

PROTO BLOX

PROTOTYPE BUILDING BLOCKS

v2.0.0

Created by [Ripcord Development](#)

info@ripcorddev.com



This project has been thoroughly tested for bugs before being sent to the Unity Asset store. If you do find an issue with this package, please contact us before posting a negative review on the Unity Asset Store. We are more than willing to help solve any issues you may encounter.

ProtoBlox is a collection of tiling textures and simple models that can be used to quickly block-out levels or environments for your project. This package contains a number of textures with unique icons and colours as well as a number of generic greyscale textures that are intended to be tinted. Using these textures will give your prototyped scenes a more finished look.

MATERIALS

The bulk of the content in the **ProtoBlox** package is in the *Materials* folder. These materials include Albedo, Normal and Metallic maps all at 1024x1024 in size.

PREFABS

ProtoBlox comes with two sets of models, one with chamfered edges, and one set without. Within each set of blocks are a collection of boxes, slopes, and steps. The numbers next to the name of each object indicates its length and width in Unity units / meters. All objects include either a box collider, or a mesh collider.

SCRIPTS

ProtoBlox comes with a couple of useful scripts located in the `_Common` folder. These scripts are not required for **ProtoBlox** to function.

- **AlignToGrid** – This script runs in the Editor. It takes the selected object and rounds its X/Y/Z position values to the nearest increment of 0.5. It also aligns the X/Y/Z rotation values to the nearest increment of 90°. This script is accessed through the *Tools* menu it adds at the top of the editor. To run this script, select an object then go to *Tools > AlignToGrid*.
- **SceneLoader** – This script controls switching from one scene to the next using the list of scenes in the Build Settings window.

SCENE SETUP

The following steps are only required if you want to use the full ProtoBlox demo as seen in screenshots and the WebGL build. If you want to just get right to using ProtoBlox for your own project you can skip this section.

The demo scenes in this package make use of a couple free asset packages provided by Unity. To replicate the exact look and functionality of the demo scenes, you'll need to import these packages.

Camera Movement

The demo.protoBlox scene makes use of Unity's *FirstPersonController*. To add the controller to the scene you'll need to import the Cross Platform Input package. From the menu bar in the editor go to:
Assets > Import Package > CrossPlatformInput

With the package imported, grab the *FPSController* prefab and drag it into your scene.



To click the UI buttons while the scene is running, you'll need to select the *FPSController* and uncheck Lock Cursor, otherwise you can just press 1 and 2 on the keyboard to cycle through the previous and next scenes respectively.

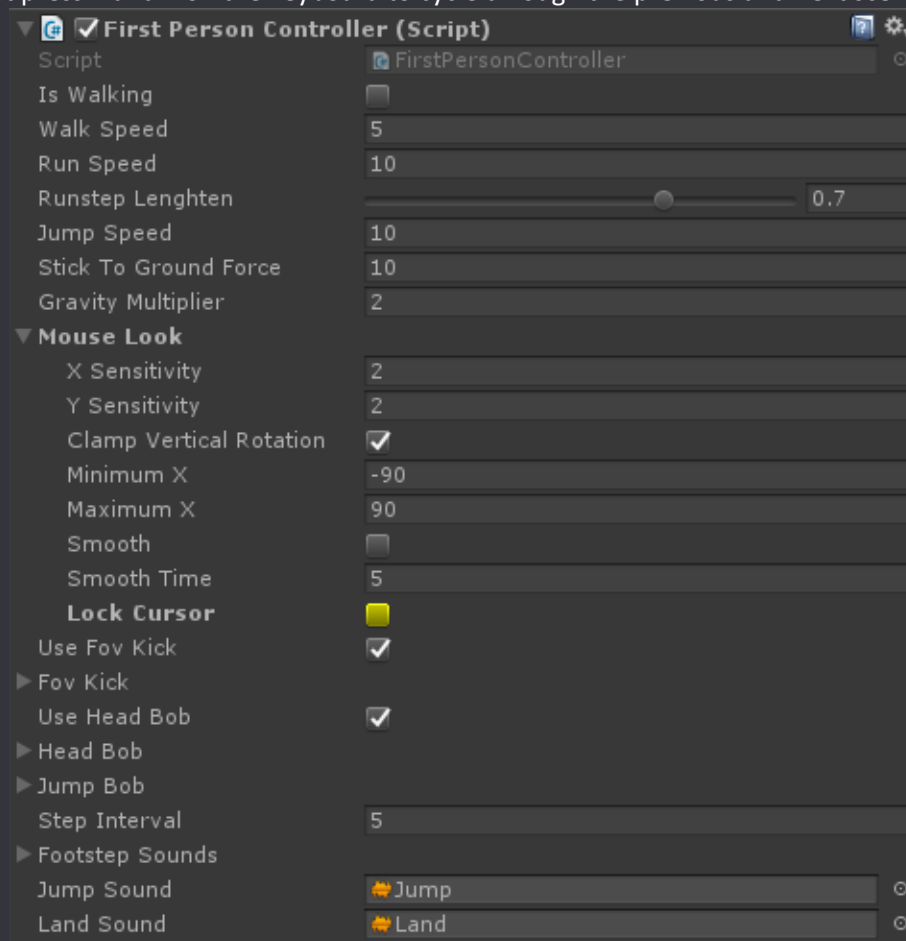


Image Effects

Unity 5.4 –[Legacy Cinematic Image Effects](#)

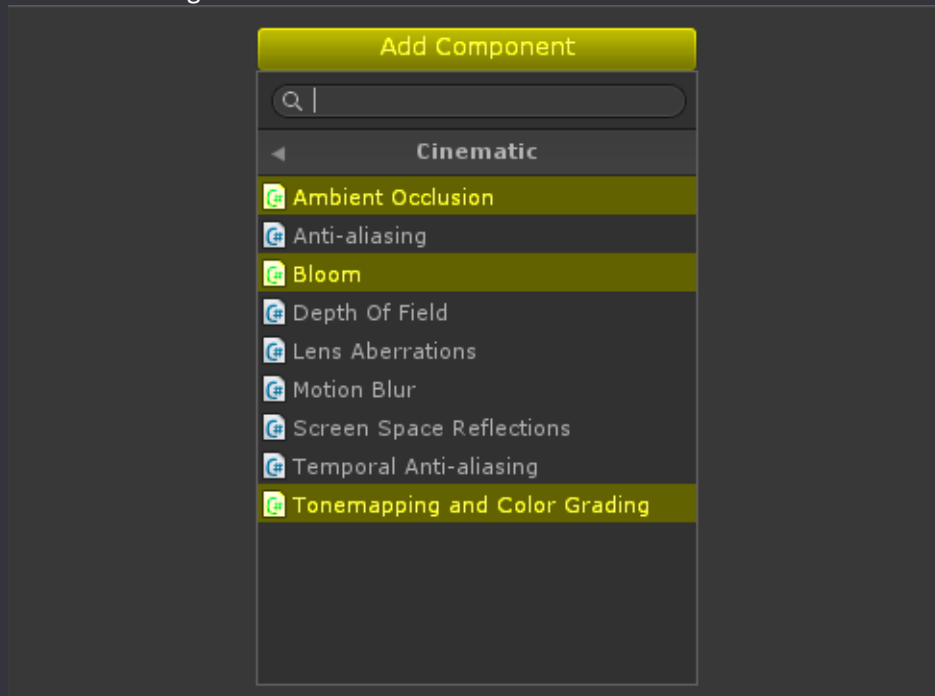
Unity 5.5 and up –[Post Processing Stack](#) – (the setup for this package is slightly different, but the settings are the same).

The instructions below will show the setup for the Legacy Cinematic Image Effects since that's what was used in the demo scenes.

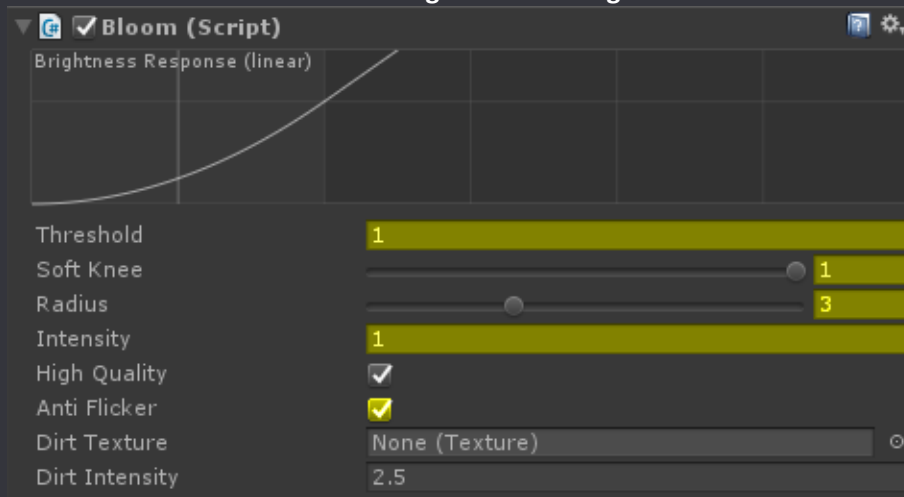
Select the camera in your scene and add the following components:

- Image Effects > Cinematic > Bloom

- Image Effects > Cinematic > Tone Mapping and Color Grading
- Image Effects > Cinematic > Ambient Occlusion



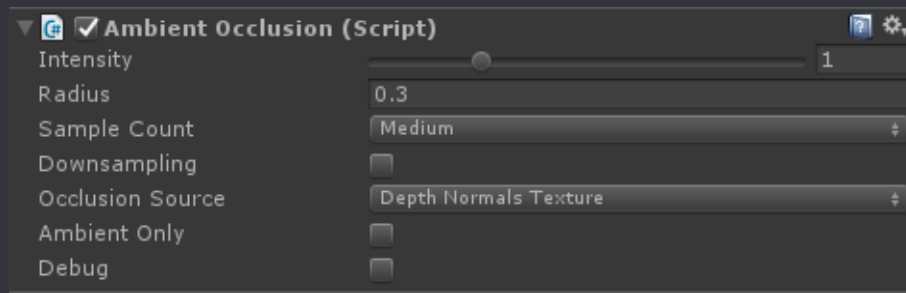
Bloom Image Effect settings



Tonemapping Image Effect settings



Ambient Occlusion Image Effect settings

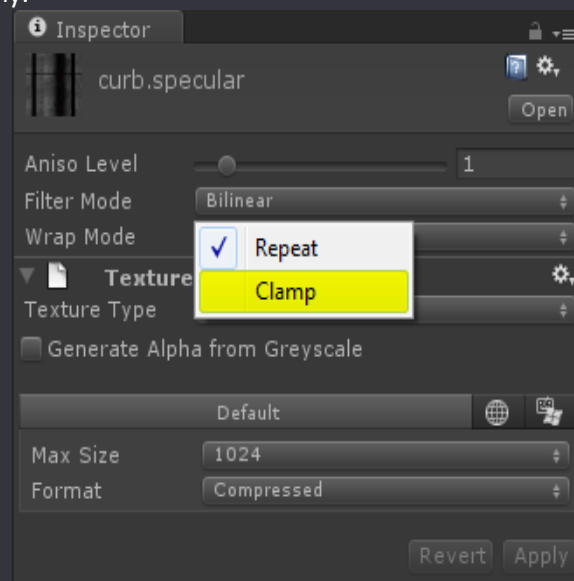


TROUBLESHOOTING

A couple quick notes about the package.

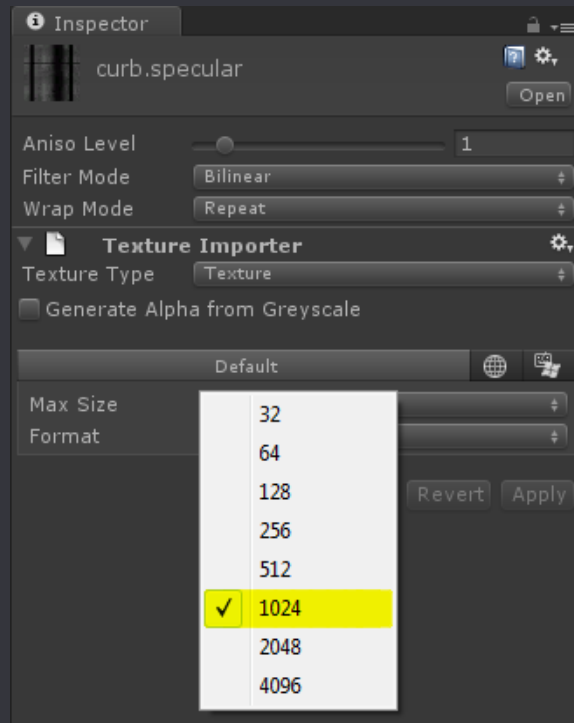
Tiling Issues

If you see any seams around the edge of the textures set the wrap mode from the default Repeat to Clamp. This will ensure that the texture tiles properly.



Resolution

All textures are supplied at 1024 resolution. If this is too heavy for your project you can reduce the resolution in the inspector without having to modify the actual image files. Just change the Max Size to whatever is appropriate for your project.



WRAP UP

ProtoBlox provides an attractive way to quickly block out new scenes and communicate functionality. If you find this package useful, please don't forget to leave positive feedback on the Unity Asset Store. **If you have any issues, please contact me with as much information about the issue as you can and I will get back to you as soon as possible.**

Thank you!

RIPCORD
DEVELOPMENT //

www.ripcorddev.com