1. PIXEL ART PLATFORMER – VILLAGE HOUSE

Thank you for purchasing this asset pack. For any question, please email to *support@cainos.net*

2. NOTE

2.1 About Materials
The scene make use of 3 materials with special shaders to draw shadows on house sprites.

MT Village House – Component
Common house sprites use this material.
It makes sure shadow sprites only get drawn within visible areas of house sprites.

MT Village House – Component – No Shadow
House sprites that should never be covered by shadow use this material.
Shadow sprites will not get drawn upon sprites with this material.

MT Village House – Shadow
Shadow sprites use this material.
It works together with the material mentioned above to mask shadows inside house sprites and make sure shadows only get drawn once.
You can change the shadow color globally with the "Tint" parameter of the material.
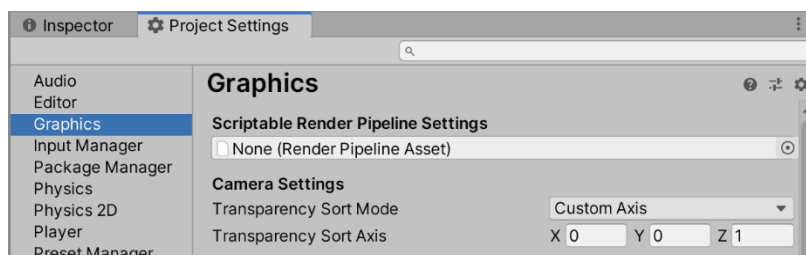
2.2 House Presets
In "Assets/Cainos/Pixel Art Platformer - Village House/Texture/House Preset" you can find house presets in single image.
In case you do not want to use the prefab ones.

2.3 Custom Sort Axis
It is recommended that you set "Transparency Sort Mode" to "Custom Axis" and "Transparency Sort Axis" to (0,0,1) at the graphics settings.

3. 2D LIGHTING SETUP

Import files from [Patch - URP 2D Lit] located at the root folder of the asset. It will replace current shaders and some materials with URP 2D Lighting supported version.

Make sure your 2D lighting is properly set up so the character can be displayed correctly.

For the "MT Village House – Shadow" material, make sure its render queue value is higher than the render queue value of the two component materials.

As the component materials have render queue value of 3000. We set the shadow material's render queue to 3001.
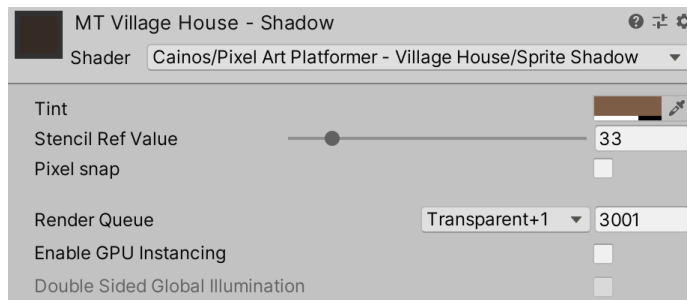
Here is how it looks like with 2D lighting.