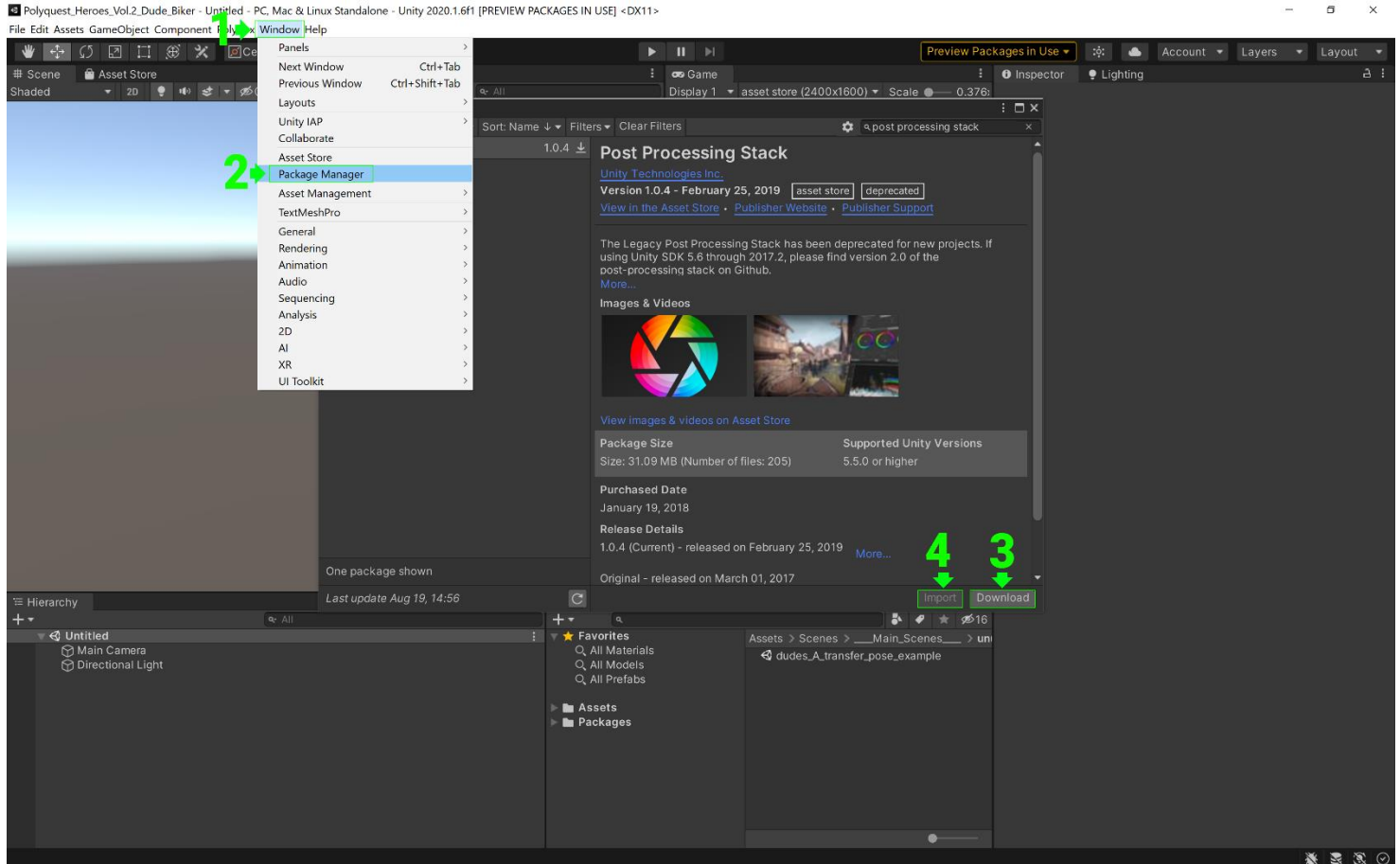


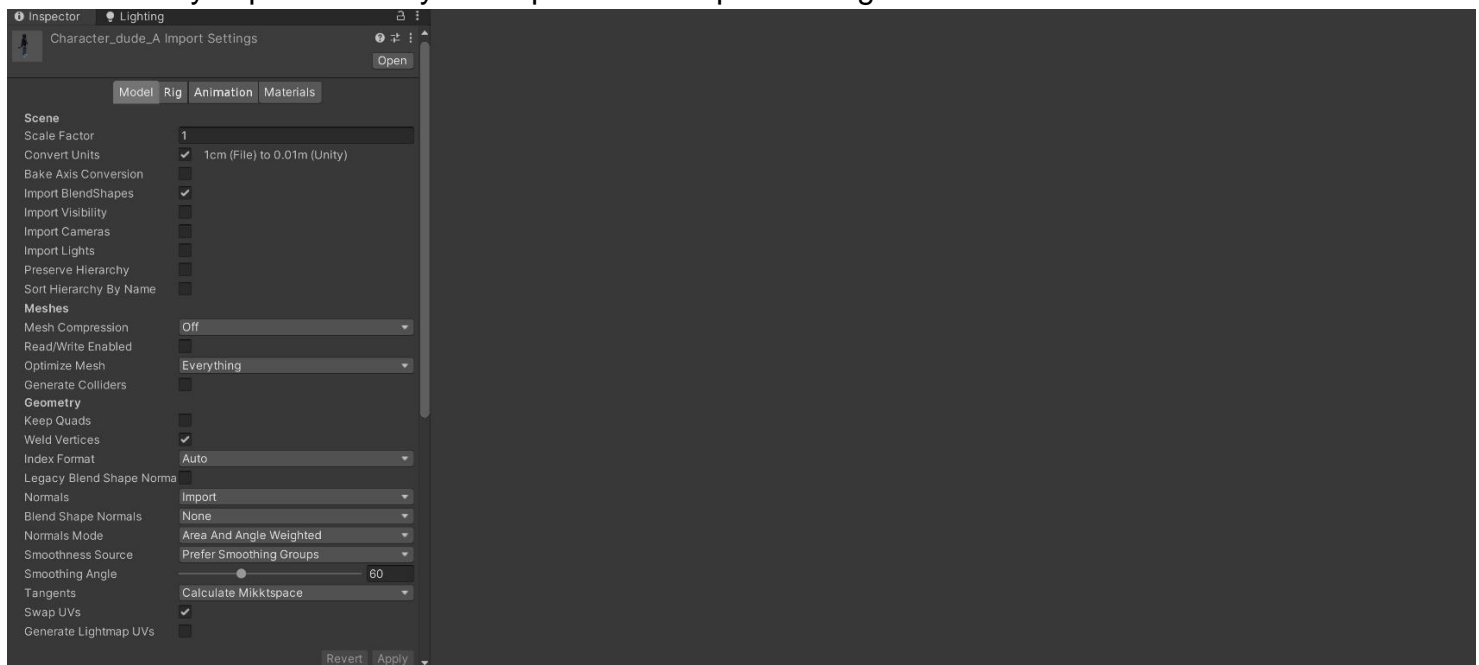
“POLYQUEST BOATS” Guidelines Document:

1- Dependencies:

Before doing anything, you have to import the “Post Processing Stack”. To do that, go to “Window/package manager” and search for “Post Processing Stack” in the search bar. Then click on “Download” and then “Import”.



*It is also very important that you keep the FBX import settings of both characters as is.



2-Settings:

Next you have to have the same player, quality, graphics and resolution settings as the settings values shown below, in order to get the exact same results as the asset store screenshots when you open the scenes:

A-Player Settings:

Project Settings

Audio

Editor

Graphics

Input Manager

Package Manager

Physics

Physics 2D

Player

Preset Manager

Quality

Script Execution Order

Services

Tags and Layers

TextMesh Pro

Time

Version Control

XR Plugin Management

Player

Company Name

Product Name

Version

Default Icon

Default Cursor

Cursor Hotspot

Settings for PC, Mac & Linux Standalone

Icon

Resolution and Presentation

Splash Image

Other Settings

Rendering

Color Space*

Auto Graphics API for Windows

Auto Graphics API for Mac

Auto Graphics API for Linux

Color Gamut For Mac*

sRGB

Static Batching

Dynamic Batching

GPU Skinning*

Graphics Jobs

Lightmap Encoding

Lightmap Streaming

Streaming Priority

Frame Timing Stats

Use display in HDR mode

Swap Chain Bit Depth

Virtual Texturing*

Vulkan Settings

SRGB Write Mode*

Number of swapchain buffers

Mac App Store Options

Bundle Identifier

Build

Category

Mac App Store Validation

Configuration

Scripting Backend

Api Compatibility Level*

C++ Compiler Configuration

Use incremental GC

Scripting Define Symbols

UNITY_POST_PROCESSING_STACK_V2

Allow 'unsafe' Code

Use deterministic compilation

Active Input Handling*

Optimization

Prebake Collision Meshes*

Keep Loaded Shaders Alive*

Preloaded Assets*

Managed Stripping Level

Vertex Compression*

Optimize Mesh Data*

Texture MipMap Stripping*

Stack Trace*

Log Type

Error

Assert

Warning

Log

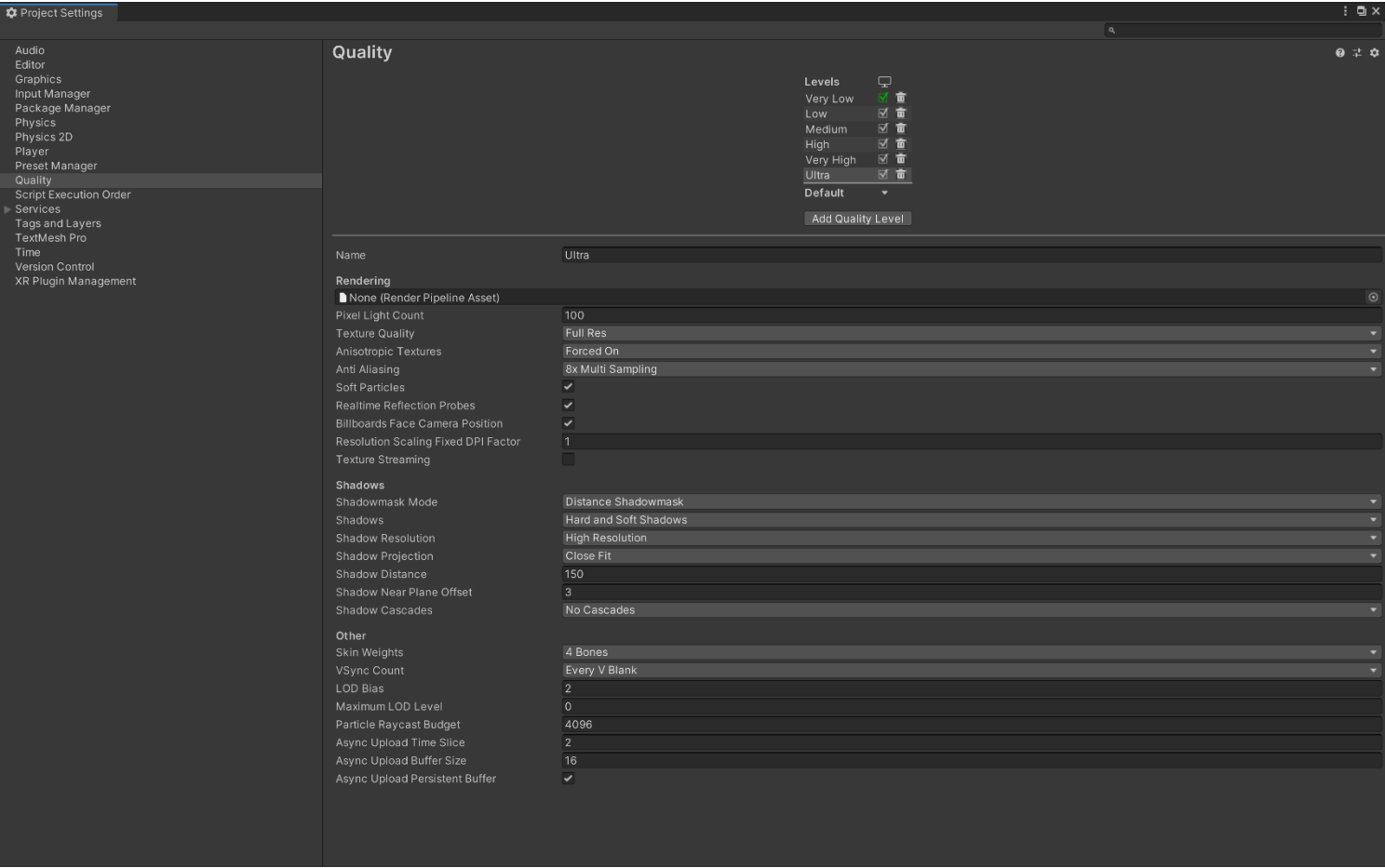
Exception

Legacy

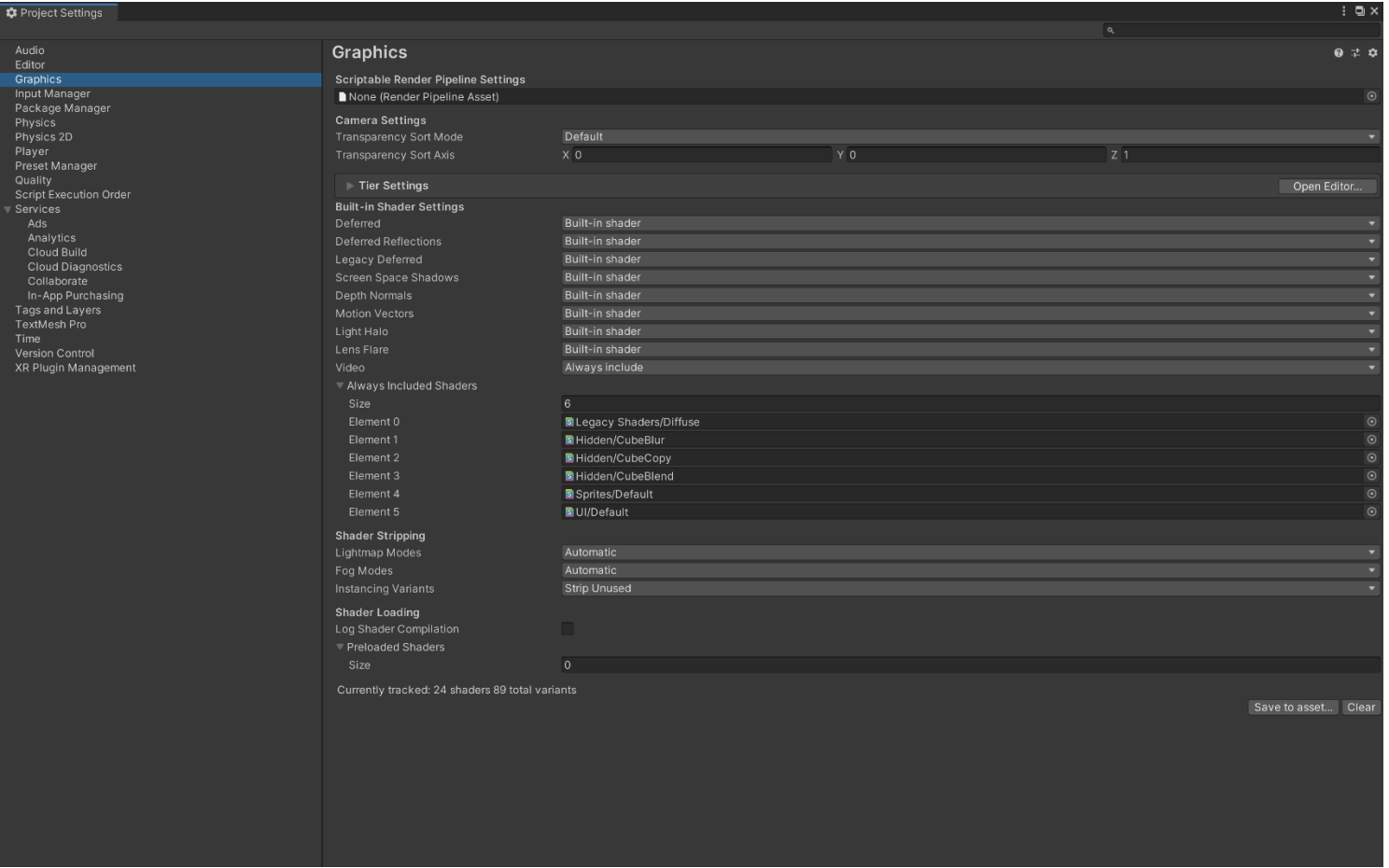
Clamp BlendShapes (Deprecated)*

* Shared setting between multiple platforms.

B- Quality Settings:

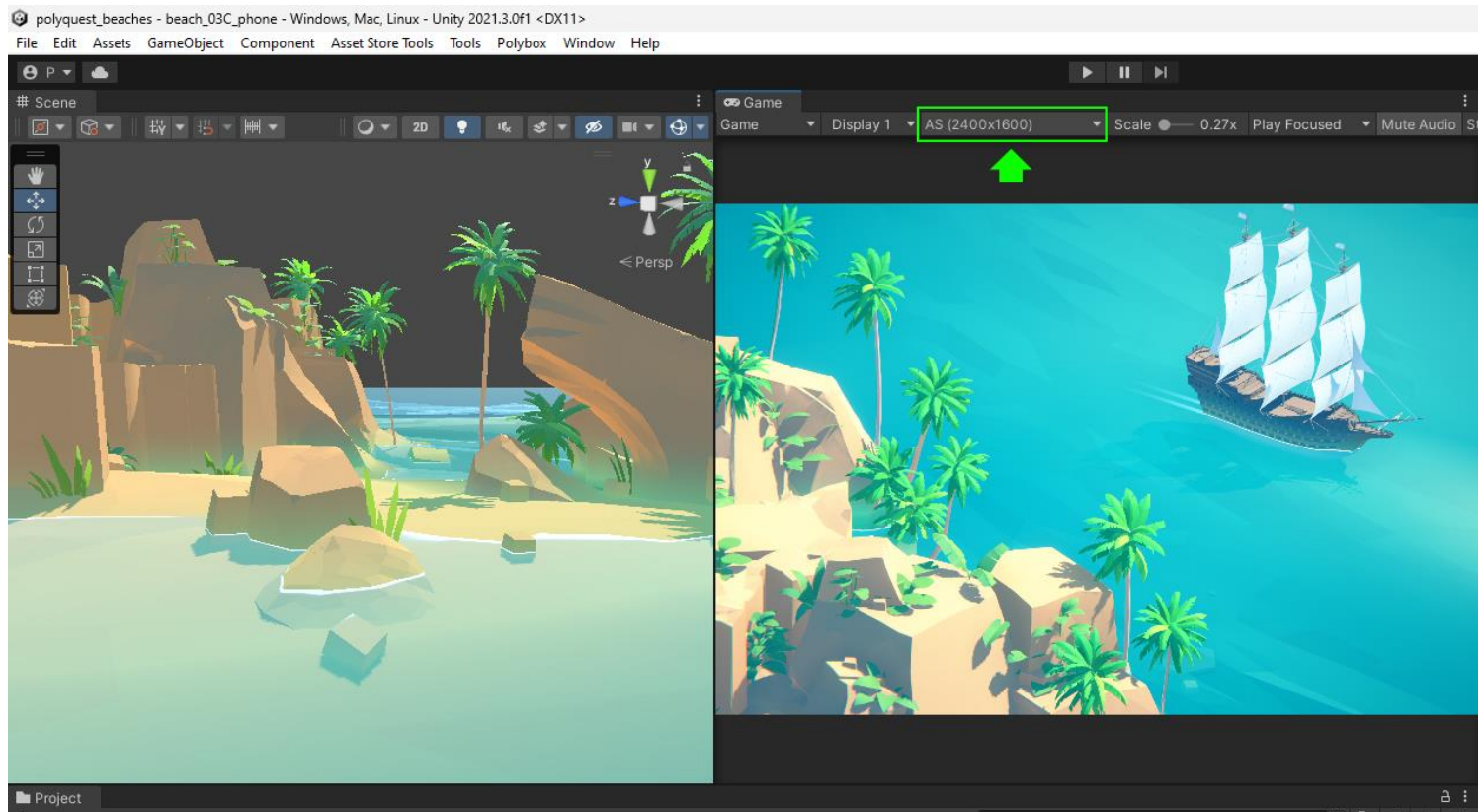


C- Graphics Settings:



B- Quality Settings:

Next you need to set the asset store's resolution and aspect ratio settings, in order to get the exact same results as the asset store screenshots when you open the scenes:



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