

## Content

	Page
- Lighting	- 1
- Image Effects (Optional)	- 2, 4
- Gravity Settings	- 5
- Using The Example Prefabs	- 6
- Layers	
- Controls	- 7
- Using Models & Animations	- 8, 9
- What's currently included in the full version?	- 10
- Contact & Support	- 11

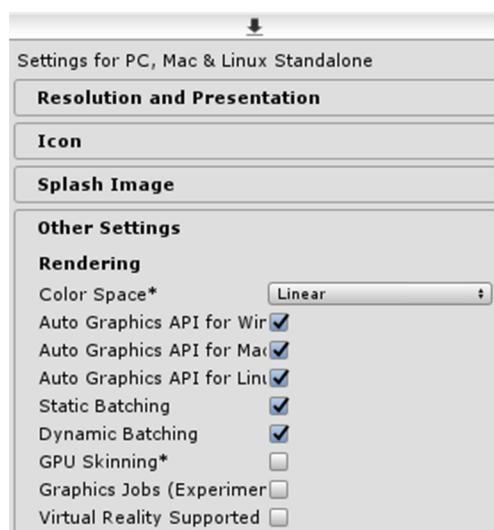
Thank you for using **Low Poly FPS Pack - Free** version!

This guide goes through the basics of the asset and how to use it, feel free to contact me if you have any questions (contact information can be found at the end of this guide).

## Lighting

To get the best looking lighting I would recommend using the **Linear Color Space**, you can change this by going to **Edit > Project Settings > Player**, and under **Other Settings** change the **Color Space** from **Gamma** to **Linear**.

More information about color space can be found on Unity's tutorial page:  
<https://unity3d.com/learn/tutorials/topics/graphics/choosing-color-space>

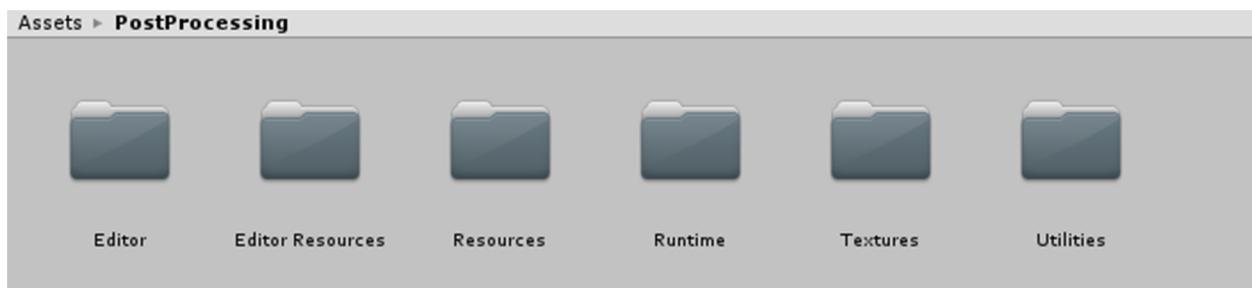


# Image Effects (Optional)

For the promotional images and trailer video I used image effects from Unity's **Post Processing Stack**, which can be found on the Unity Asset store for free! This step is optional but I will go through the settings I used. (If you don't wish to use image effects from the post processing stack you can skip this step.)

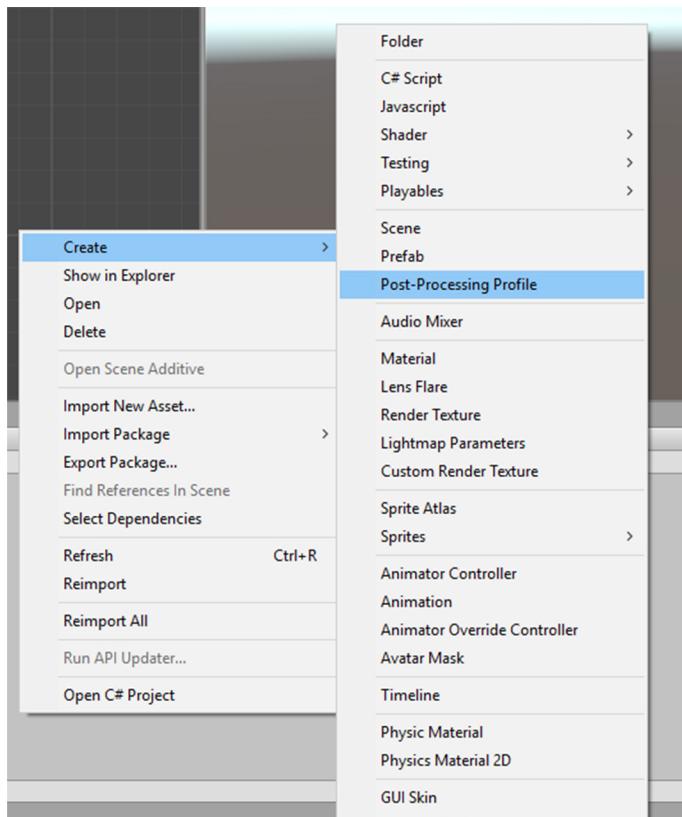
## 1. Import Post Processing Stack

First import the post processing stack from the Unity Asset Store:



## 2. Create A New Post-Processing Profile

When the post processing stack has finished importing, create a new post processing profile by right clicking inside the folder area and choose **Create > Post-Processing Profile**.



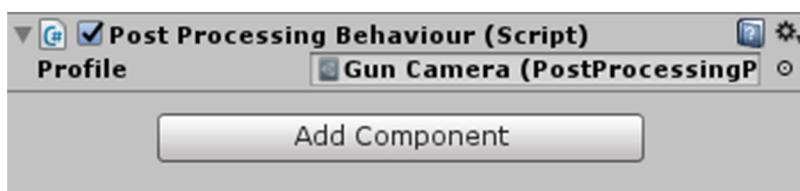
# Image Effects (Optional)

## 3. Add Post-Processing Profile To The Camera

Give the new post-processing profile a name, then go to the camera that you wish to use and add the **Post Processing Behaviour** script included with the post processing stack.



In the post processing behaviour script, assign the profile you just created.

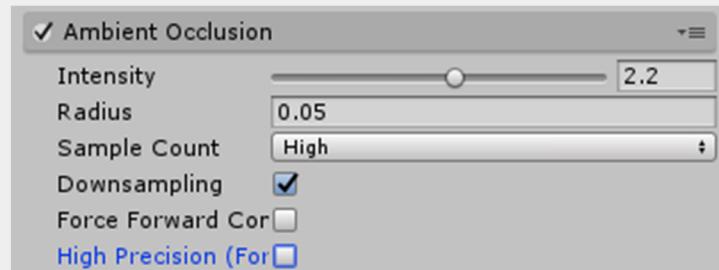


## 4. Image Effects Settings

Select the post-processing profile in the folder and go to the inspector to change the settings, these are the values and settings that I used:

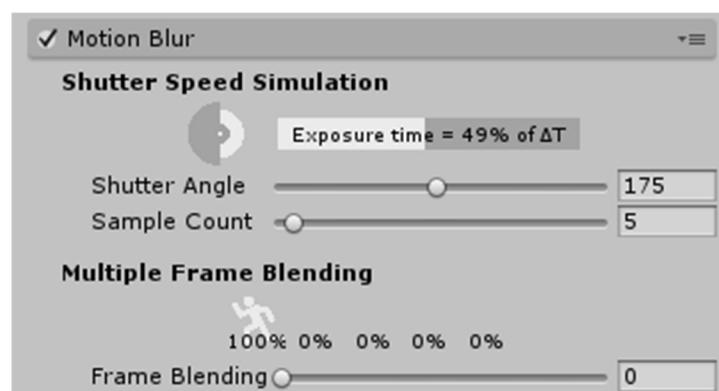
### 5. Ambient Occlusion

- Intensity : **2.2**
- Radius: **0.05**
- Sample Count: **High**



### 6. Motion Blur

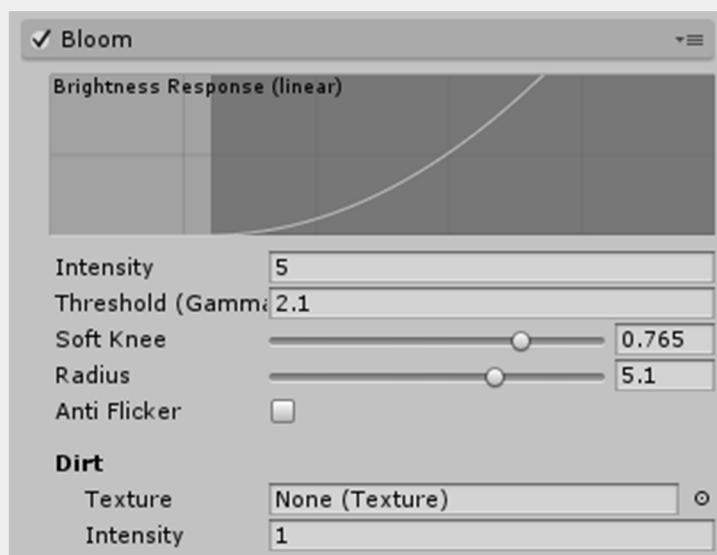
- Shutter Angle: **175**
- Sample Count: **5**
- Frame Blending: **0**



## Image Effects (Optional)

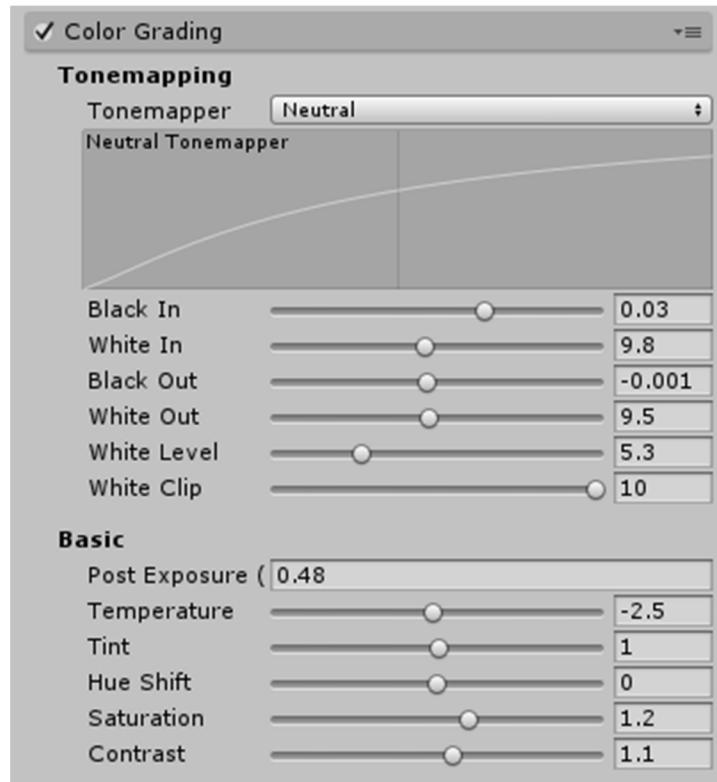
### 7. Bloom

- Intensity : **5**
- Threshold: **2.1**
- Soft Knee: **0.765**
- Radius: **5.1**



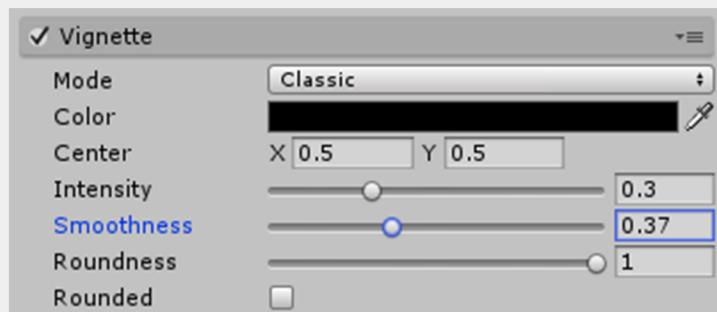
### 8. Color Grading

- Tonemapper: **Neutral**
- Black In: **0.03**
- White In: **9.8**
- Black Out: **-0.001**
- White Out: **9.5**
- White Level: **5.3**
- White Clip: **10**
  
- Post Exposure: **0.48**
- Temperature: **-2.5**
- Tint: **1**
- Hue Shift: **0**
- Saturation: **1.2**
- Contrast: **1.1**



### 9. Vignette

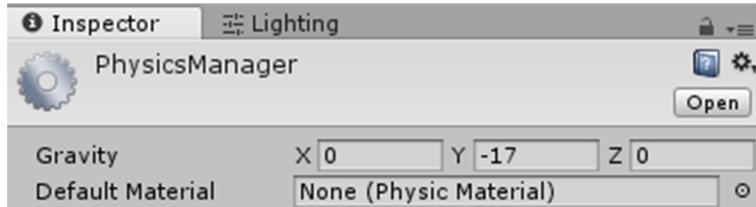
- Mode: **Classic**
- Color: **Black**
- Center: **X 0.5, Y 0.5**
- Intensity: **0.3**
- Smoothness: **0.37**
- Roundness: **1**



## Gravity Settings

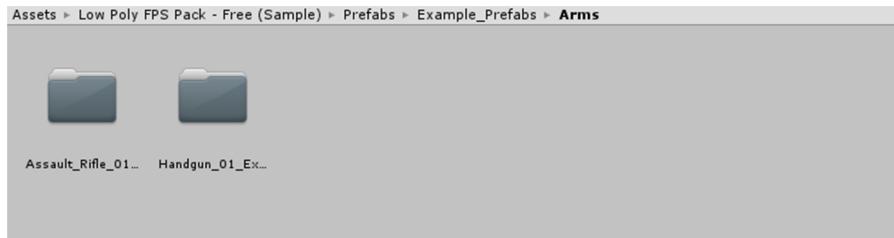
The gravity settings are important to get the casing physics looking right. The value that I used is **-17** on the y axis, to change the gravity settings, go to **Edit > Project Settings > Physics**, and in the gravity settings, set the **Y** value to **-17**.

(You can try with different values to see what looks best.)

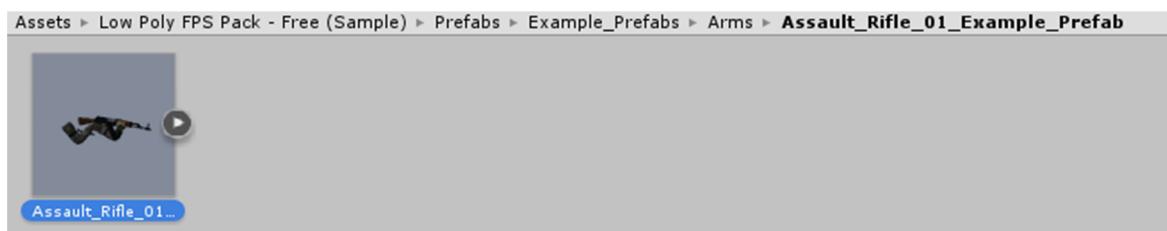


# Using The Example Prefabs

This asset comes included with two example prefabs, these can be found in the folder **Prefs > Example\_Prefabs > Arms**, they are set-up with scripts and a basic fps controller, ready to use.



To start using them, click and drag any of the example prefabs from the folder into your scene view. Go into play mode to test them.

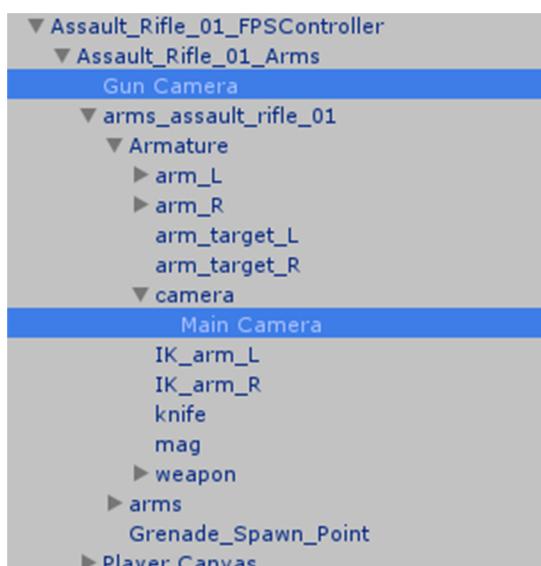


## Layers

The arm model in the example prefab is assigned to a layer called **WeaponLayer**.

This will make it appear as if the weapon and arm model is always on the top layer, useful for not having the weapon clip through objects, but also allows us to use a different field of view value for the weapon and arm model. If you wish to use a different field of view value you can change the **Default FOV** value in the gun scripts.

The example prefabs are set-up using two render cameras. The **Gun Camera** is used to display only the weapon and arm model, and only renders the **WeaponLayer**. The **Main Camera** is used to render everything else.



# Controls

The default controls for all the gun prefabs are:

## Timescale

You can change the timescale value using the number keys 1-5.

- **Number 1** key to set normal timescale.
- **Number 2** key to set 50% timescale.
- **Number 3** key to set 25% timescale.
- **Number 4** key to set 10% timescale.
- **Number 5** key to set 0% timescale (pause game).

## Movement

- **Mouse** to look around.
- **WASD** keys to walk.
- **W** key + **Left Shift** to run.

## Weapon

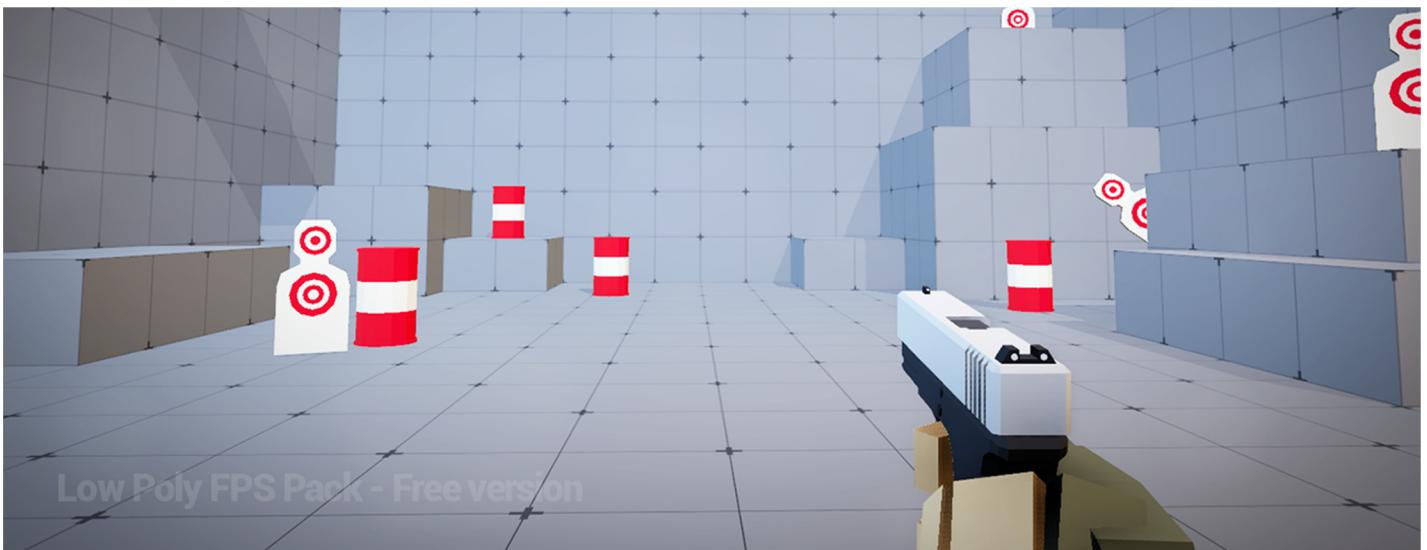
- **Left Click** to shoot.
- Hold **Right Click** to aim.
- **R** key to reload.
- Press **T** key to inspect weapon.
- Press **E** key to holster weapon, and **E** key again to take out weapon.

## Melee

- **F** key to use knife attack 1.
- **Q** key to use knife attack 2.

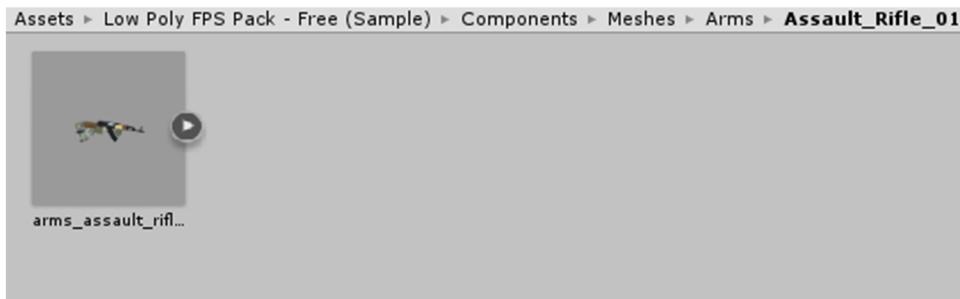
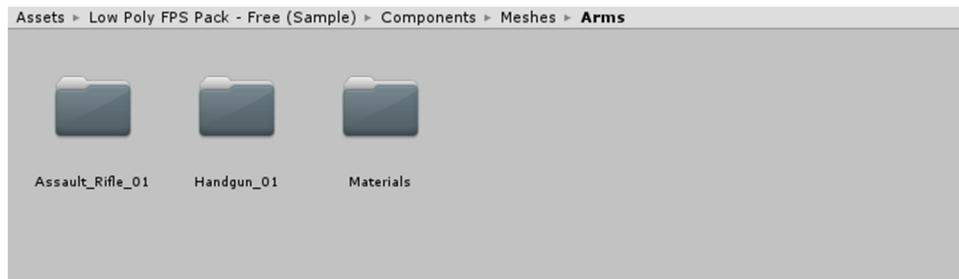
## Grenade

- Press **G** key to throw a grenade.

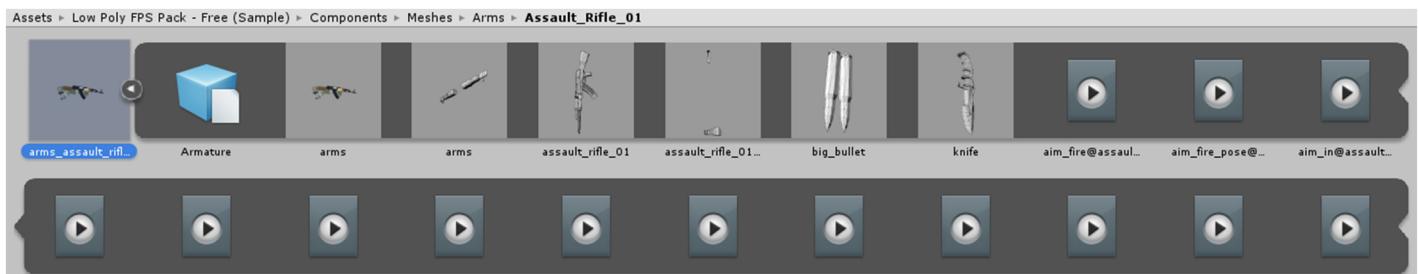


# Using Models & Animations

If you wish to use the models and animations separately, they can be found in the folder **Components > Meshes > Arms**. The gun models are also separate, and can be found in the folder **Components > Meshes > Guns**.



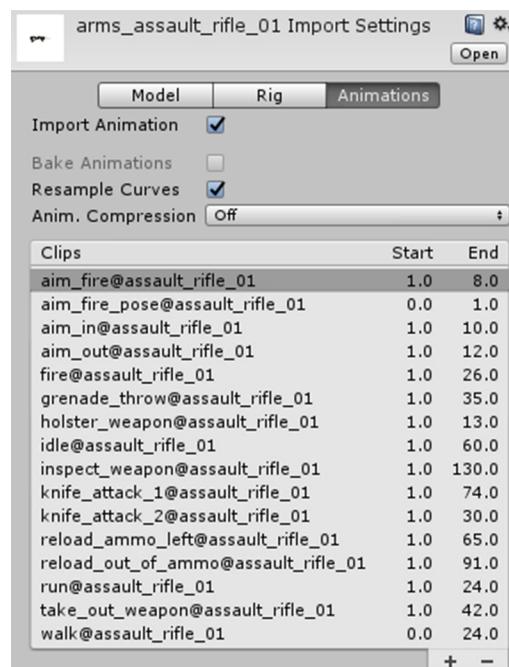
The animations are attached to each arm model, they can be found by selecting the arm model, and expanding it by clicking the arrow icon.



## Animation List

You can also see the full list of animations by selecting the arm model, and going to the **Animations** tab in the inspector.

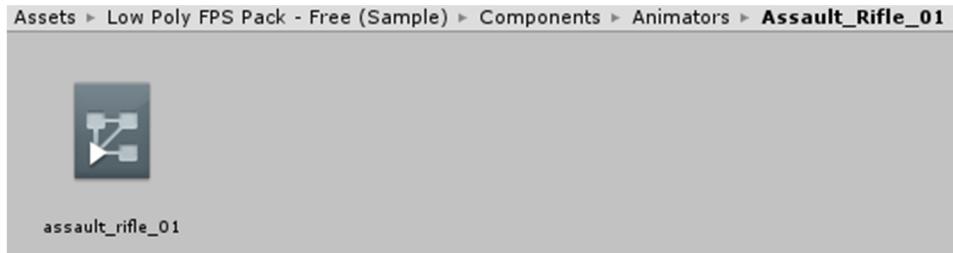
By default all animations use this naming convention:  
**animation\_name@weapon\_name\_00**



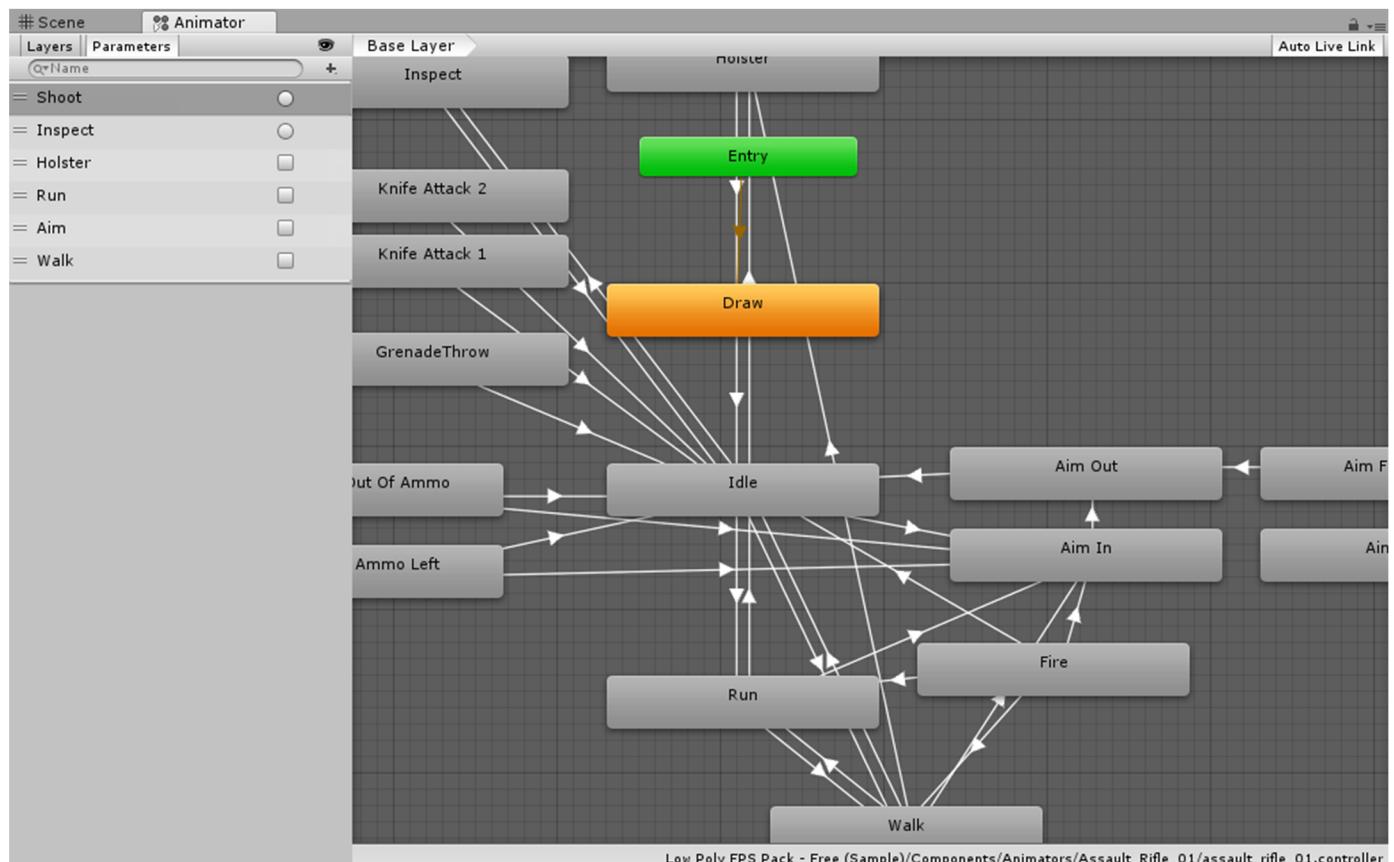
# Using Models & Animations

## Animator Controllers

The example prefabs use animator controllers to handle all the animations, they can be found in the folder **Components > Animators**.



Open the animator controller to see how it can be used for the different animations:



Have a look at the included example prefabs to see how the animator controllers and animations can be used.

## What's currently included in the full version?

### 18 Unique animated arms & weapons

Sniper

8,398 Tris

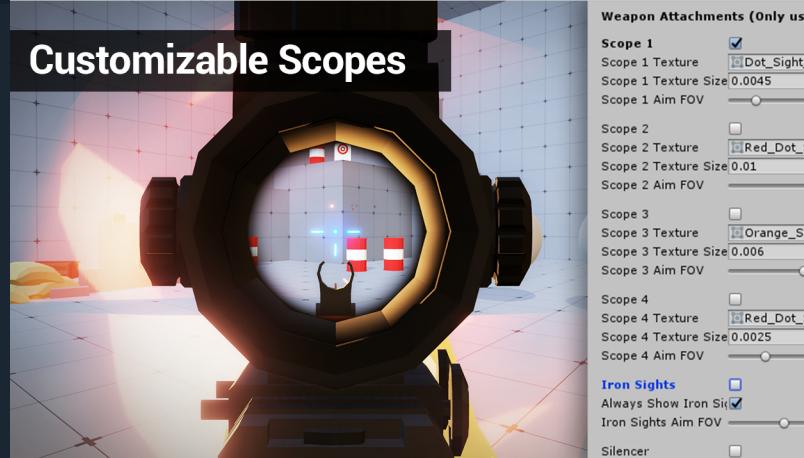


### Customizable scopes & attachments



### High quality weapon models

#### Customizable Scopes



### And more!

New weapons and animations are being added over time, and if you have bought it, all future updates are free!

Link to full version can be found in the asset store description.

Follow me on twitter @DavidStenfors to see what I'm currently working on!

# Contact & Support

## Need support or have questions?

Send me an email, and I will get back to you as soon as possible!

### Email

[davidstenfors.contact@gmail.com](mailto:davidstenfors.contact@gmail.com)

### Website

<https://www.davidstenfors.com/#!/contact>

## Interested in the full version?

The link to the full version of **Low Poly FPS Pack** can be found in the asset store description!

## Twitter

Follow me on twitter to see what I'm currently working on!

@DavidStenfors

## Youtube

Subscribe to me on youtube:

[www.youtube.com/DavidStenfors](https://www.youtube.com/DavidStenfors)