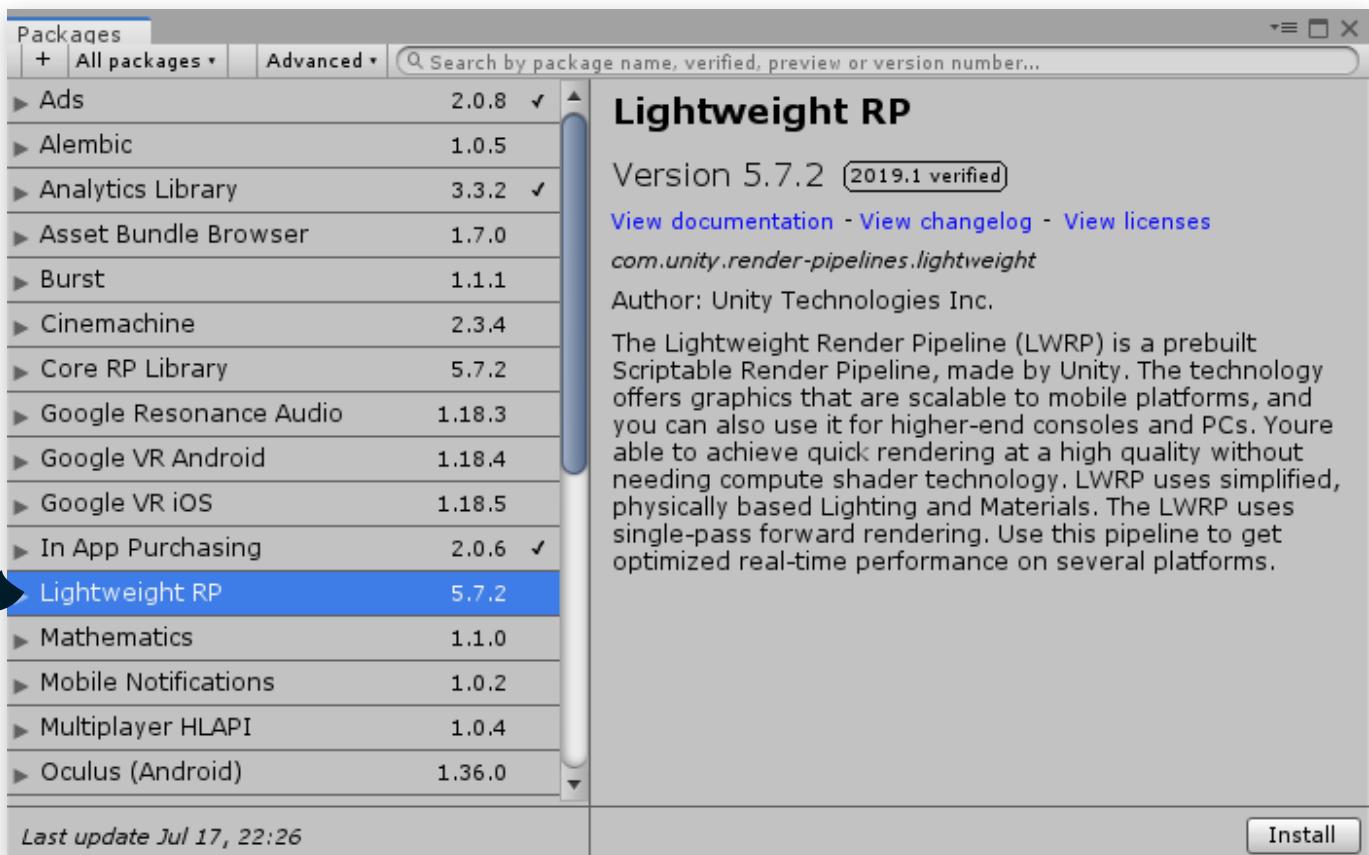


## How to set up your project for LWRP (option 2)

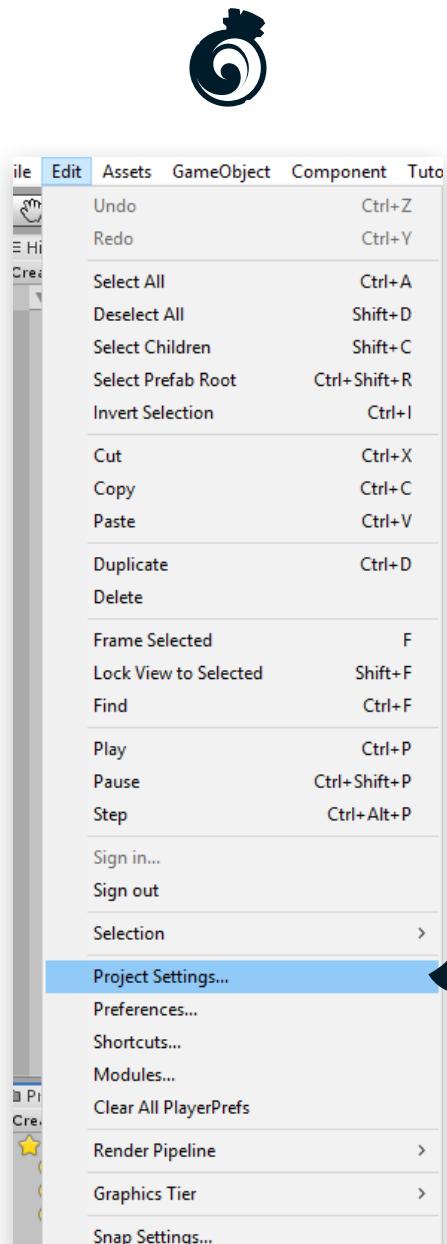
If you imported the “**FANTASTIC - Nature Pack**” before you installed the LWRP please follow the steps below:



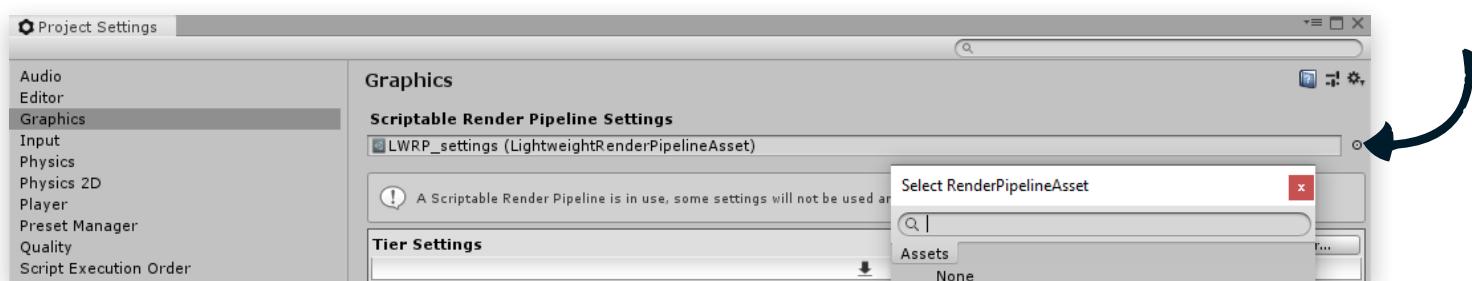
Step 1: go the Window > Package Manager.



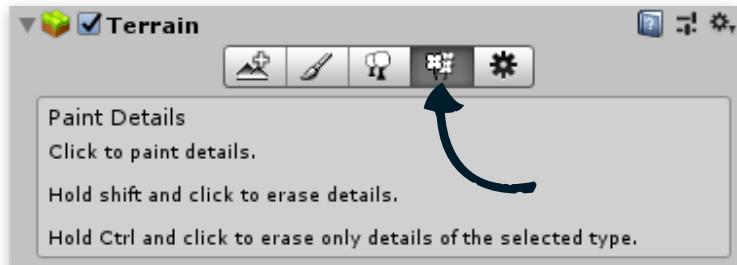
Step 2: Select “Lightweight RP” asset and click “Install”.



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



If you can not select any pipeline assets simply drag and drop the “**LWRP\_settings**” asset from the **Fantastic Nature Pack**.



It is possible that if you open any of the scenes, that some assets still appear purple. If that is the case do the following:

- In the Hierarchy window select “Terrain”
- In the “Paint Details” tab double click on any asset
- Click on the circle next to the asset which was added in the “Detail” panel
- Readd the same asset and the scene should look normal again





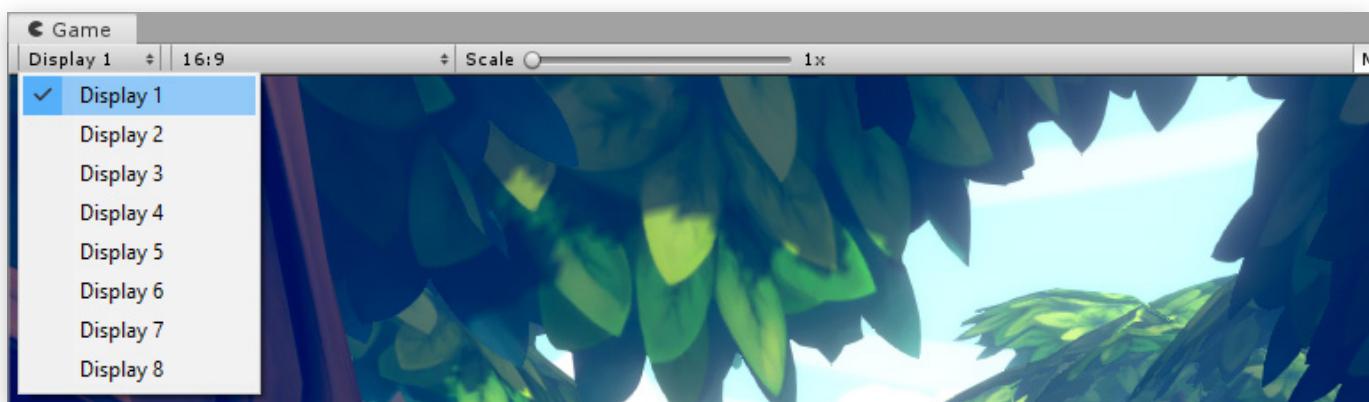
# Demo scenes

**Demoscene\_day:** daylight scene with different sceneries (see screenshots below)

**Demoscene\_night:** night scene with the same sceneries like the daylight scene (see screenshots below)

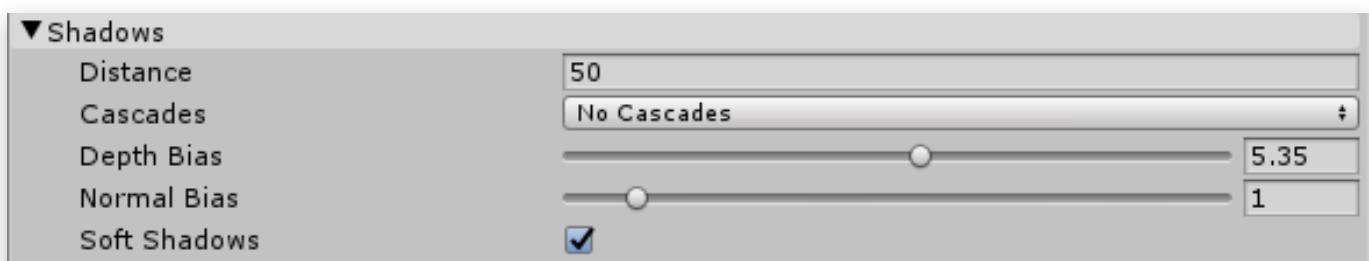
**Demoscene\_assets:** in this scene you will find all the assets within the package

All the sceneries you see in the trailer were recorded directly out of these 2 scenes. Simply select the different displays from the dropdown to see where the cameras were placed:



## Settings for Lightweight Render Pipeline (LWRP)

To quickly adjust any quality settings for LWRP please find the **LWRP\_settings** inside the **\Assets** folder.



*Example settings for shadows*

## Post Processing

Inside the **\Assets\post** folder you will find 3 **PPP\_** files for day, night and the assets scenes.



## Demoscene\_day

both scenes are the same asset-wise. The only things that were changed are Skybox, lighting, particles and water material setup (see “**Shaders**” chapter).



## Demoscene\_night



Forest



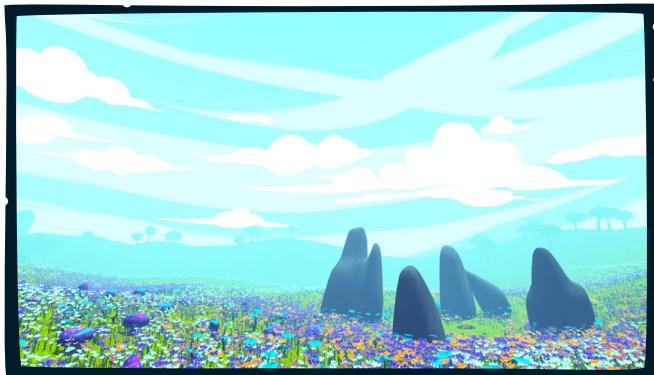
River



Mountain



Camp



Field



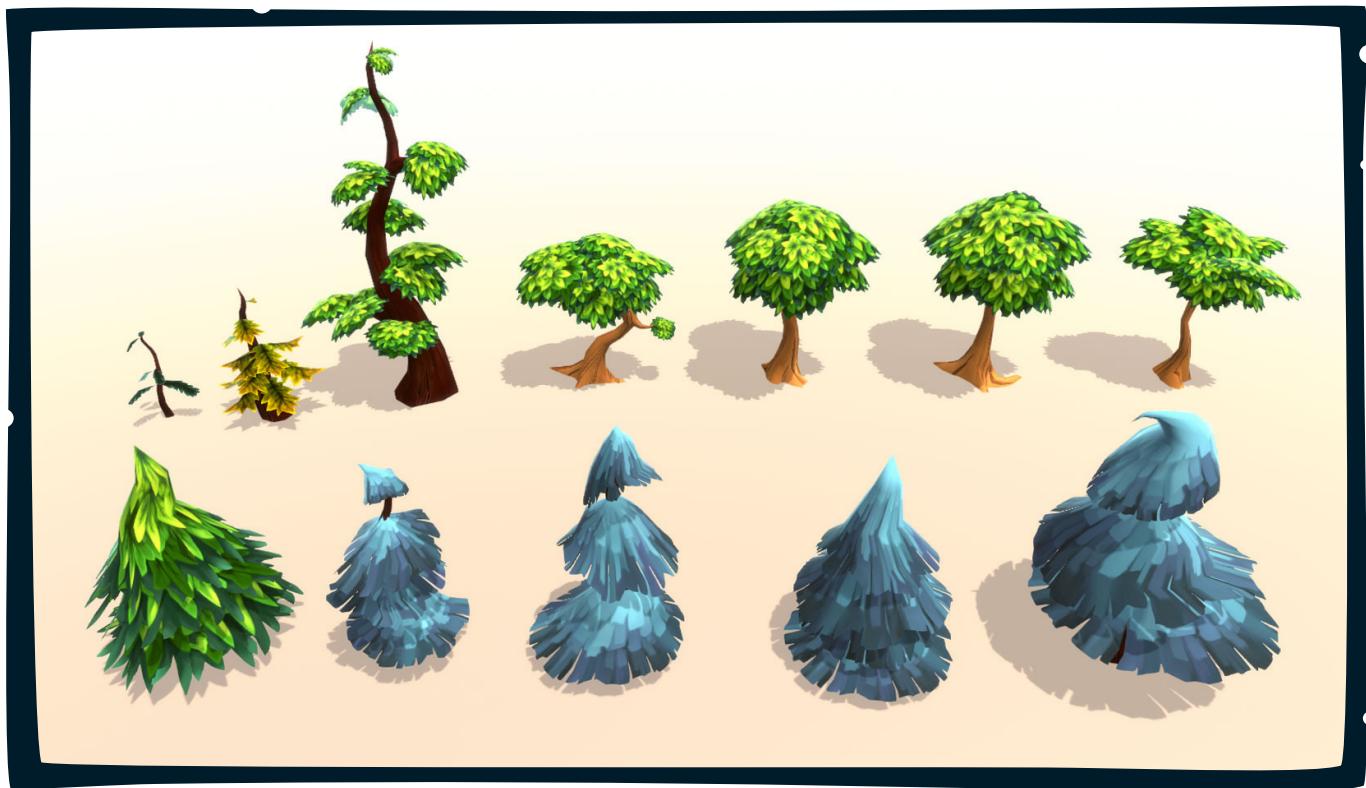
Beach





## Demoscene\_assets

In this scene you will find all the assets within this package. For trees and stones you can already check out the LODs.



Trees (3 LODs each)



Logs & stumps



Stones (3 LODs each)



Bushes, plants, flowers, grass, mushrooms



Bonus asset “Camping Set”





# Assets

## Meshes

### Vertex maps

A specific set of meshes have vertex maps to be able to work with “**Wind settings for Grass**”. If you are asking yourself why we added these assets to “**Detail Objects**” please read through **Environment setup - Terrain Tool** chapter.

The following set of assets have vertex maps:

SM\_ENV\_PLANT\_bush\_...

SM\_ENV\_PLANT\_flower\_...

SM\_ENV\_PLANT\_leaf\_...

The screenshot shows the Unity Editor's Inspector window for a terrain asset. The top bar has tabs for 'Inspector' and 'Lighting'. Below the tabs, there are dropdowns for 'Terrain' (selected), 'Tag' (Untagged), 'Layer' (Default), and 'Static' checked. Under the 'Terrain' section, there are two sets of controls, each with a question mark icon and a gear icon. The first set is labeled 'Terrain Settings'. The second set is expanded to show 'Basic Terrain', 'Tree & Detail Objects', 'Physics (On Terrain Data)', and 'Wind Settings for Grass (On Terrain Data)'. The 'Wind Settings for Grass' section contains sliders for Speed (1), Size (0.347), Bending (0.097), and a 'Grass Tint' color bar. The 'Wind Settings for Grass' section is highlighted with a blue arrow pointing from the text above.

Set the desired wind movement of the assets with vertex maps under “**Wind settings for Grass**”

The screenshot shows the Unity Editor's Inspector window with global wind settings. It includes fields for 'Wind Movement' (X: 0.67, Y: 0, Z: 0, W: 0) and 'Wind Density' (1.64). Below these are fields for 'Wind Strength' (0.15).

For trees and grass the wind simulation is solved with the shader. For more information please see chapter “**Shaders**”



## LODs

All the trees and stones have 3 LODs levels. These are already set up for you inside the corresponding prefabs. You will find all the prefabs in **\Assets\prefabs** folder.

Highest polycount for trees LOD0: 964

Lowest polycount for trees LOD2: 19

Highest polycount for stones LOD0: 872

Lowest polycount for stones LOD2: 18

## Collision

The trees have a custom collision mesh called **\*treename\*\_COLLISION**.

The stones have their **\_LOD1** or **\_LOD2** set as their collision.

Since trunks, stumps and roots are rather low poly, they have a mesh collider referencing themselves.



# Textures & Materials

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

## Tileable materials

### Environment:

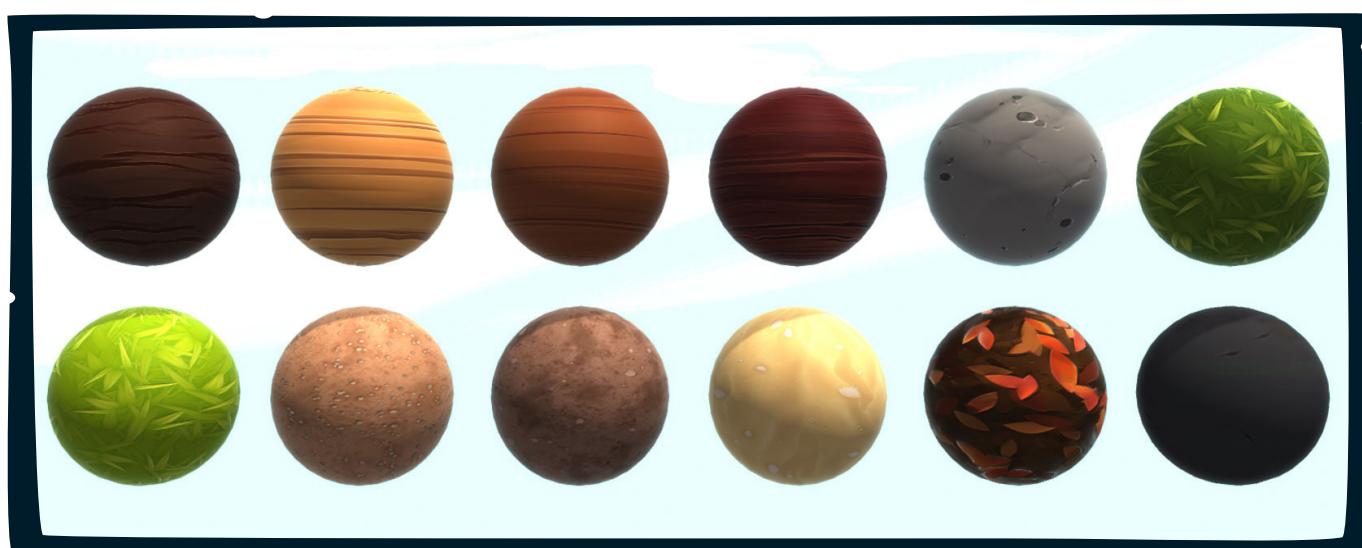
These materials are only for the preview. To adjust the look of these materials on the terrain please adjust the terrain layers directly in this folder:

**\Assets\2d\textures\terrain\_layers**

- M\_ENV\_TERRAIN\_grass\_01
- M\_ENV\_TERRAIN\_grass\_02
- M\_ENV\_TERRAIN\_dirt
- M\_ENV\_TERRAIN\_gravel
- M\_ENV\_TERRAIN\_leaves
- M\_ENV\_TERRAIN\_sand
- M\_ENV\_TERRAIN\_stone

### Trees:

- M\_wood\_01
- M\_wood\_02
- M\_wood\_03
- M\_wood\_04



*Tileable materials*



## Atlases

There are multiple reasons why we wanted the plants texture to be an atlas.

Firstly for performance reasons and secondly, this way you can easily add seasonal changes by simply changing one single texture, or add other kind of flora and fauna to the same meshes without adjusting the mesh or the UVs.

### Plants:

- M\_PLANT\_atlas\_anim
- M\_PLANT\_atlas\_static
- M\_PLANT\_grass\_anim
- M\_wood\_log\_burn
- M\_wood\_stump

### FX:

- M\_FX\_fire
- M\_FX\_glow
- M\_FX\_leaf
- M\_FX\_steam

## Bonus asset “Camping Set” specific materials

For more information about the bonus asset “Camp” please read the “**Bonus Assets**” chapter.

- M\_set\_camping
- M\_cloth
- M\_metal



# Shaders

**Grass, water and the plants shaders** were made with the **Shader Graph**. For more information about Shader Graph and how to use it visit this site:

<https://unity.com/shader-graph>

Rest of the shaders are all standard LWRP.

We recommend to install the **Shader Graph** via the **Package Manager** or via **Templates**. To use the Shader Graph in your project either start a new project using a template that includes Shader Graph or download a **Render Pipeline** package from the **Package Manager**. The Shader Graph will be downloaded automatically for your use in either of these cases.

Packages that contain Shader Graph:

- Lightweight Render Pipeline
- HD Render Pipeline

Templates that contain Shader Graph:

- Lightweight 3D Template
- HD 3D Template



## Water shader

The screenshot shows the Unity Inspector window for the 'M\_FX\_water' shader. The top bar has tabs for 'Inspector' and 'Lighting'. The main area displays various shader parameters:

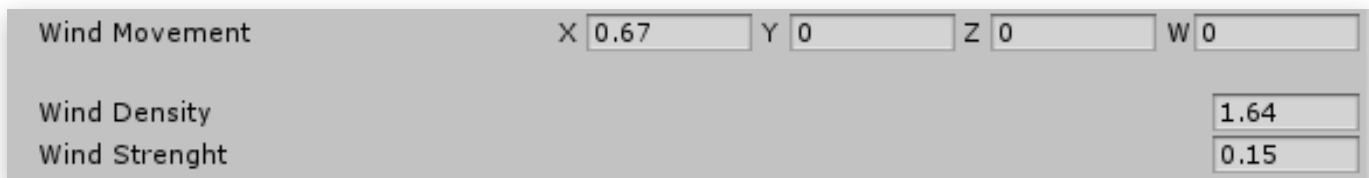
Parameter	Type	Value	Editor Type
Metallic	Float	0.1	Slider
Gloss	Float	1.3	Slider
Transparency	Float	4.56	Slider
BaseColor	Color	(HDR)	Color Picker
RipplesColor	Color	(HDR)	Color Picker
RippleSpeed	Float	1.99	Slider
RippleScale	Float	1.27	Slider
RipplesDissolve	Float	10.92	Slider
NormalStrength	Float	0.4	Slider
NormalSpeed	Vector (X, Y, Z, W)	X: 0.05, Y: -0.01, Z: 0, W: 0	Vector Input
FoamColor	Color	(HDR)	Color Picker
FoamOffset	Float	0.49	Slider
EmissionIntensity	Color	(Black)	Color Picker
Render Queue	Dropdown	From Shader	Dropdown
Enable GPU Instancing	checkbox	<input type="checkbox"/>	checkbox
Double Sided Global Illumination	checkbox	<input type="checkbox"/>	checkbox

- Metallic: metalness amount
- Gloss: gloss amount
- Transparency: transparency amount
- Base Color: base color of the water
- Ripples Color: color of the ripples
- Ripple Speed: defines the movement speed of the ripples
- Ripple Scale: defines the scale of the ripples
- Ripples Dissolve: contrast of the noise which is used for the ripples
- Normal Strength: normal for the waves
- Normal Speed: speed of the waves
- Foam Color: color of the foam where the meshes intersect with the water
- Foam Offset: size of the foam
- Emission Intensity: emission of the water (the hex values we used in the videos are **#959595** for the day and **#252525** for the night scene)



## Plants and grass - wind movement

**M\_PLANT\_atlas\_anim** and **M\_PLANT\_grass\_anim** are both meant to be used for wind movement of the plants. In both materials you will find the same settings for **wind movement, density and strength**.



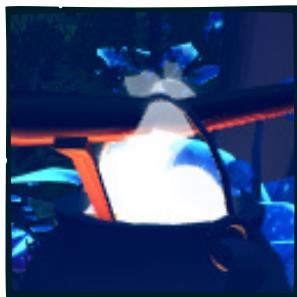
- Wind Movement: movement direction of the noise (only edit the **x** and **y** values, it displays a vector4 inputfield, **z** and **w** components are **not** used)
- Wind Density: density of the noise applied to the mesh
- Wind Strength: strength of the deformation

## FX

Inside the \Assets\prefabs\FX folder you will find some particle effects to decorate your scenes. We added the following effects:



Fire



Steam



Particles Glow



Leaves

## Customizing Assets

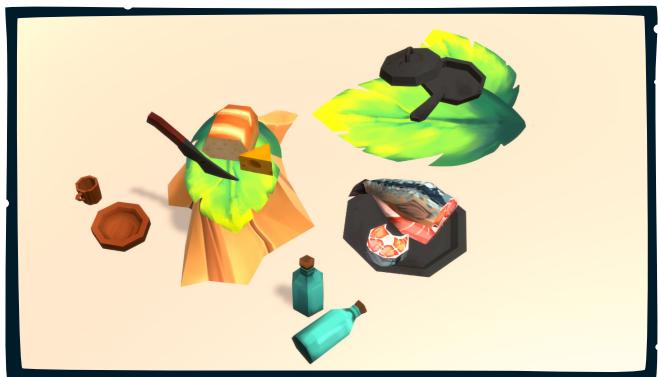
We have added multiple prefab versions for trees to have 4 different variation in their materials. You can easily do that for other assets like roots, tree trunks and stumps.

As explained in the “**Textures & Materials**” chapter, you can work on one single texture to make adjustments or even seasonal changes.



## Bonus Asset - Camping Set

As a bonus for this pack we have included a camping set with some extras.  
You will find it in **\Assets\prefabs\props**.





# Scene setup

## Environment setup - Terrain Tool

It's important to note that **trees and stones** will **not** work on the terrain as "**Detail Objects**". This is because they have LODs, which is incompatible. Instead, add these assets as "**Tree Objects**".

Additionaly any **assets with emission** and **grass** should be added as "**Tree Objects**", because the built-in grass shader would otherwise override the custom shaders.

This is not a limitation of the package, but rather a limitation of Unity. Here is a sheet to help you decide where to add the assets:

### Detail Objects

*Assets without emission*

*Assets without LODs*

*No prefabs*

#### "Grass texture"

*single texture (no atlas) which will be displayed as such (can be a billboard)*

#### "Detail Mesh" - vertex lit

*does not move with wind & has no transparency*

- Mushrooms without emission

#### "Detail Mesh" - grass

*assets with vertex map that should move with wind*

- Bushes
- Leaves
- Flowers
- Fern

### Tree Objects

*Assets with emission*

*Assets with LODs*

*Prefabs*

*Assets with custom shaders*

- Trees
- Stones
- Grass





# 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.

### Are the updates free?

Yes. As soon as you buy the package, any updates to that package are free of charge.

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

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

### Does the package only work with Lightweight Render Pipeline (LWRP)?

Yes and no. The package is set up using LWRP and all the materials are LWRP. BUT you can always change the render pipeline, you will just have to adjust the materials, lighting etc. accordingly.

### I imported the package but some assets still appear purple in the scene...

It is possible that if you open any of the scenes, that some assets still appear purple. If that is the case do the following:

- In the Hierarchy window select “Terrain”
- In the “Paint Details” tab double click on any asset
- Click on the circle next to the asset which was added in the “Detail” panel
- Readd the same asset and the scene should look normal again

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

If you see any purple 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.



# Unity Forum

If you want to read up about this package in the Unity Forums you can find the link on the store page of this package.

# 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](mailto:info@tidalflask.com)

# Social Media



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



<https://twitter.com/TidalFlask>

