-ZERIN LABS-

LowPoly Pack

Modular Dungeons

Welcome!
...and thanks for buying this outstanding asset pack :)

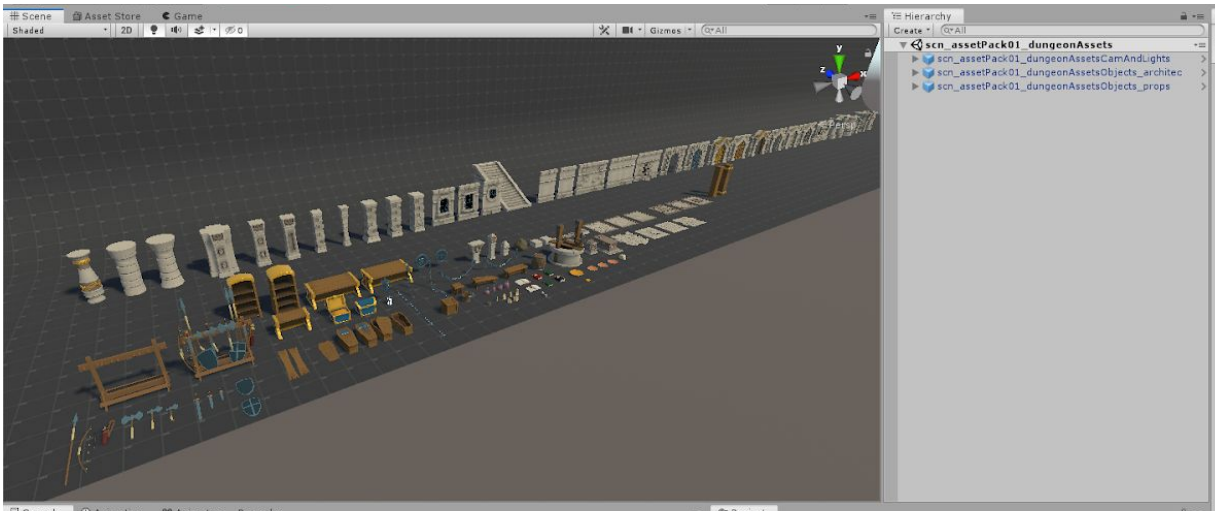
On this small tutorial you will find all the necessary details to understand how to maximise the versatility and power of these assets. Besides we will explain you how to configure your meshes in case you want to use the included bonus shader "**sh_SOLID_standardWithVC**".

For any doubt feel free to contact us at: zerinlabs@gmail.com

THE ASSET COLLECTION

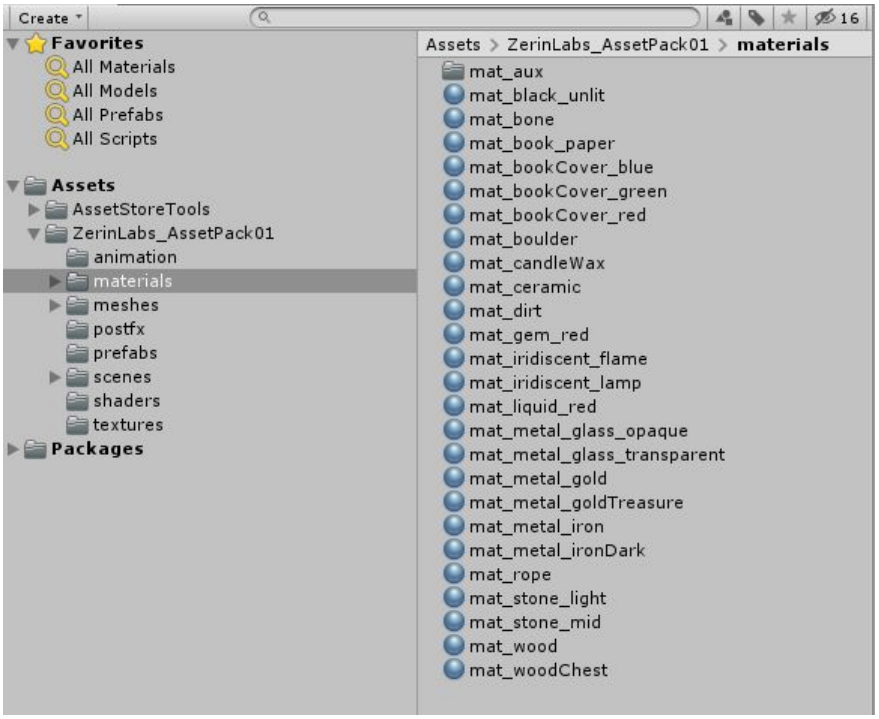
The assets are divided in two major groups:

- **Architectonic assets**
    - These are walls, floor tiles, pillars, windows, gates, etc.
- **Prop assets**
    - Furniture, weapons, details, etc.



MATERIALS

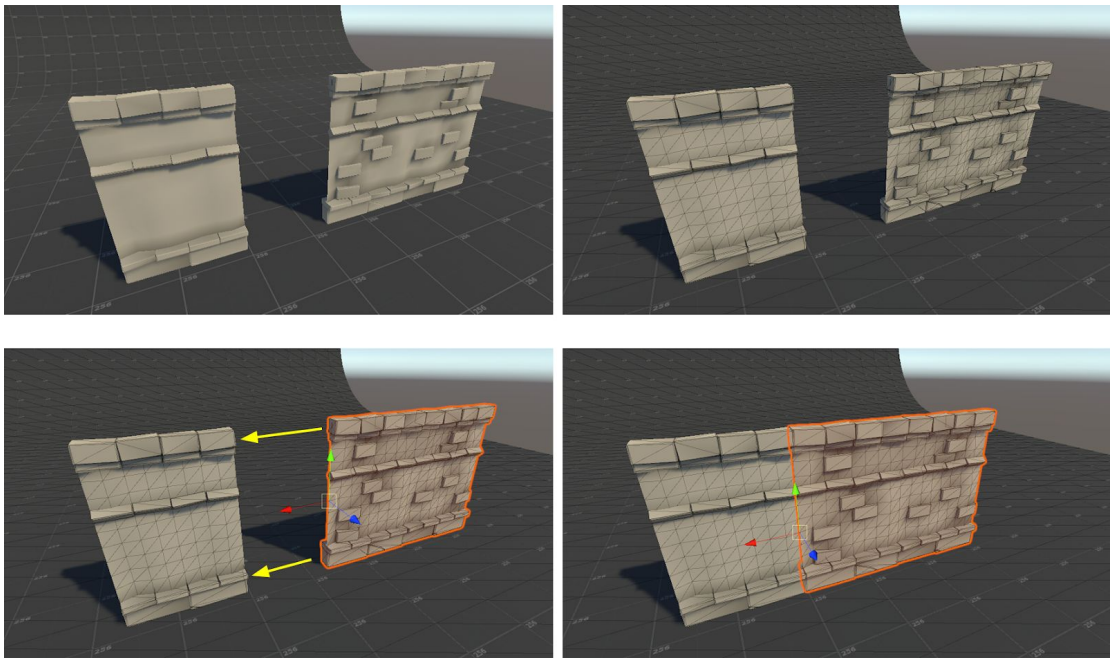
All the assets have been mapped with the same set of materials, so, editing the “wood material” on any of the assets will change the “wood material” on all of them. Of course you can change and add a new material if that is more convenient for you.



SNAP THEM!

Even their irregular shapes, all the objects have been built in a way so they can be snapped and match together using “vertex snap”.

To enable vertex snap inside unity editor, select the “moving tool” while you’re pressing the “V” key.



BLEND THEM!

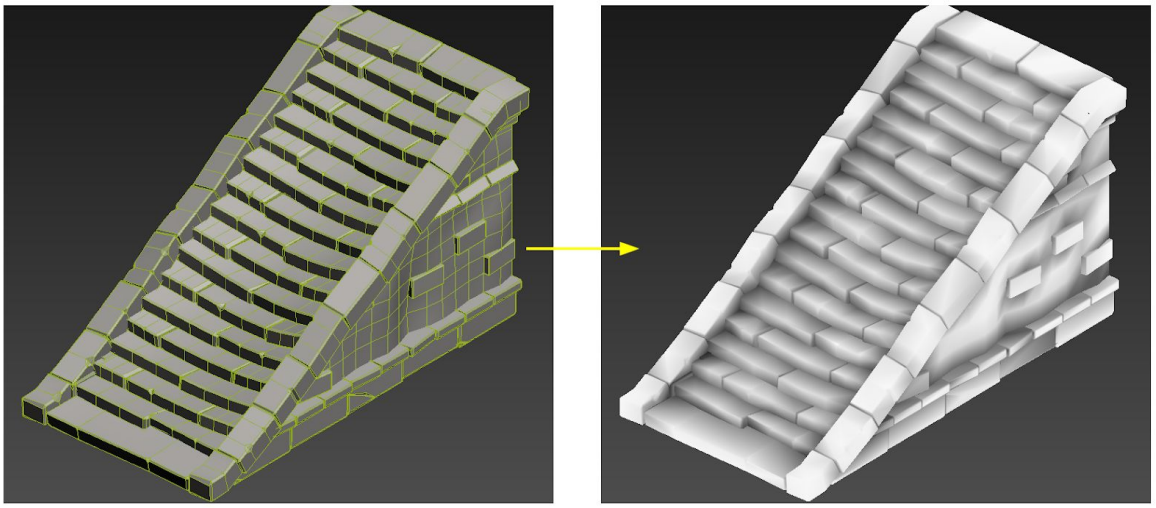
All the assets have been designed to be inter-connected and blended with each other. We encourage you to experiment and create your own combinations of elements in order to create the most astonishing levels!

SHADER : VERTEX COLOR

The pack includes a special dedicated shader (named “**sh_SOLID_standardWithVC**”) that will enhance the “depth and detail” of this lowpoly assets without the need of any complex mapping or normalmaps.

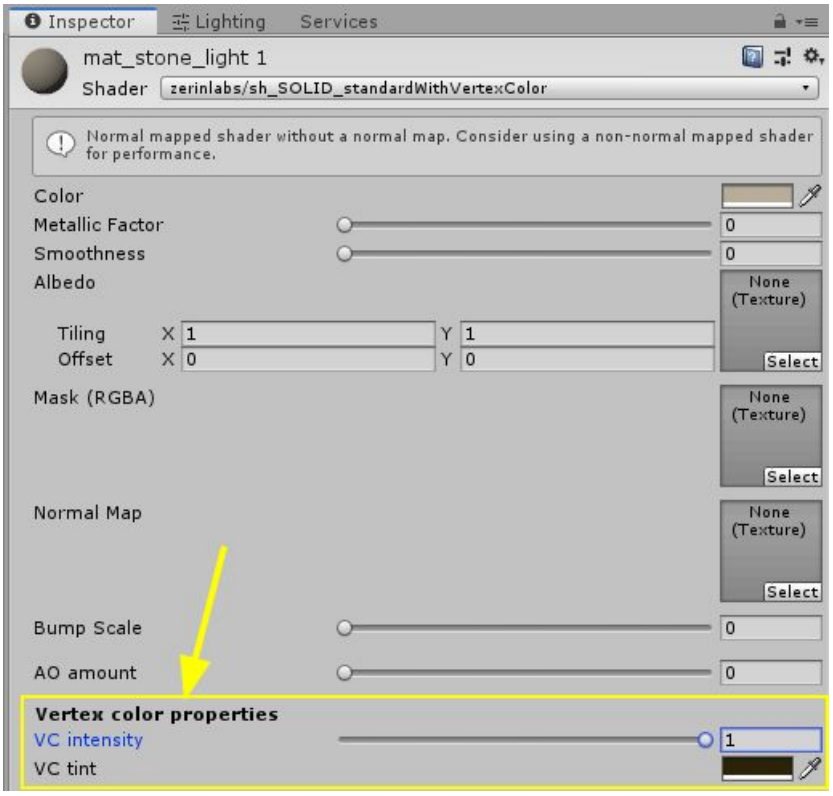
The shader is an “extension” of the regular standard shader already included with unity (therefore PBR and Mobile ready).

You could use this shader for your custom made assets too, however you would need to prepare your assets first. For that purpose you should vertex paint your meshes similarly to an Ambient Occlusion shading. This means that you should darken the cavities, cracks or any other area you would like to shade...



So, once you import your mesh to unity and assign the proper material with the Vertex Colour shader will be able shade the painted areas of your meshes.

You can easily customize the colour of your shading (and change its intensity using the included **VC tint** and **VC intensity** parameters



SHADER : OTHER PARAMETERS

In general terms, the rest of the parameters of the shader work exactly in the same way they do with the “standard material” shader, however it is important to know that the all the different monochrome masks (metallic, smoothness, AO…) have been compiled in a single RGB texture called “**Mask (RGB)**” for efficiency and optimization purposes

The RGB channels of this texture work the following way:

- R = **Metallic**
- G = **Smoothness**
- B = **Ambient Occlusion**

CONTACT

- Mail
  - zerinlabs@gmail.com
- Twitter
  - @zerinlabs
- Site
  - https://zerinlabs.blogspot.com/
- Youtube channel
  - https://www.youtube.com/channel/UC-u0QyXSJUS60hAfc-UnF-A