

Thanks for purchasing Anime Classroom package!

If you have any issue or suggestion, feel free to contact me on: zefaistos@live.com

How to use:

To start using the package, drag the prefabs to your scene. It's recommended to use the snap vertex tool (hold V key while moving an object, and select a pivot point) to perfectly align the objects along the floor and the walls.

The materials and textures are configured for better usage with reflection and illumination maps, but you can change as you want according to the lightning settings in your project.

Using the Example Scenes:

Example scenes are included with the Unity 5 package only. If you are using Unity 4 and want to check the scenes, you can download Unity 5 and use the Unity 5 package with a new example project as reference for the lightning settings. However, in order to get the same lightning result as shown on the preview images of this package, your project needs to use "Deferred" rendering and "Linear" color space.

If you are not sure how to get these settings, do the following:

- 1 – On the top menu of Unity, select "File>Build Settings...";
- 2 – Select the option "Player Settings..." on the build settings window;
- 3 – A new panel will open on Inspector with the project settings. Select "Other Settings", and now you can finally change the Rendering Path to "Deferred", and the Color Space to "Linear".

Alternatively you can change the Rendering Path directly on each camera, but you still need to change the color space on players settings.

You can see this procedure on the image bellow:

