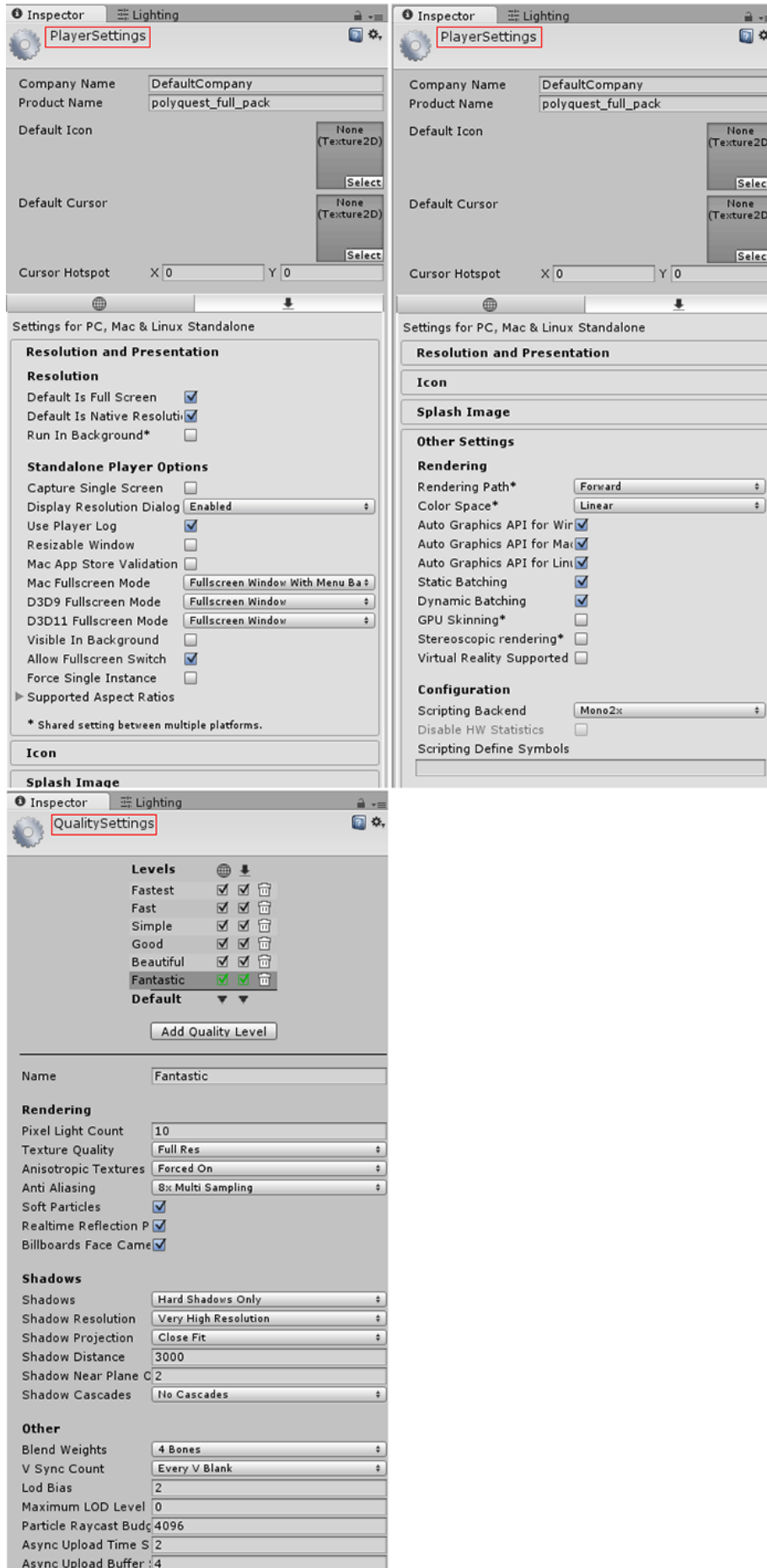


Polyquest Guidelines:

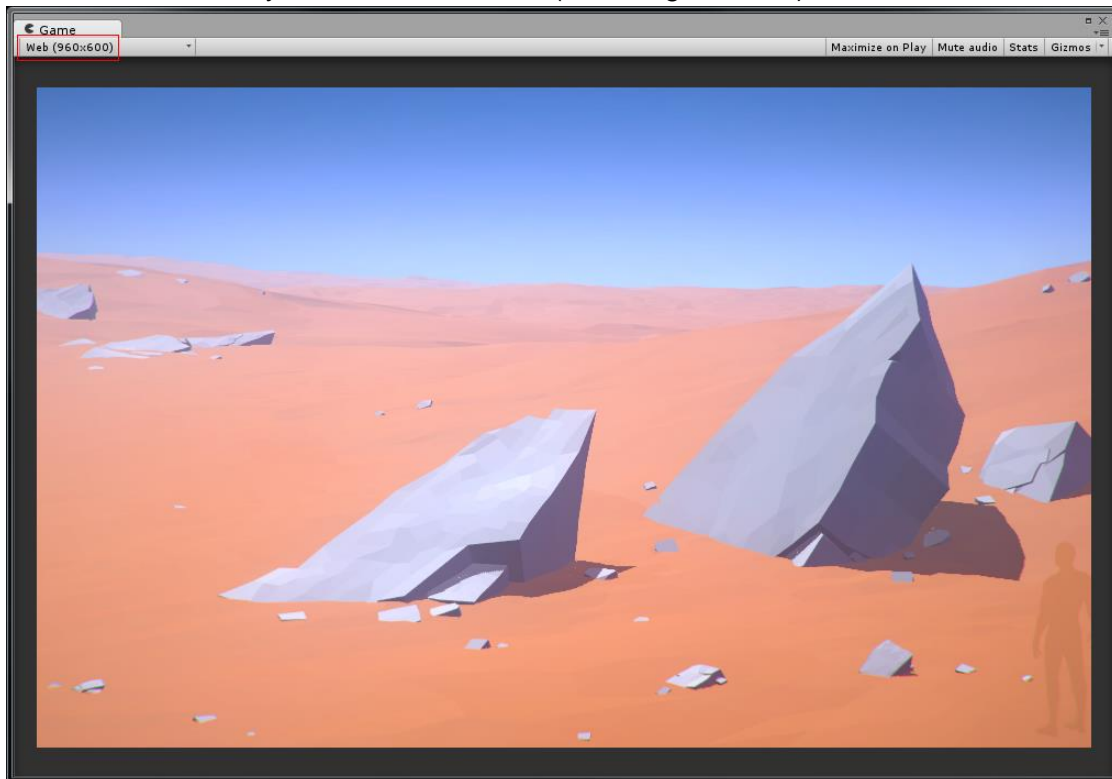
A- Project Quality and Player Settings:

Before you start using the pack, make sure you have the right player & quality setting (see below):

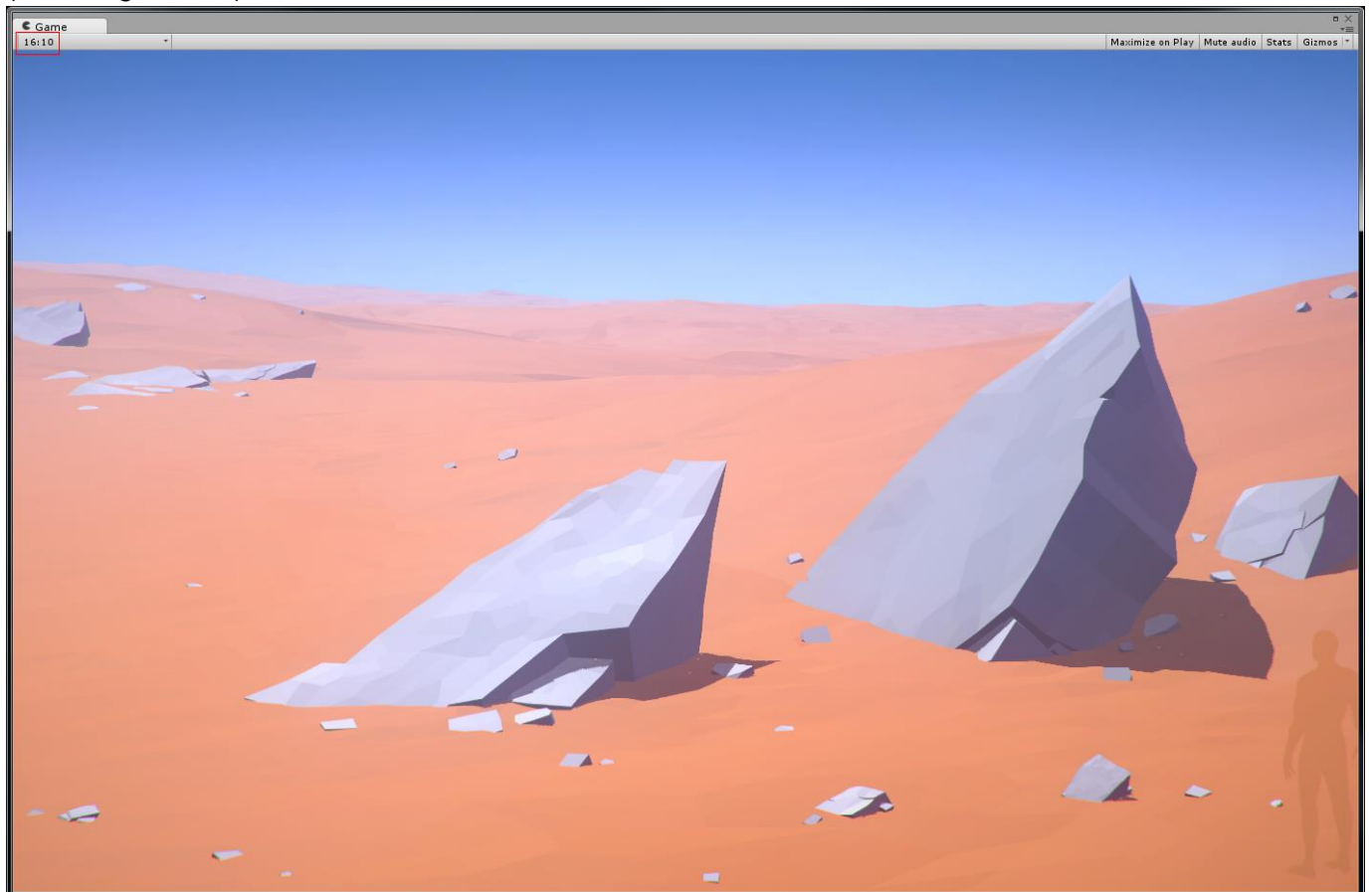


B- Project Resolution:

Before you start using the pack, make sure you have the right resolution settings in the game window, make sure you set it to 960x600 (see images below):



Or you can set it to any resolution that has the 1.6 resolution, for instance like the 16:10 preset (see image below):



C- Fog Shader:

1-intro:

This is a very simple and powerful shader, that has a very low impact on performance and runs great even on low end mobile devices.

You can mimic a variety of different effects and materials with it like height fog, mist, sub surface scattering, murky waters, glowing light, overheated material, gel, plastic, wax...

2-properties:

color: choose the color and always **set the alpha to 255**.

Height fog Start: where the vertical fog starts in world units.

Height fog End: where the vertical fog ends in world units.

Note that you can have the fog start from the bottom or the top, this depends on the numbers you enter in the "Height fog Start" and "Height fog End" whether they are positive or negative.

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