Instruction.

1. Unity and Houdini engine must be installed on your computer.

2. The Unity project must have the plugin for the Houdini engine installed.

3. To work with the asset, you can watch the video.

4. You can install the asset into the project using export packege or use the houdini engine plugin.

5. After importing, you can select a cave map from existing files or create your own.

6. To create a map of the cave, you need adobe photoshop. An example of creating a map is shown in the video instruction.

7. In photoshop, you need to create a canvas with a transparent background. There should be three layers: player, probs and cave.
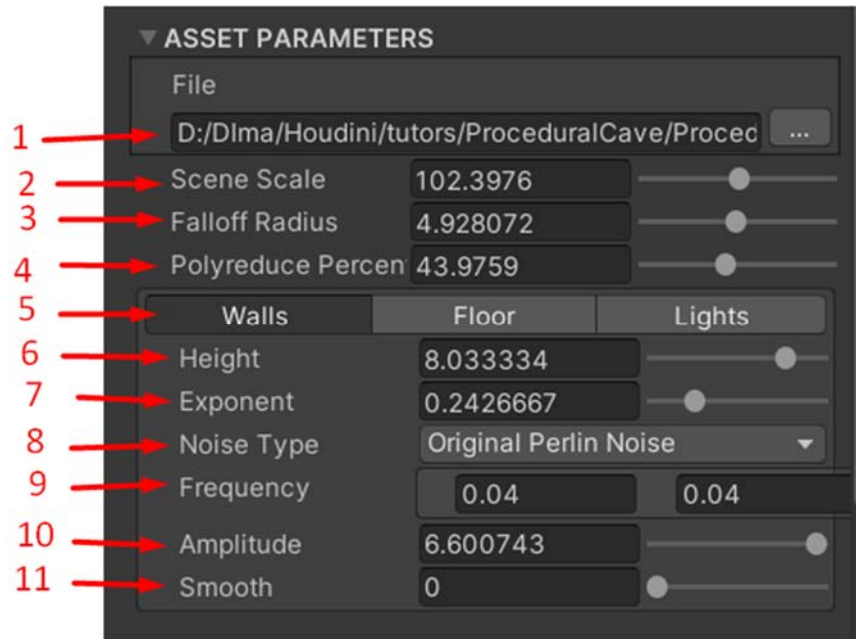
8. Explanation to the parameters of the asset:

1 - Download the map of the cave in psd format.

2 - The overall scale of the asset in the scene.

3 - Average slope of the walls.

4 - Percentage of simplification of the number of cave polygons.

5 - Wall tab.

6 - The height of the walls.

7 - The radius of the walls and ceiling of the cave.

8 - Type of noise superimposed on the surface of the ceiling.

9 - Noise frequency.

10 - Noise amplitude.

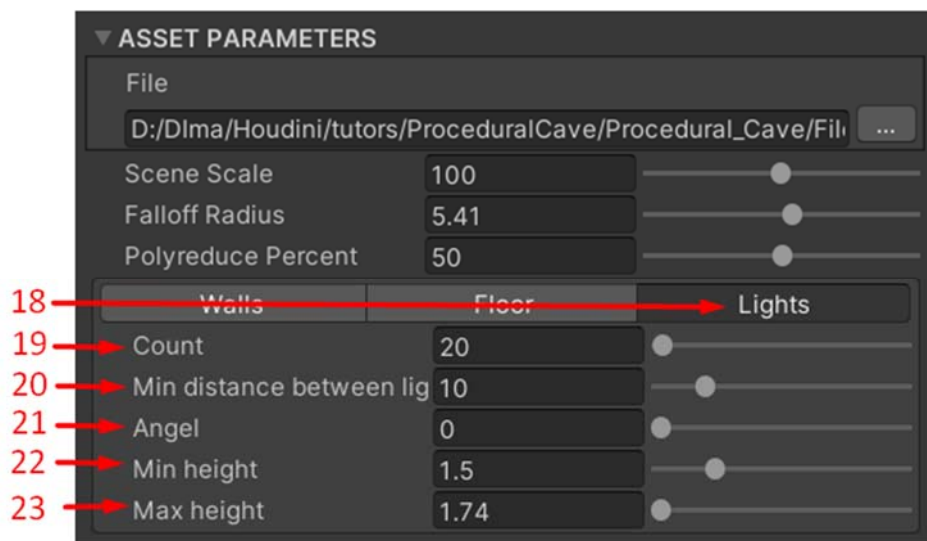11 - Smoothing the walls.
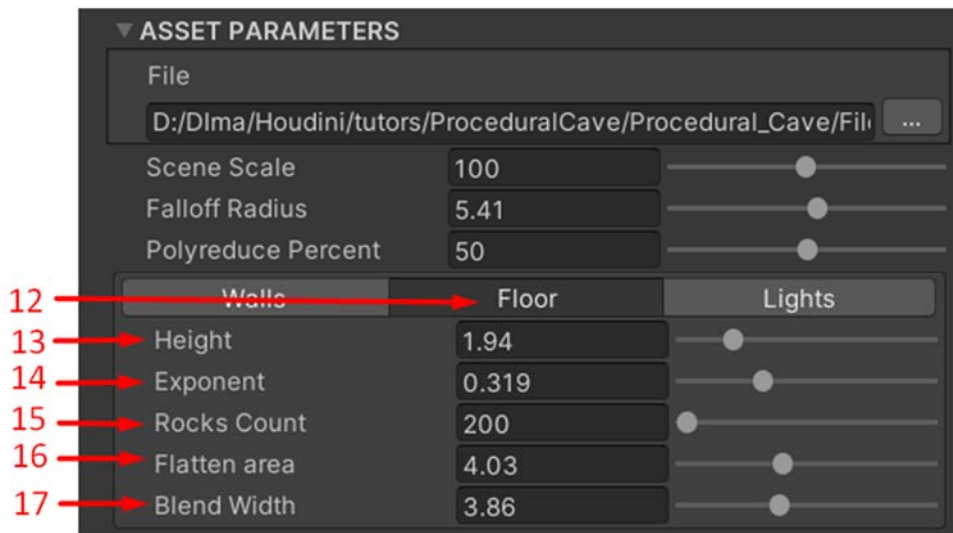
12 - Floor tab.

13 - Height (depth) of the floor.

14 - Roundness of the floor from the center to the wall.

15 - Number of stones.

16 - Platform for probs.

17 - Roundness of probs pads.

18 - Lamps lights.

19 - Number of lights.

20 - Minimum distance between lights.

21 - Tilt angle.

22 - Minimum height.

23 - Maximum height.

9. When replacing prefabs, it is necessary to observe the naming and the path to them. The same goes for changing materials.