

FantasyScene

High-performance mobile Scene

USER GUIDE

Release 1.0

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Email:yxriyin@163.com

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Overview

This is the scene package after the FantasyCharacter package, used to develop games with characters. It contains twenty-three outstanding scenes, including forests, plains, wasteland, cities, customs, valleys, boats and other dozens of types of landforms. Specific content can be viewed by video and photo browsing.

Our first role package addressis:

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy-character-pack1-136598>

The second role package address:

<https://www.assetstore.unity3d.com/#!/content/138150>

We have also developed many other great plugins that you can view at the following address:

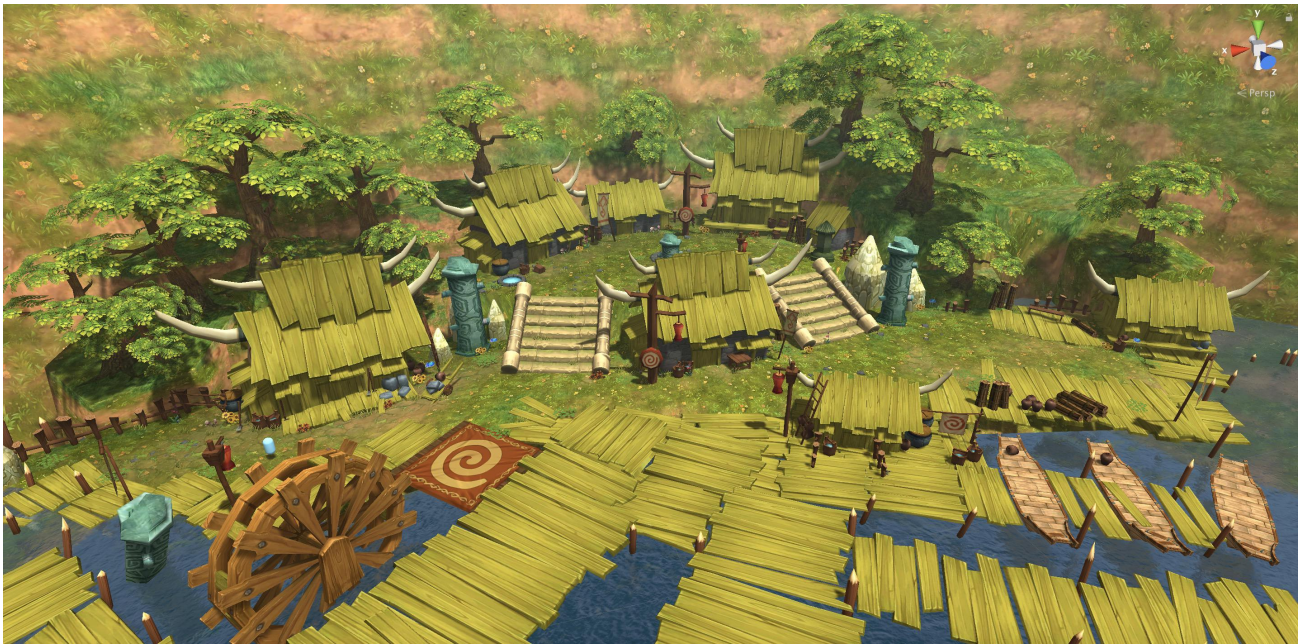
<https://assetstore.unity.com/publishers/9117>

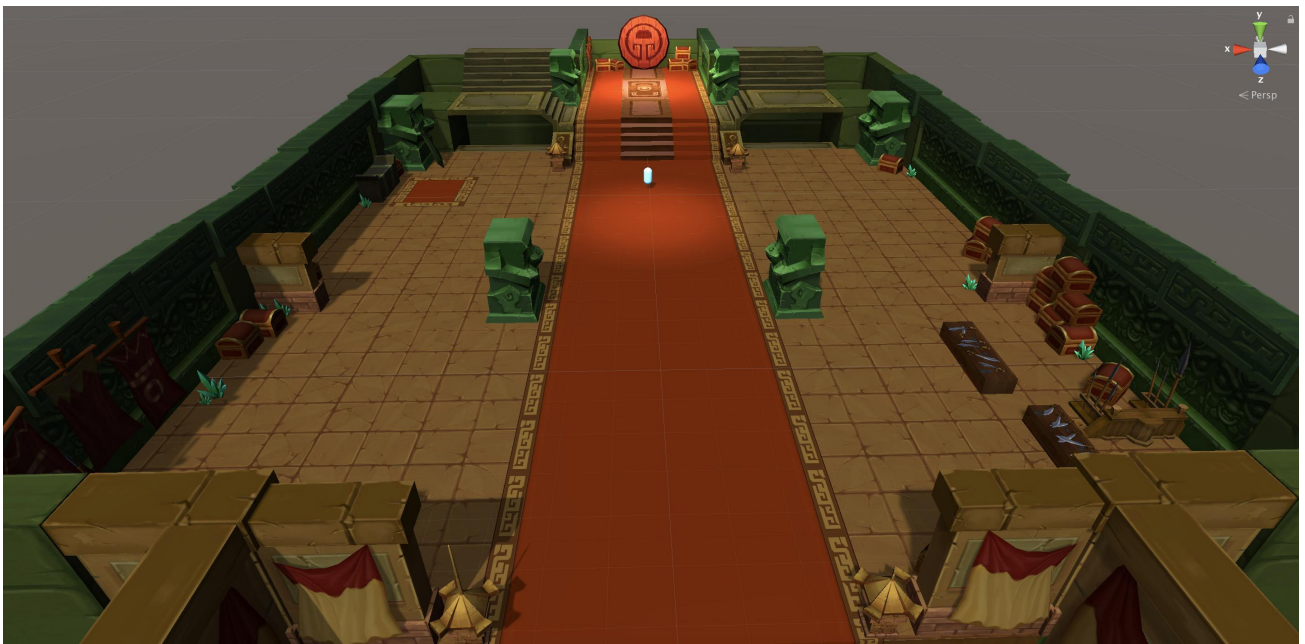
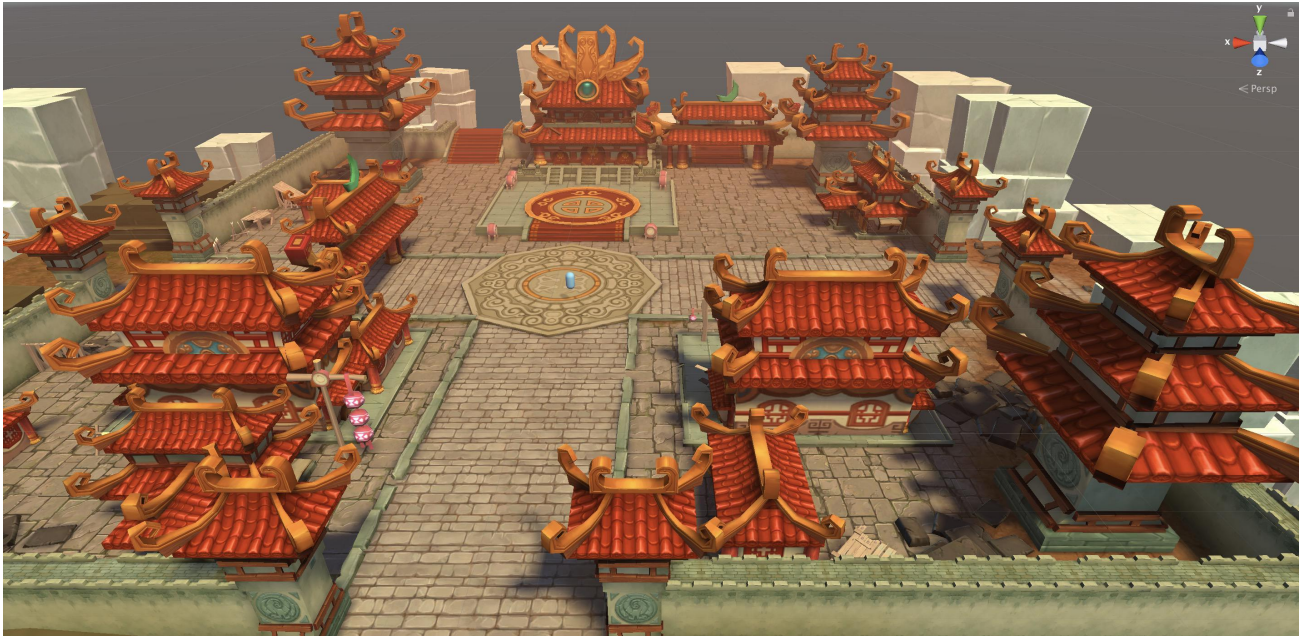
Quick Start

All scenes are placed in the Scene directory. Every scene I baked Navmesh to provide pathfinding. You can delete the baking information yourself. In addition, after the scene is running, you can use the arrow keys on the keyboard to move the object to visit the scene.

The boundaries of the scene are not specifically occluded, you need to add a view of the border with things like skyboxes or fog.

Some of the scenes' introduction







Welcome to contact us.