Abidi Farm Asset Instructions

Hello there!

Thanks for buying my asset pack. I will provide technical information below as much as I can. You can contact me via my **mail** or **Discord** channel for feedback and potential bug reports.

Mail: **abidi.nerde@gmail.com**
Discord: **https://discord.gg/4PwpMGnuWk**

Unity

Placing the Models to your Unity Scene.

- After you import the asset files, go to *AbidiFarmAsset > Prefabs* and simply drag and drop the models you desire to *Hierarchy* or *Scene* tab.

Opening the Demo Scene

- You can find the demo scenes in *AbidiFarmAsset > DemoScenes*. You can open them by simply double-clicking.

Uploading to URP

Since this package is created in **Unity 2018 with LWRP**. You might want to upload the shaders while using the higher versions of Unity or render pipelines other than LWRP.

Unity is updating the shaders by itself in URP projects when you import the package except for *Unity 2021*.

## Setting up material and Lighting for Unity version 2021

1. Material

You just need to select the *FarmMaterial* from *AbidiFarmPack >Materials* and click the *base map slot* of the material and find the *FarmTexture* from the pop-up tab or drag and drop the *FarmTexture* to *Base Map Slot* in *Inspector tab.*

I suggest you to use a material with *Specular/Workflow Mode* with *Smoothness* value of *0.*

2.Lighting.

After you assign the material, If you would like to get renders similar to the asset's promotion page, in Unity 2021 with URP. You can follow the instructions below.
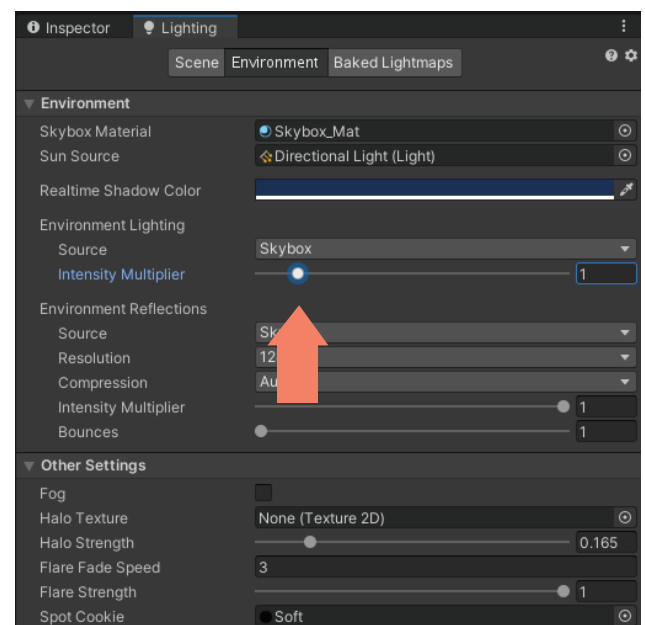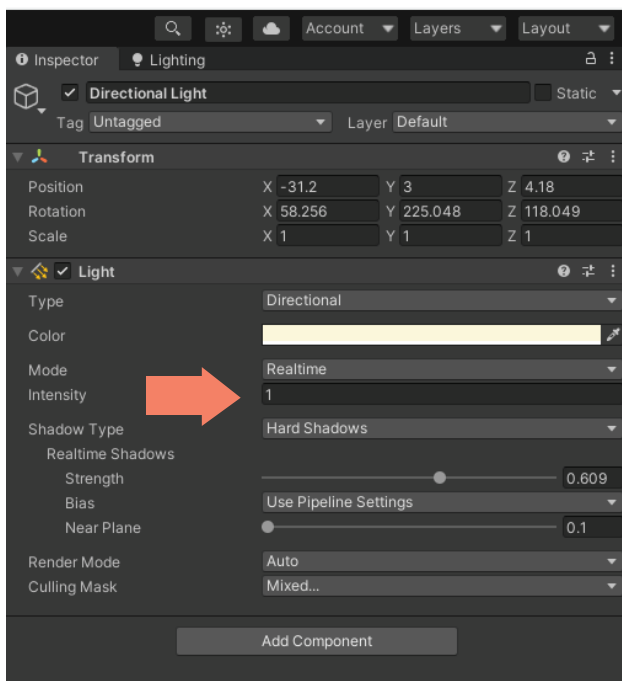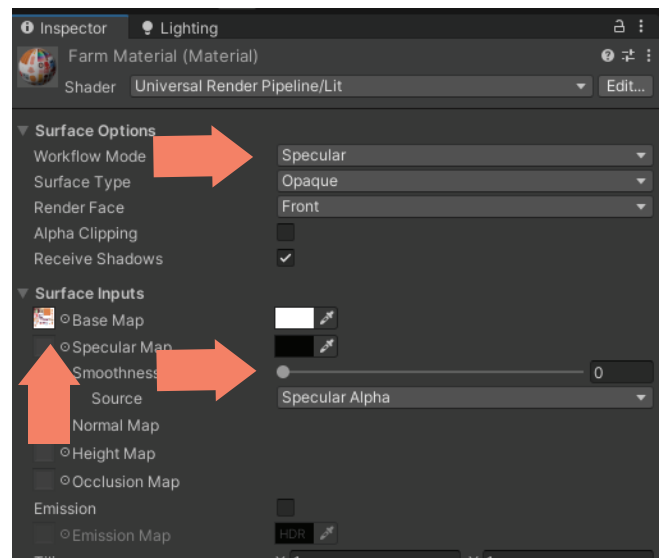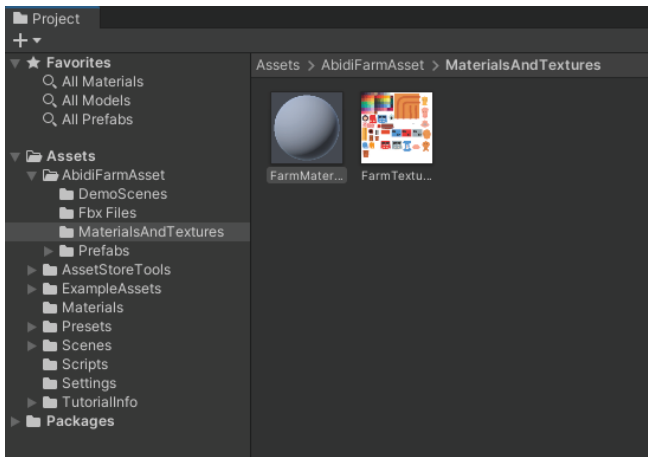
-Select the *Directional Light* in *Hierarchy* tab and set the *Intensity* to *1* .
-Go to *Window> Rendering> Lighting* Settings.
-From *Lighting Settings* change *Intensity Multiplier* of *Environment Lighting* to *1* .

Hope these instructions would help you to get the desired outcome you want.

Thank you for your purchase.

abidi
S T U D I O