

Meta Environments



UNITY ASSETSTORE COMMON GUIDE

Dear customer , thank you for purchasing our meta environments asset.

This guide , simple and short way to introduce our working directory hierarchy for customers and our partners.

Sample hierarchy shared below list , our root directory and sub categories.

1. IES
2. Materials
3. Meshes
4. Prefabs
5. Scenes
6. Shaders
7. Textures
8. Packages
9. Scripts



1.IES

IES folder contain ies lights , if asset use any of ies based spot light source ies file can be access this folder. Scenes could be use multiple ies light with multiple source files.

2.Materials

Materials can be accessed from this folder , users can edit and create material variants as own will. All materials uses Unity Universal Render Pipeline Shaders and material settings crated in Universal Render Pipeline.

We do support SRP(Standard Render Pipeline) if your project is STD please import

StandardRenderPipelineMaterials.unitypackage file we are provide in ProjectRoot/MetaEnvironments/Packages folder.



3.Meshes

Most of our Scenes uses single mesh.

Client can edit , split mesh if needed.

4.Prefabs

Each scene environments use prefab , modular scenes have separate prefabs for each object.

5.Scenes

Scenes folder include all .unity file type MetaEnvironments unity scenes.

Each scenes have their own folder and inside every folder Postprocessing file and bake settings can be accessed from this folder.



6.Shader

We do not use any custom shaders at this moment due to platform mobile stability.

In future assets shader files will be use this folder.

7.Textures

Baked scene lightmap textures and material tileable texture stored in this folder.

Shared materials in materials folder use this folder for texture.

8.Packages

Packages folder contains .unitypackage file type compressed unity files.

As we mentioned before , we are design our scenes with URP (Universal Render Pipeline) , with packages folder content , users can import Standard Pipeline Materials to their project by clicking StandardRenderPipelineCompatibility.unitypackage



9.Scripts

Based on unity guideline this folder contain necessary scripts for the project.

We are using few scripts as possible to deliver project to our users without any trouble.

Most of our scripts are community based open source scripts can be accessed over GitHub.

Link and description for scripts shared in Useful Links Section of this guide.



Useful Links

(Free Community Asset)

Prefab Lightmapping , used for store lightmaps in prefab

<https://github.com/Ayfel/PrefabLightmapping>

