

CARTOON TOYLAND PACK

user guide

Last updated: 08 April 2024

Foreword

An online, better-formatted version of this guide is also available online here:
terresquall.com/games/cartoon-toyland-pack-guide.

If you encounter any problems in the package, or have anything you would like to clarify, please contact us at terresquall.com/contact.

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1. Version Changelogs

Version 1.1.0 (8 April 2024)

- Added URP and HDRP compatibility for the Asset Pack.
- Added new Winter and Snowy Textures for Trees, Plants, Terrain, Rocks, and Fences.
- Added mushroom variants where the spots are emissive and glowing. The mushrooms also come with a **Flicker** component that cause the light to flicker, giving a more realistic effect.
- Added a fire and smoke particle effect that comes out of the Jetpack Bot's jetpack.
- Added a Trail Renderer to the Arrow prefab, so that when it flies, it will automatically leave a trail.
- Added fire and sparks to the fuse of the Bomb prefab, so that it looks like it is lit up. A Trail Renderer has also been added to the fuse, so that when the bomb flies, it will leave a trail of light.
- Added particle effects and light to the staff of the wizard.
- Added animation layers for characters who can walk, so that they are able to play their attack animation while running.
- Created a new projectile prefab for the wizard, called Wizard Bolt VFX.
- Added lights to the Bot's eyes to make them more visually appealing.
- Added a light and particle effect GameObject to the Dragon. This GameObject is enabled and disabled by the Dragon's **Dragon_FireStart** and **Dragon_FireActive** animations. When active, the Dragon will emit an orange light and spew fire from his mouth.
- Added new particle effects for on-hit effects:
 - Hit Splat VFX (for the arrow)
 - Bomb Explosion (for the Bomb).
 - Wizard Bolt Hit VFX (for the Wizard Bolt).
- Renamed existing particle effect prefabs to have more appropriate names:
 - Particle Prefab → Generic Explosion VFX
 - Particle Prefab 2 → Heal Explosion VFX
 - Particle Prefab 3 → Smoke Explosion VFX
 - Particle Prefab 4 → Starry Explosion VFX
- Created new ambient effects for environmental aesthetics:
 - **Forest Leaf Particle Prefab:** A particle effect that animates leaves falling from the sky.

- **Autumn Leaf Particle Prefab:** Autumn variant of above particle effect.
- **Winter Leaf Particle Prefab:** Winter variant of above particle effect.
- **Snowflake Particle Prefab:** A particle effect that animates falling snow and snowflakes, together with trails of wind.
- **Wind FX:** A particle effect that emits trails of wind.
- Compressed all texture files in the pack, so that it is now even more space efficient than before.
- Re-created the material for the Lego blocks, so that they are now more space efficient. Also added normal maps to the Lego blocks.
- Added a new fence type: Autumn.
- Fixed this document so that the online version adapts to mobiles and tablets.
- Fixed some mesh issues with the Castle mesh and some rig issues with the Knight.

Version 1.0.2 (10 September 2023)

- Rescaled the Arrow model so that the Prefab can be used with a scale of 1.
- Fixed the animations of some of the models not having Loop Time checked by default in the Import settings. This can cause animations to get "stuck" after playing through once, and may be annoying for people who don't know what's going on.
- Fixed the blend trees for all of the animators, as it did not include the idle animation in the blend initially. Now, it seamlessly blends between idle, walk and run.
- Adjusted the lighting on the Demo scene to make the colours brighter.
- Fixed some issue with the models' scaling on the AssetDisplay scene.
- Added Chinese localisation for this asset on the Asset Store pack.

Version 1.0.1 (30 June 2023)

- Fixed the animations for the character models. They were previously set up wrongly and were unable to animate as a result.
- Updated the user guide to more properly detail how to use the asset pack.

Version 1.0.0 (28 June 2023)

- Initial release

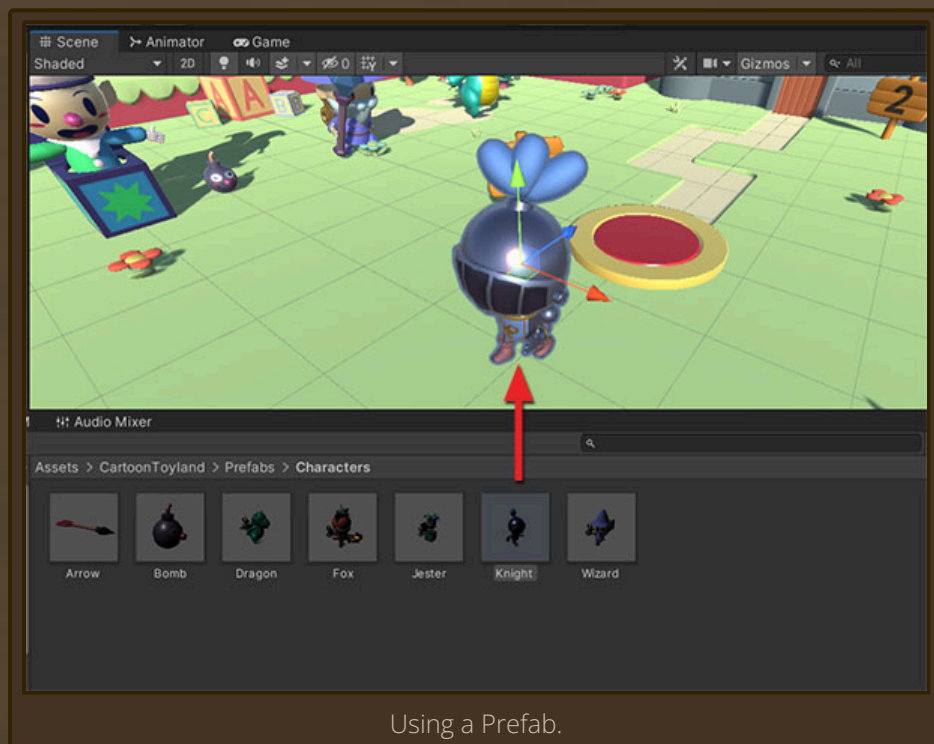
2. How to use

The Cartoon Toyland Pack is a small Unity asset pack that largely contains modular, environmental models with a cartoony style. There are also some rigged character models of wind-up toys, with a small set of accompanying animations.

a. Using the Assets

Although the asset pack comes with all the models and textures, you are recommended to use the Prefab versions of the assets found in **CartoonToyland/Prefabs** folder. These assets have been configured specifically for immediate use.

To use any Prefab, drag it on to the Scene as shown below:

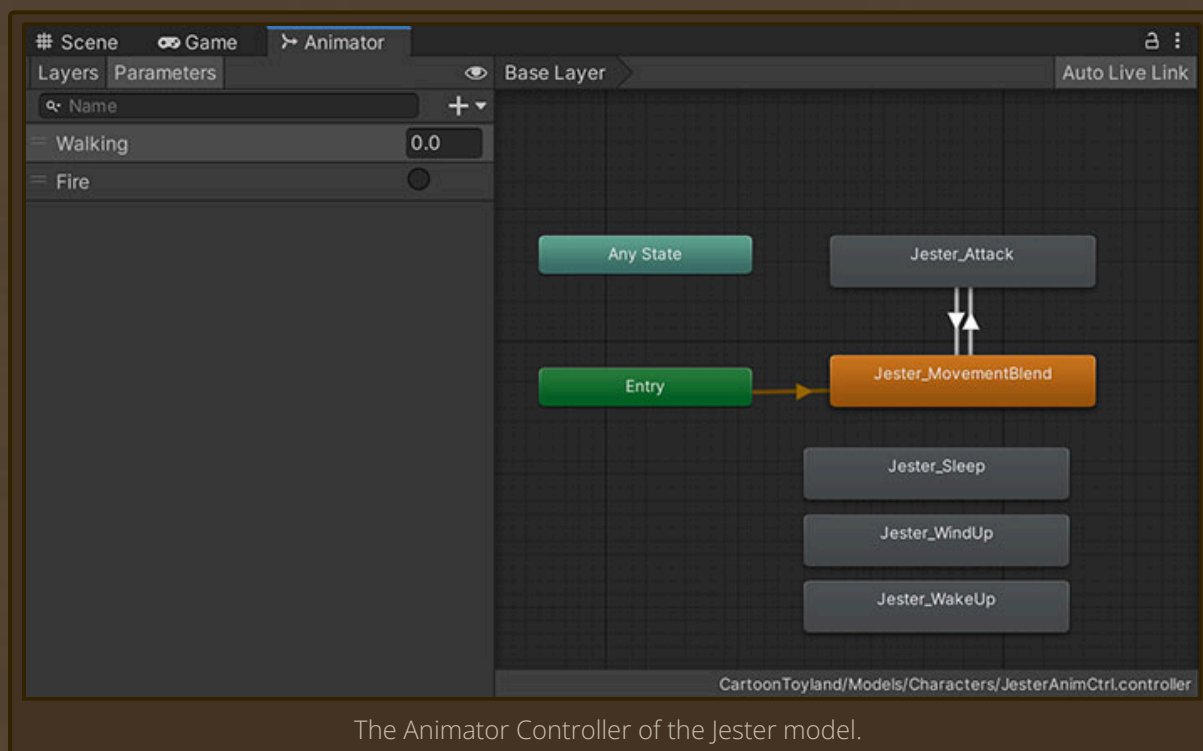


b. Character Animations

All Prefabs depicting a character come with a small set of animations in their models. Animator Controllers have been set up to group all of these character animations together, and these Animator Controllers have been attached to the respective character Prefabs.

Most of the animations in the Animator Controllers have not been linked. Only the walking, running and (wherever applicable) attacking animations have been linked. The idle, walk and run animations (for models having legs only) have been grouped into a 1D blend, and you can adjust the **"Walking"** parameter between 0 to 1 in their respective Animator Controllers to make them play the idle, walk or run animations.

For the Jester, Wizard, and Fox, you can also trigger the **"Fire"** parameter to play their attack animations. The Dragon does not have a normal attack animation, as its attack animation is of him spewing fire, and it is triggered by changing the **"IsFiring"** boolean parameter.

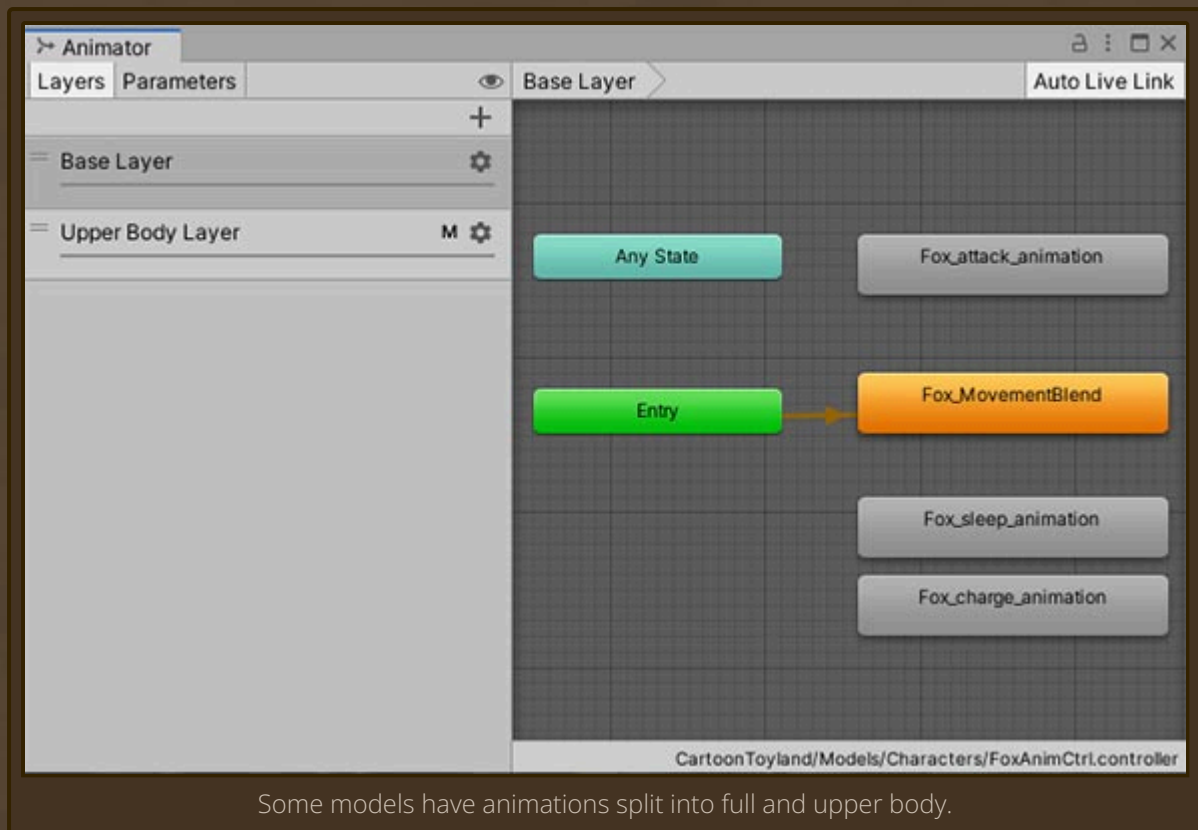


The Animator Controller of the Jester model.

Note that the animated models are all toy characters with non-humanoid rigs. Hence, you will be unable to apply custom animations to them, or use a Humanoid rig on them. You can, however, add new animations to them in Unity or modify the FBX files to add more animations.

As of Version 1.1.0, the Dragon, Wizard and Fox models also have separate animations for the lower and upper body. This allows them to be able to play animations (such as

the attack animation) while also playing the movement animation on their lower bodies.



The Avatar Mask assets for these characters are found beside their Animator Controller assets in the **Models/Character** folder, and the masks have been set up to mask the bones from the lower part of the body.

c. Character-specific Effects

As of Version 1.1.0, special lighting and / or particle effects have been added to certain character models to enhance their look. Below are some examples:



As some of these are particle effects, they are only visible in Play mode:



The Jetpack Bot's jetpack fires up in play mode.

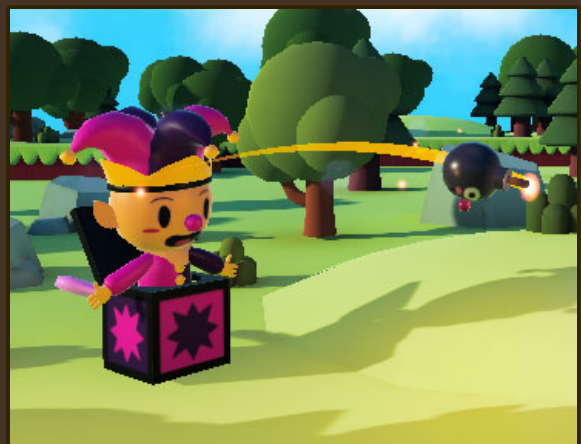


In certain animations, the Dragon will also spew fire.

Effects have also been added to the smaller models in the pack:



Arrows leave a trail when moved.



Bombs have a sparkly fuse and leave a trail.

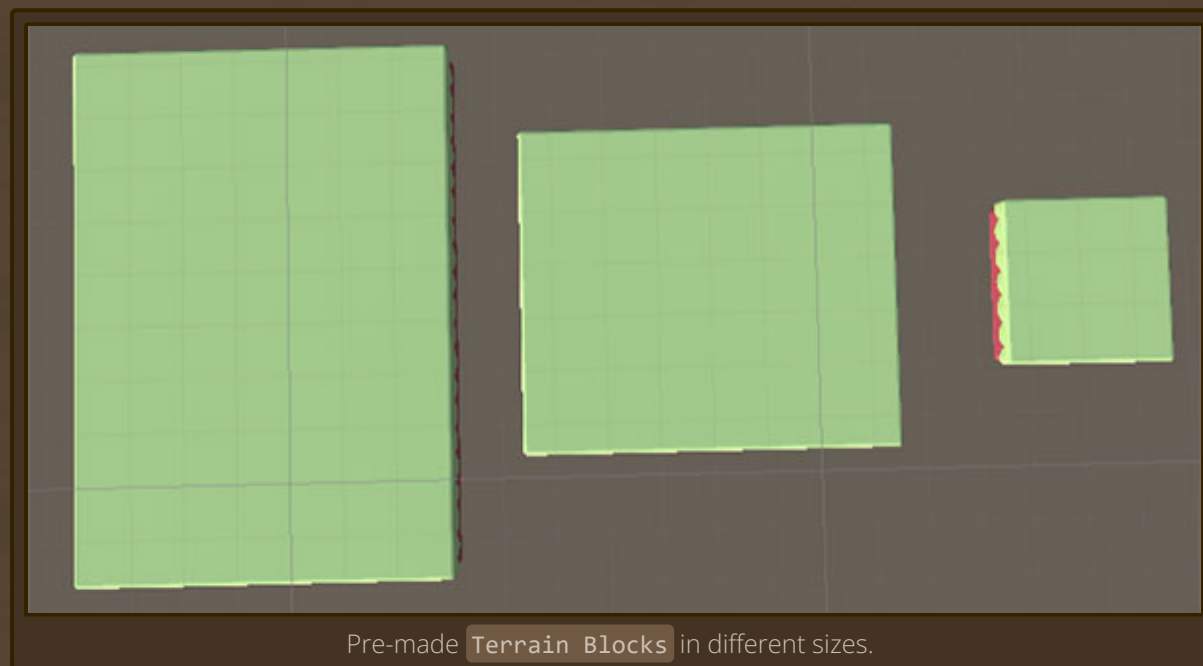
d. Environment Prefabs

The environment models have also been grouped into prefabs for ease-of-use. They are mostly already set up and ready to use, except for some of the assets in the **Environment/Terrain** folder, which are incomplete because they are modularly used to build bigger terrain pieces.

The modular pieces in the asset pack are **GrassSides**, **GrassCorners** and **Floor**, which are used to create big rectangular pieces of ground.



To exemplify how these smaller pieces are used, we have also made a few **Terrain Blocks** Prefabs that are built using these disparate pieces in the same folder:



The environment assets also have coloured variants, which have all been turned into Prefabs.



3. Upgrading to HDRP or URP

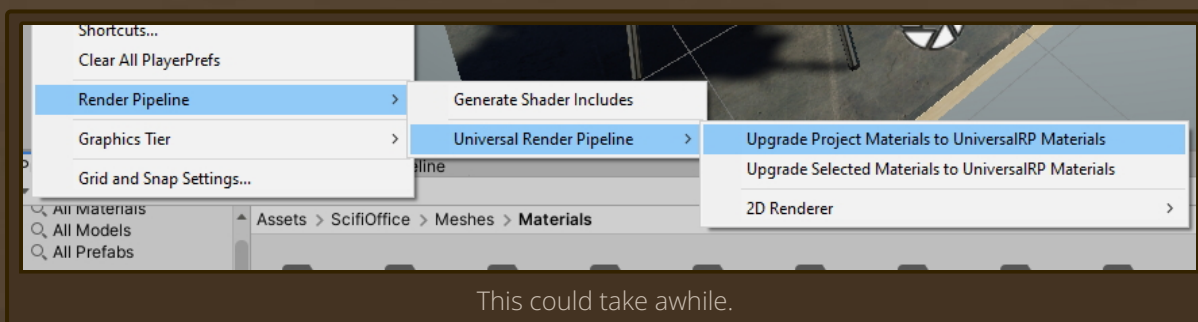
Note: We have not tested this part. We will be updating this section soon!

If you import this package into a project using the High Definition Render Pipeline (HDRP) or Universal Render Pipeline (URP), you will see that the shaders are incompatible. To fix this, you will need to convert all materials to HDRP or URP materials.



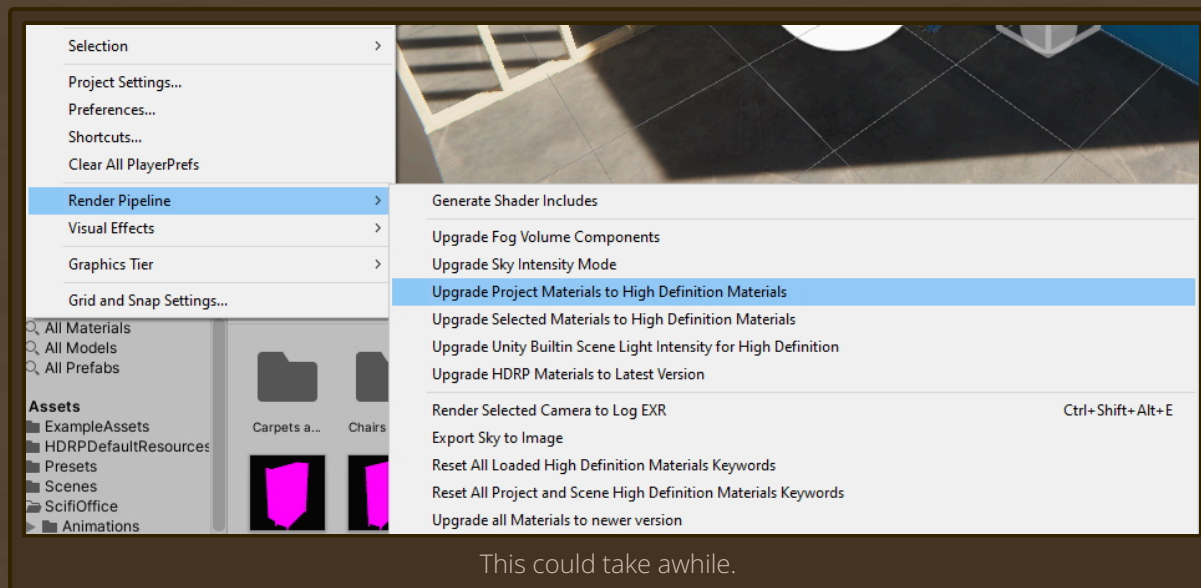
a. URP

In your Unity Project, go to **Edit > Render Pipeline > Universal Render Pipeline**. Then, select **Upgrade Project Materials to UniversalRP Materials**.



b. HDRP

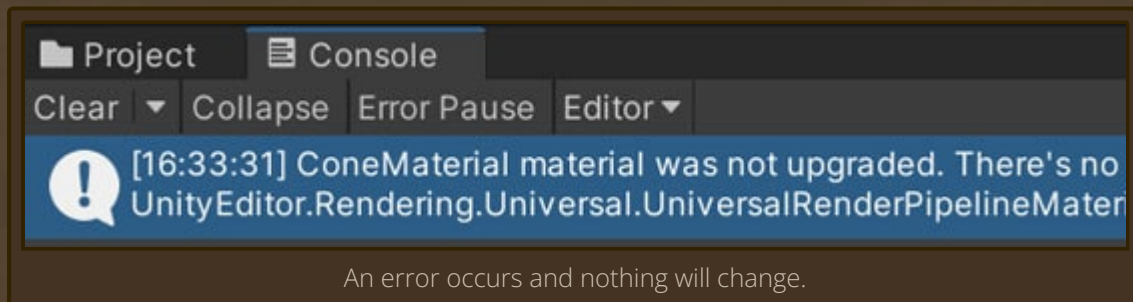
In your Unity Project, go to **Edit > Render Pipeline** . Then, select **Upgrade Project Materials to High Definition Materials**.



This could take awhile.

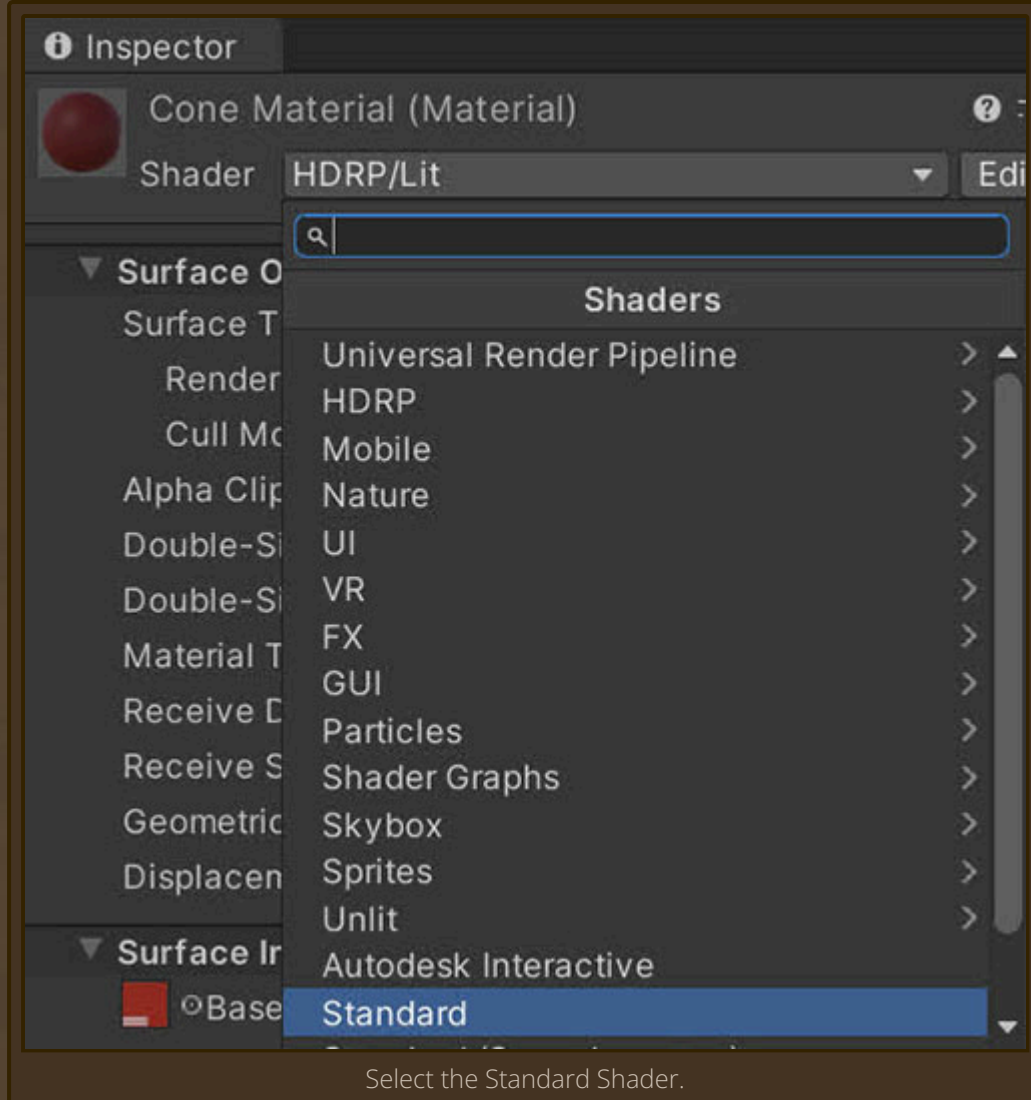
c. URP to HDRP

In the future, you may decide to change the Render Pipeline of your project from URP to HDRP, or vice versa. As a result, you will need to change the materials to suit the new Render Pipeline. However, you will be unable to automatically convert the materials using the same methods above.



An error occurs and nothing will change.

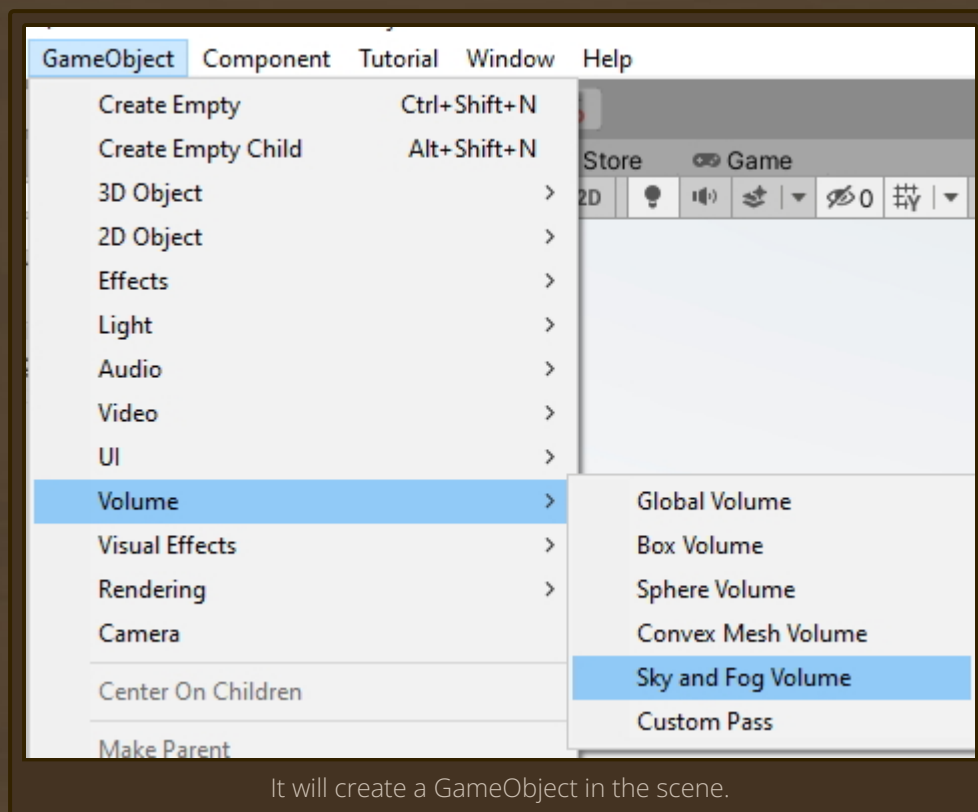
To solve this, select **all materials** in your Unity Project. Then, under Shader, select **Standard Shader**.



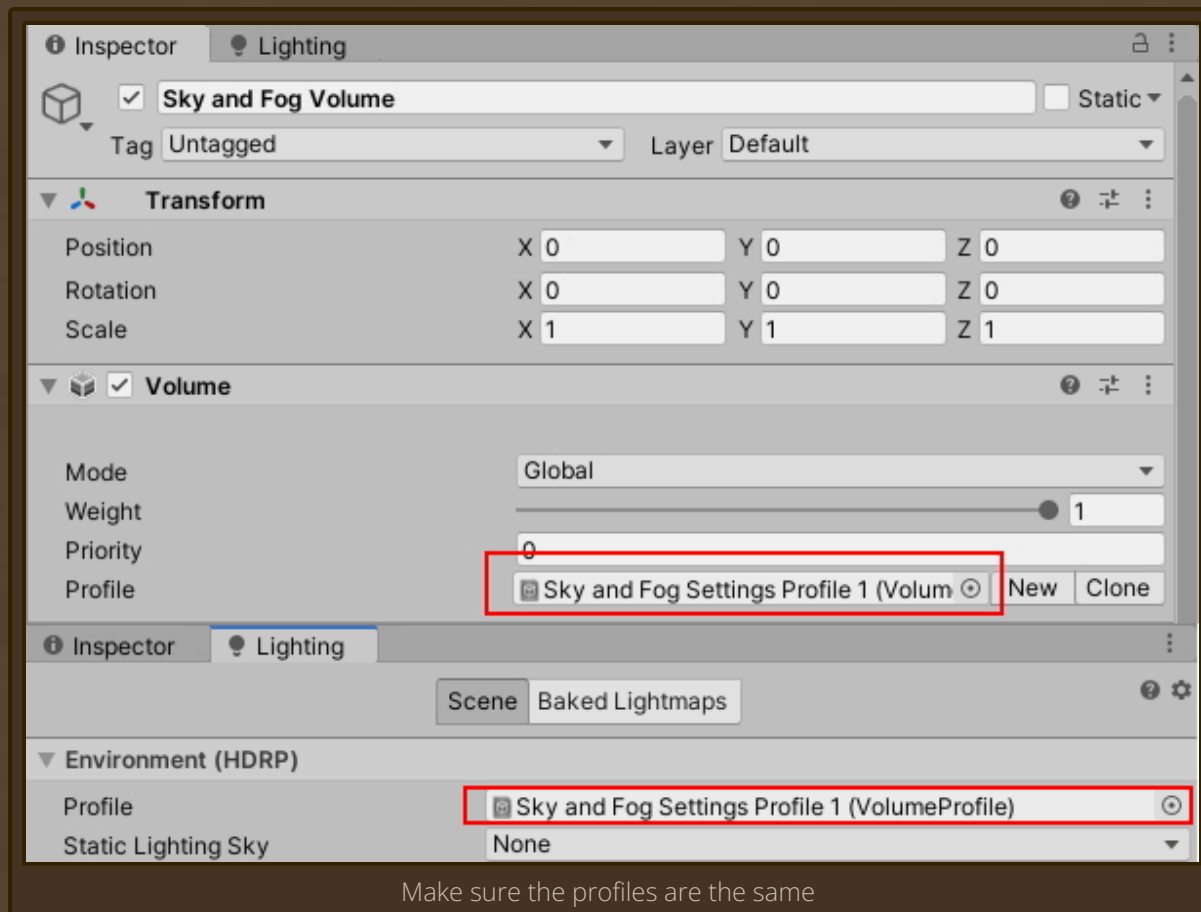
After changing all Material shaders to **Standard**, you can now select **Upgrade Project Materials to High Definition Materials** or **Upgrade Project Materials to UniversalRP Materials** to upgrade the materials successfully. Note that this method does not automatically remove the **Mask Maps** generated from upgrading materials to High Definition Materials. Consider deleting these after upgrading.

d. Fixing the Lighting

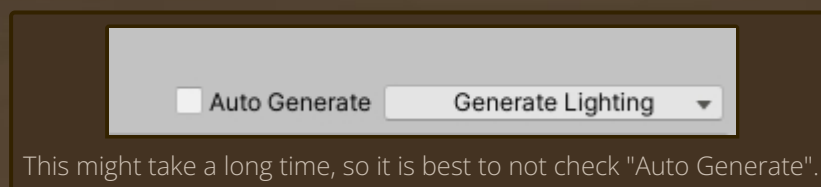
In the demo scene, add the default sky Volume from **GameObject** → **Volume** → **Sky and Fog Volume** and Fog Volume.



In the Lighting window (**Window > Lighting**), make sure the profile is the same as the profile being used by your newly created sky and fog volume

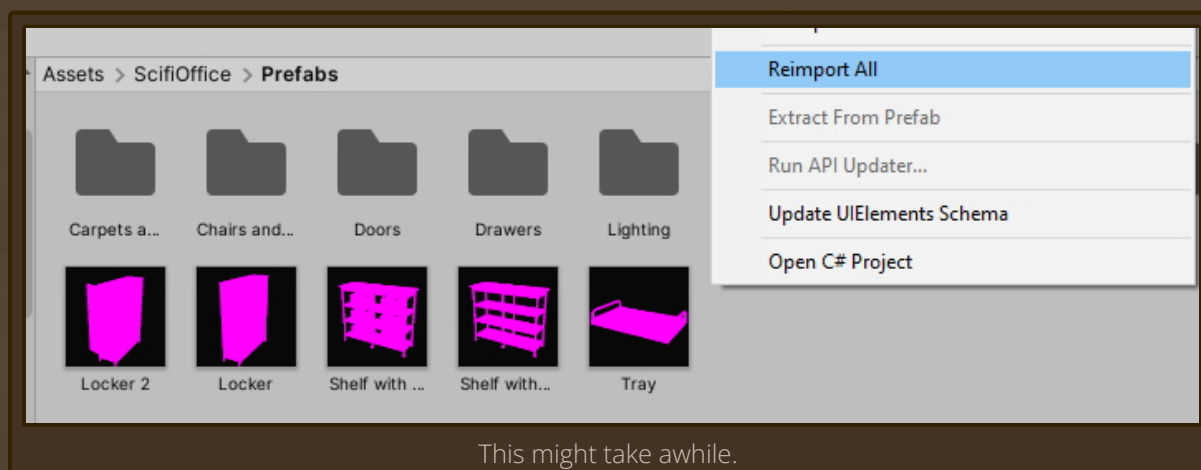


When everything is set up, bake the lights.

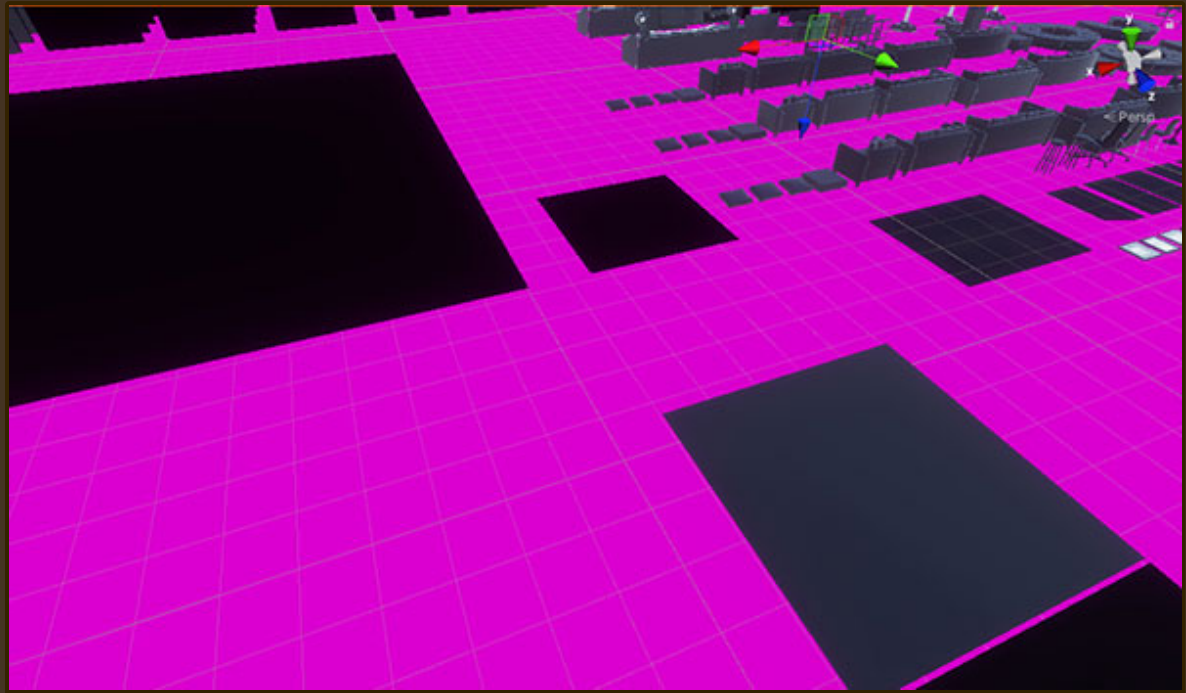


e. Potential Problems

After upgrading to HDRP or URP, the preview thumbnails might still not reflect the changes. To fix this, right-click anywhere in the project view and click **Reimport All**.

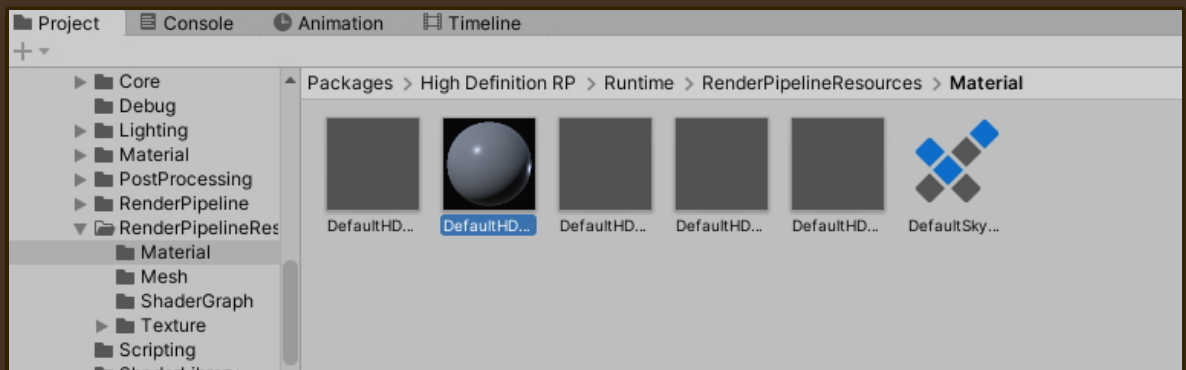


In the Assets lineup scene, the floor might not render a texture as it is set to the built-in render pipeline's **Default-Material**.



The floor is not showing any textures

Replace the floor with DefaultHDMaterial from
Library\PackageCache\com.unity.render-pipelines.high-
definition@7.3.1\Runtime\RenderPipelineResources



The Default HD material from HDRP

4. Asset List

Below is a list of all the assets in the package, as well as their respective polygon count and texture sizes.

Please find a better-formatted version of the list here:

terresquall.com/games/cartoon-toyland-pack-guide.

S/N	Category	Asset Name	Variants	Polygons	Texture Size	Texture Maps
1	Characters (17 assets)	Arrow	-	240	2048x2048	Albedo, Metallic, Smoothness
		Bomb		336		
		Dragon	Original (Green)	3512		
			Variant 1 (Red)			
			Variant 2 (Purple)			
		Fox	Original (Orange)	4812		
			Variant 1 (Snow)			
			Variant 2 (Brown)			
		Jester	Original (Green)	4746		
			Variant 1 (Red)			
			Variant 2 (Purple)			
		Knight	Original (Grey)	4656		
			Variant 1 (White)			
			Variant 2 (Dark)			
		Wizard	Original (Blue)	4932		
			Variant 1 (Red)			
			Variant 2 (Green)			
2	Enemies (9 assets)	Jetpack Bot	Original (Yellow)	3998	2048x2048	Albedo, Normal, Metallic, Smoothness
			Variant 1 (Orange)			
			Variant 2 (Green)			
		Robot	Original (Yellow)	3630		

S/N	Category	Asset Name	Variants	Polygons	Texture Size	Texture Maps		
			Variant 1 (Orange)					
			Variant 2 (Green)					
		Steamroller	Original (Yellow)	2476				
			Variant 1 (Orange)					
			Variant 2 (Green)					
3	Blocks (15 assets)	Block A	Light	12	2048x2048	Albedo, Normal, Metallic, Smoothness		
			Dark					
			Greyscale					
		Block B	Light				500	
			Dark					
			Greyscale					
		Block C	Light					-
			Dark					
			Greyscale					
		Long Lego Blue		252		Normal		
		Long Lego Red						
		Long Lego Yellow						
		Short Lego Blue		486				
		Short Lego Red						
		Short Lego Yellow						
	4	Fences (10 assets)	Curved Fence	Wooden			1182	2048x2048
Autumn								
Stone								
Snowy Wooden								
Snowy Stone								
Straight Fence			Wooden	434				
			Autumn					
			Stone					
			Snowy Wooden					
			Snowy Stone					

S/N	Category	Asset Name	Variants	Polygons	Texture Size	Texture Maps
5	Others (6 assets)	Barricade	-	1636	2048x2048	Albedo, Normal, Metallic, Smoothness
		Signage		320		Albedo
		Cone		416		
		Podium		456		
		Wooden Sign		528		
		Wooden Sign 2				
6	Plants (45 assets)	Big Bush	Original	660	2048x2048	Albedo, Normal, Metallic, Smoothness
			Dark			
			Autumn			
			Winter			
		Big Bush 2	Original			
			Dark			
			Autumn			
			Winter			
		Small Bush	Original			
			Dark			
			Autumn			
			Winter			
		Small Bush 2	Original			
			Dark			
			Autumn			
			Winter			
		Blue Flower	Original	1028		
			Dark			
			Autumn			
			Winter			
		Red Flower	Original			
			Dark			
			Autumn			
			Winter			
		Big Grass Tuft	Original	330		
			Dark			
			Autumn			
			Winter			
		Small Grass Tuft	Original	264		
			Dark			
			Autumn			
			Winter			
		Mushroom	Original	564		
			Dark			
			Autumn			

S/N	Category	Asset Name	Variants	Polygons	Texture Size	Texture Maps
			Winter			
		Glowing Mushroom	Blue Cap			
			Blue Spotted			
			Blue Spotted 2			
			Green Spotted			
			Peach Cap			
			Red Cap			
			Yellow Cap			
			Yellow Spotted			
			Yellow Spotted 2			
			7			
Dark						
Autumn						
Winter						
Small Rock	Original	28				
	Dark					
	Autumn					
	Winter					
8	Terrain (40 assets)	Curved Path	Original	124	2048x2048	Albedo, Normal, Metallic, Smoothness
			Darker			
			Autumn			
			Winter			
		Straight Path	Original	18		
			Dark			
			Autumn			
			Winter			
		Floor	Original	2		
			Dark			
			Autumn			
			Winter			
		Grass Corner	Original	280		
			Dark			
			Autumn			
			Winter			
		Grass Side	Original	132		
			Dark			
			Autumn			
			Winter			
		Grass Bump	Original	84		
			Dark			

S/N	Category	Asset Name	Variants	Polygons	Texture Size	Texture Maps
			Autumn		2048x2048	Albedo, Normal, Metallic, Smoothness
			Winter			
		Path Bump	Original			
			Dark			
			Autumn			
			Winter			
		Terrain Block Small	Original	1370		
			Dark			
			Autumn			
			Winter			
		Terrain Block Medium	Original	3498		
			Dark			
			Autumn			
			Winter			
		Terrain Block Large	Original	4686		
			Dark			
			Autumn			
Winter						
9	Trees (32 assets)	Big Pinetree	Original	660	2048x2048	Albedo, Normal, Metallic, Smoothness
			Dark			
			Autumn			
			Winter			
		Big Pinetree 2	Original			
			Dark			
			Autumn			
			Winter			
		Small Pinetree	Original	500		
			Dark			
			Autumn			
			Winter			
		Small Pinetree 2	Original			
			Dark			
			Autumn			
			Winter			
		Big Tree	Original	878		
			Dark			
			Autumn			
			Winter			
		Big Tree 2	Original			
			Dark			
			Autumn			
			Winter			
		Small Tree	Original	680		

S/N	Category	Asset Name	Variants	Polygons	Texture Size	Texture Maps
			Dark			
			Autumn			
			Winter			
		Small Tree 2	Original			
			Dark			
			Autumn			
			Winter			
10	Buildings (3 assets)	Red Castle	-	31130	2048x2048	Albedo, Normal Metallic, Smoothness
		Green Castle				
		Yellow Castle				
11	Particle Effects (14 assets)	Generic Explosion VFX	-	-	2048x2048	Albedo
		Heal Explosion VFX				
		Smoke Explosion VFX				
		Starry Explosion VFX				
		Bomb Explosion VFX				
		Hit Splat VFX				
		Wizard Bolt VFX				
		Wizard Bolt Hit VFX				
		Wind FX				
		Leaf Particle Prefab	Forest			
			Autumn			
			Winter			
		Snowflake Particle Prefab	Original			
			Random			