



Documentation & Quick Start



Thank you!

Thank you for choosing this pack! We hope you create something really special with it.

*Please consider rating the package through your download list or leave a review at the store page once you're familiar with it.
Feel free to give us feedback via E-Mail info@tidalflask.com
or our social media!*

*Your feedback helps us focus on the right updates for the future
which will be free for existing users!*

*Enjoy, your **Tidal Flask** team!*





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Quick Start

Importing to Built-in RP project

After importing the Standard version into your Unity project 2019.4.30 & above, which doesn't use any of the Scriptable render pipeline packages (URP/HDRP), it should just work™.

If you see any warnings in the Console window, try the Clear button and/or relaunch Unity. If the warnings don't disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.

Make sure you have Post Processing installed from Unity's Package Manager. If you install it after you imported the pack, reload the demoscene to get rid of possible errors.

Using an older Unity version than 2019.4.30

If you purchased this pack with version 1.2 or lower you can also import the updated pack into Unity version 2019.1.0 and up to the latest 2019.3.x version.



Lightweight Render Pipeline (LWRP) and Universal Render Pipeline (URP)

Our latest pack update no longer supports LWRP due to Unity discontinuing LWRP development. In case you purchased this pack with version 1.2 or lower and are using LWRP you still can update your project with the latest pack version, but keep in mind to back up your project and use LWRP shaders.

Importing to URP project

Additionally to the built-in RP version, this pack also includes a version which works with the Universal Render Pipeline. If you want to find out exactly what it can and can't do please visit this page:

<https://docs.unity3d.com/Manual/render-pipelines.html>

Since Unity 2019.3 the LWRP is renamed to Universal Render Pipeline (URP). Make sure you are importing the URP version of our package if you are using URP and Unity version 2019.4.30 or above.

On the following pages you will find detailed steps on how to import the package.

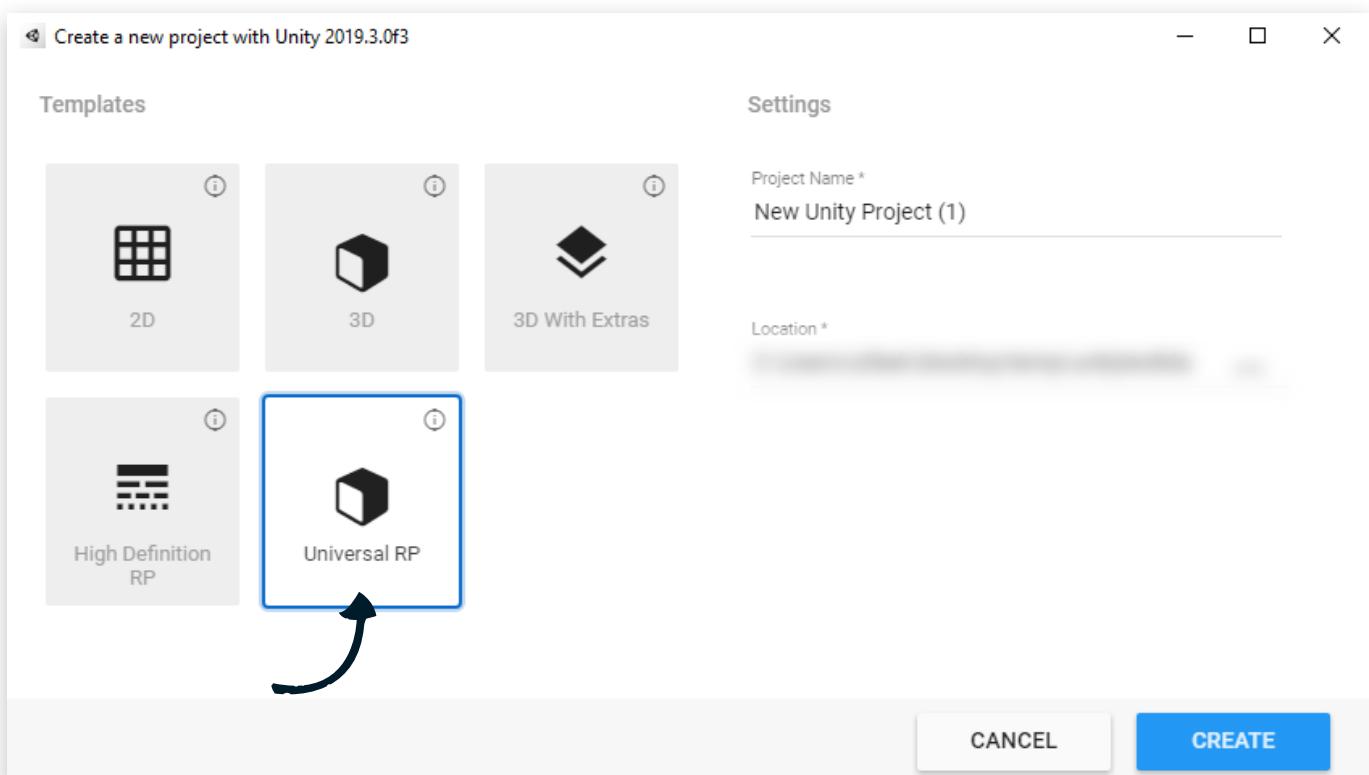


How to set up your project for URP (option 1)

We recommend to create a clean project and install the URP via the Package Manager or via Templates and import our package to this project.
To do so follow the steps below:



Step 1: Click “NEW” to create a new project (for URP pick Unity 2019.4.30 or above).



Step 2: In the “Templates” select “Universal RP”, this way everything you need for this package will be preinstalled.

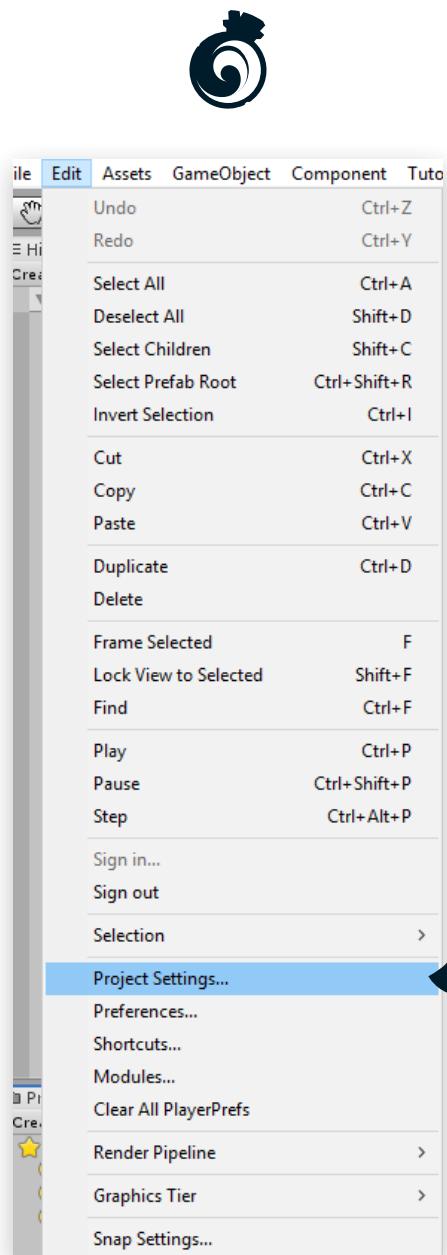


Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

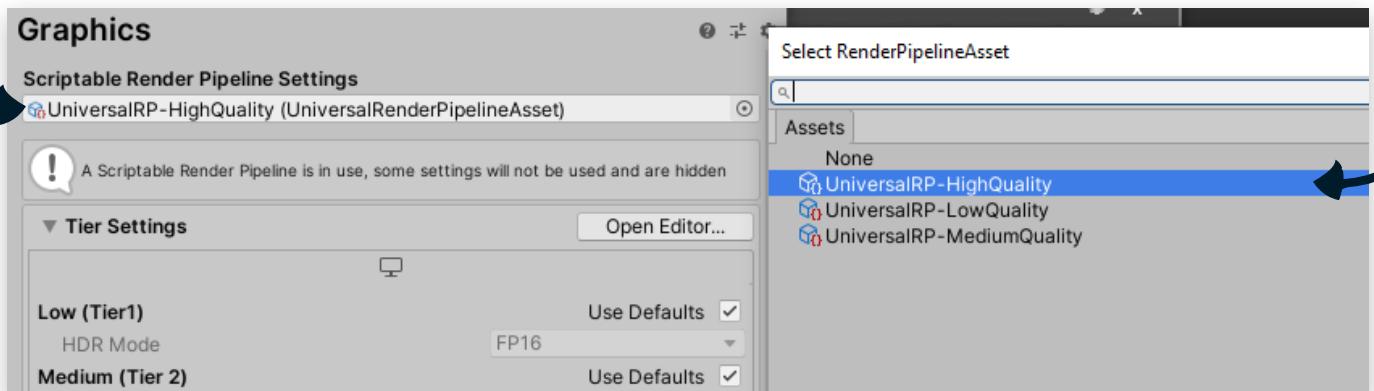
If you see any errors in the “Console”, try the “Clear” button. If the errors don’t disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window, simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > right click > Reimport and it should fix it.

If you still encounter pink shaders, please make sure you have the correct pack version installed, depending on the render pipeline you are using.



Step 4: After the project is loaded, go to Edit > Project Settings...

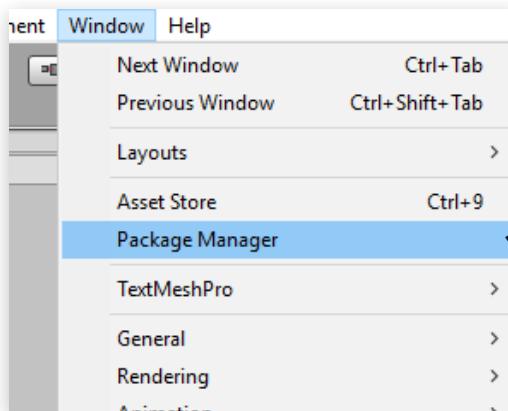


Step 5: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.

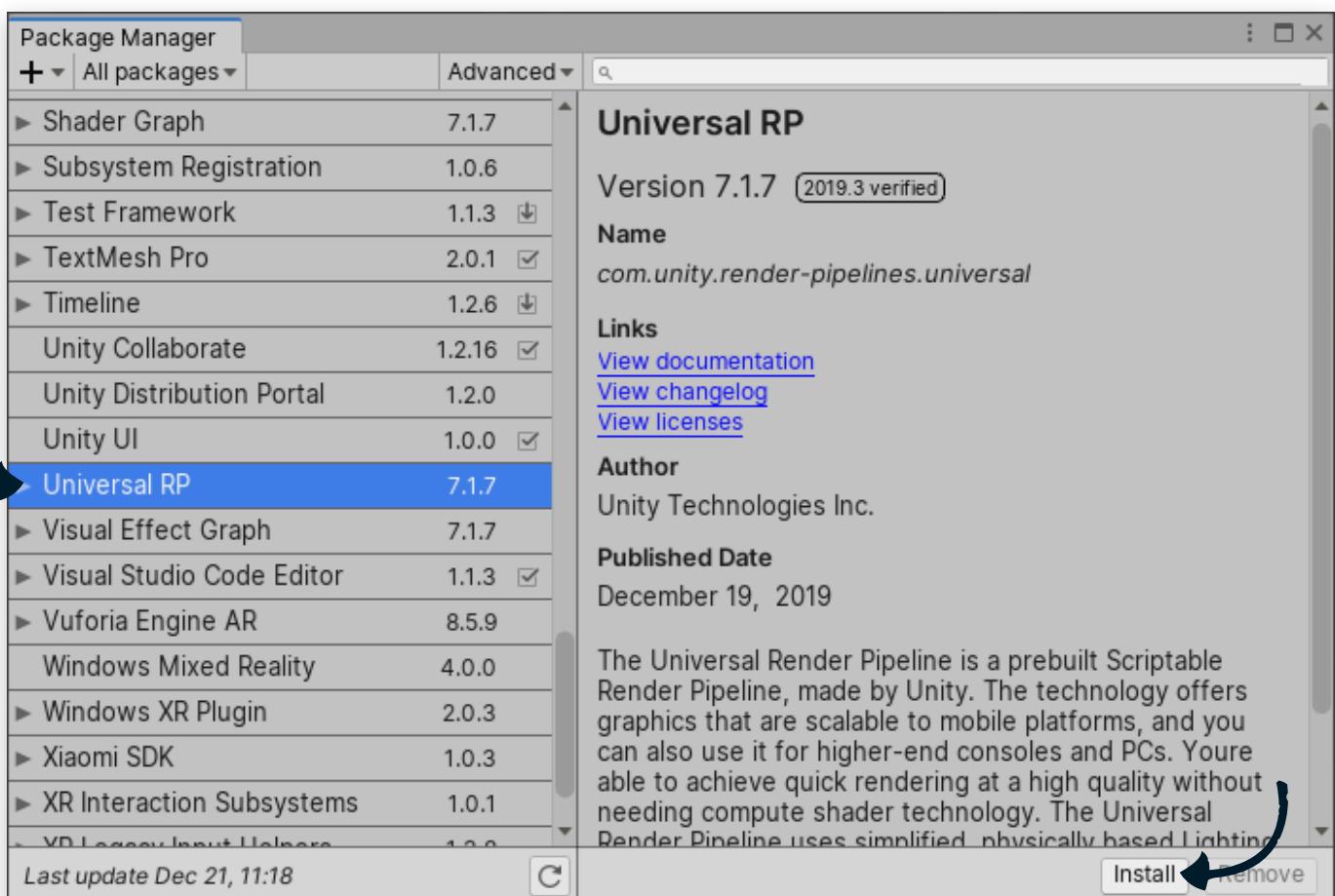


How to set up your project for URP (option 2)

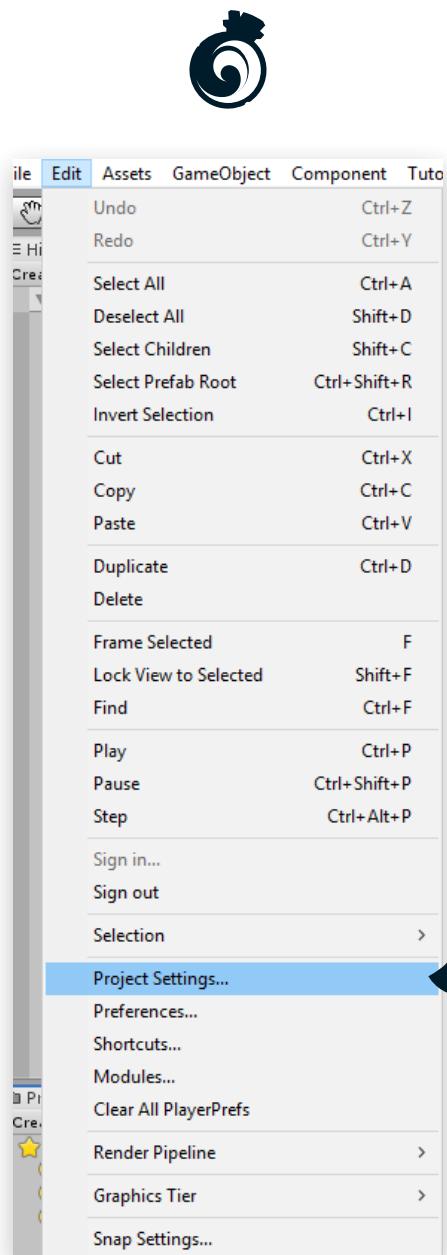
If you imported the pack before you installed the URP please follow the steps below:



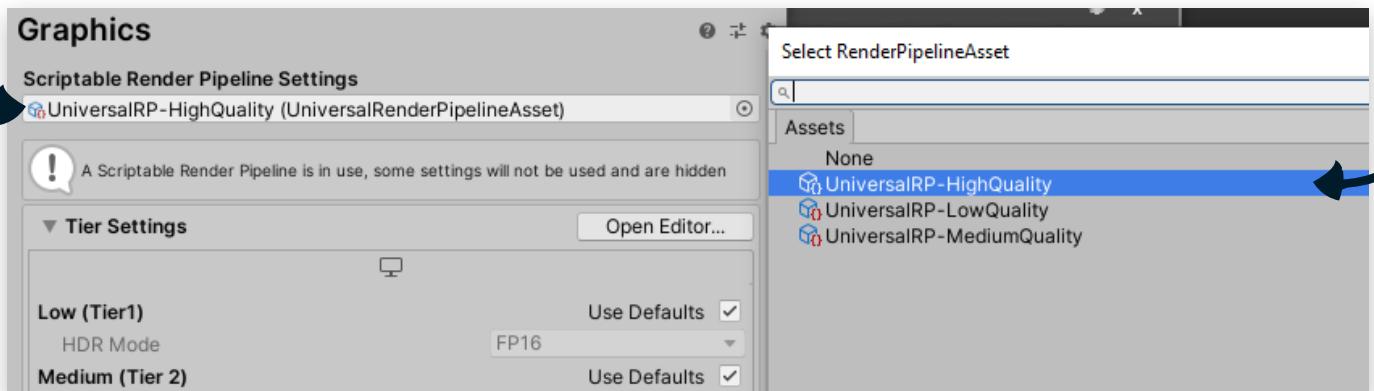
Step 1: go the Window > Package Manager.



Step 2: Select “Universal RP” asset and click “Install”.



Step 3: After the project is loaded, go to Edit > Project Settings...



Step 4: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.



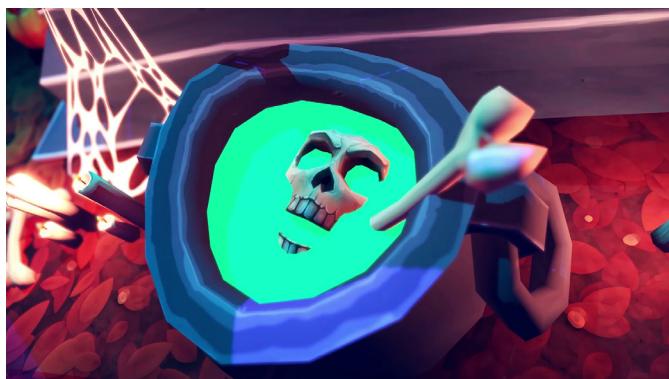


Demoscenes

Demoscene_halloween: the scene we used to record the trailer

Demoscene_halloween_assets: in this scene you will find all the assets within the package

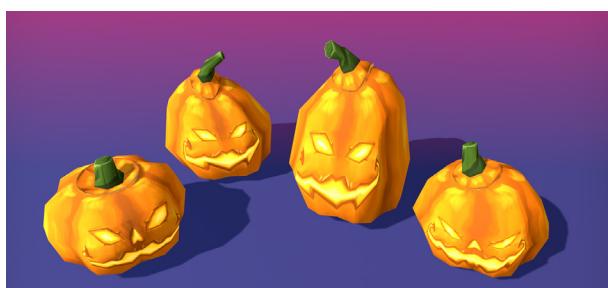
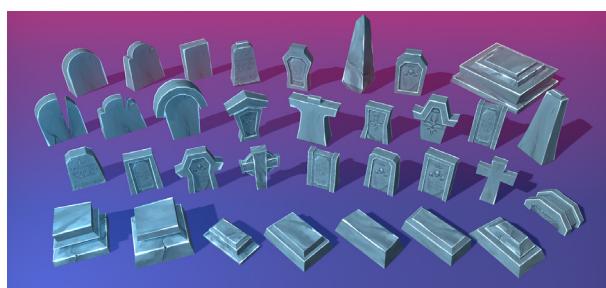
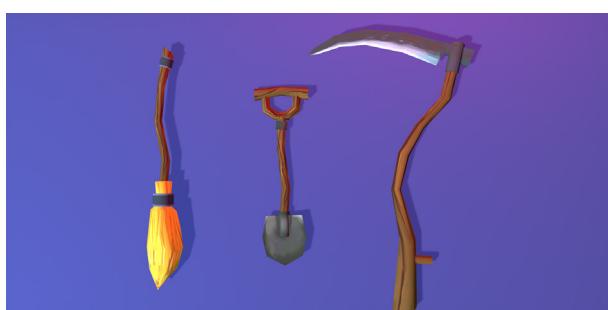
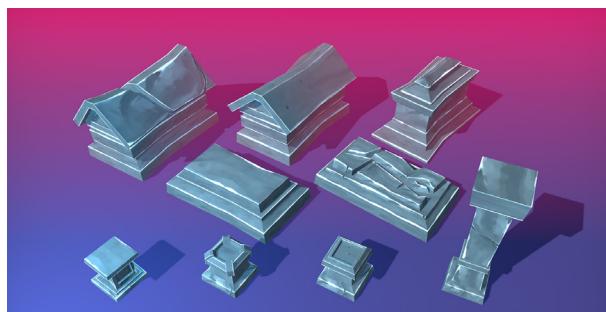
All the sceneries you see in the trailer were recorded directly out of the demo scene.





Demoscene_halloween_assets

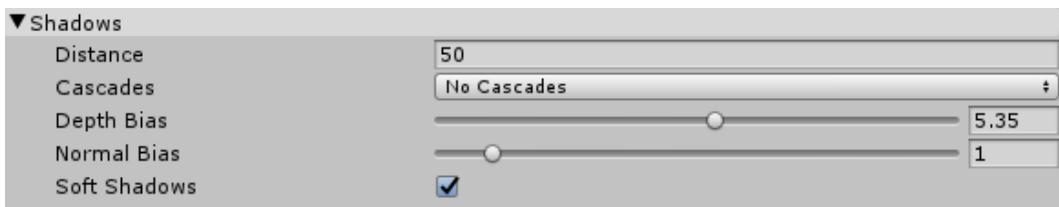
In this scene you will find all the assets within this package.





Quality settings for URP

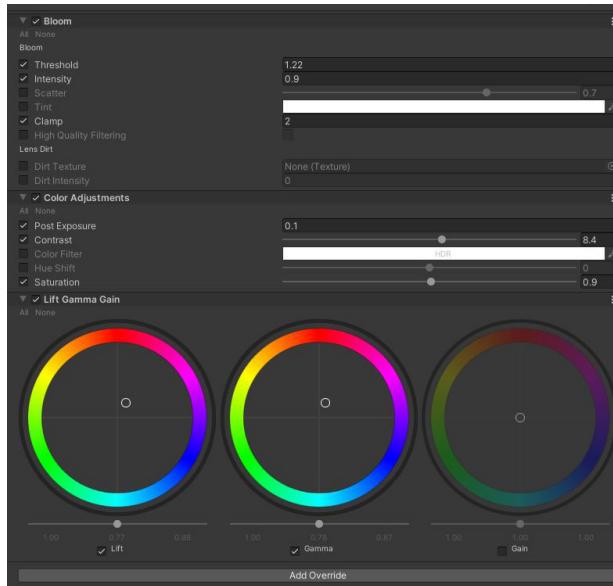
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows in the render pipeline asset.

Post Processing

Inside the \Fantastic Halloween Pack\Settings folder you will find a Post Processing file for the demoscene. There you can adjust the postprocessing to your liking.



The post processing settings.



Assets

Meshes

All assets have a custom Lightmap UV in the second channel and colliders (Unity).

Textures & Materials

You can find all the textures in the \2d\textures folder. The materials are in the \materials folder.

Tileable materials

- M_metal_01
- M_metal_02
- M_PROP_leafpile
- M_stonebricks_04
- M_PROP_spiderweb
- M_wood_07
- M_wood_08
- M_wood_planks_06

FX

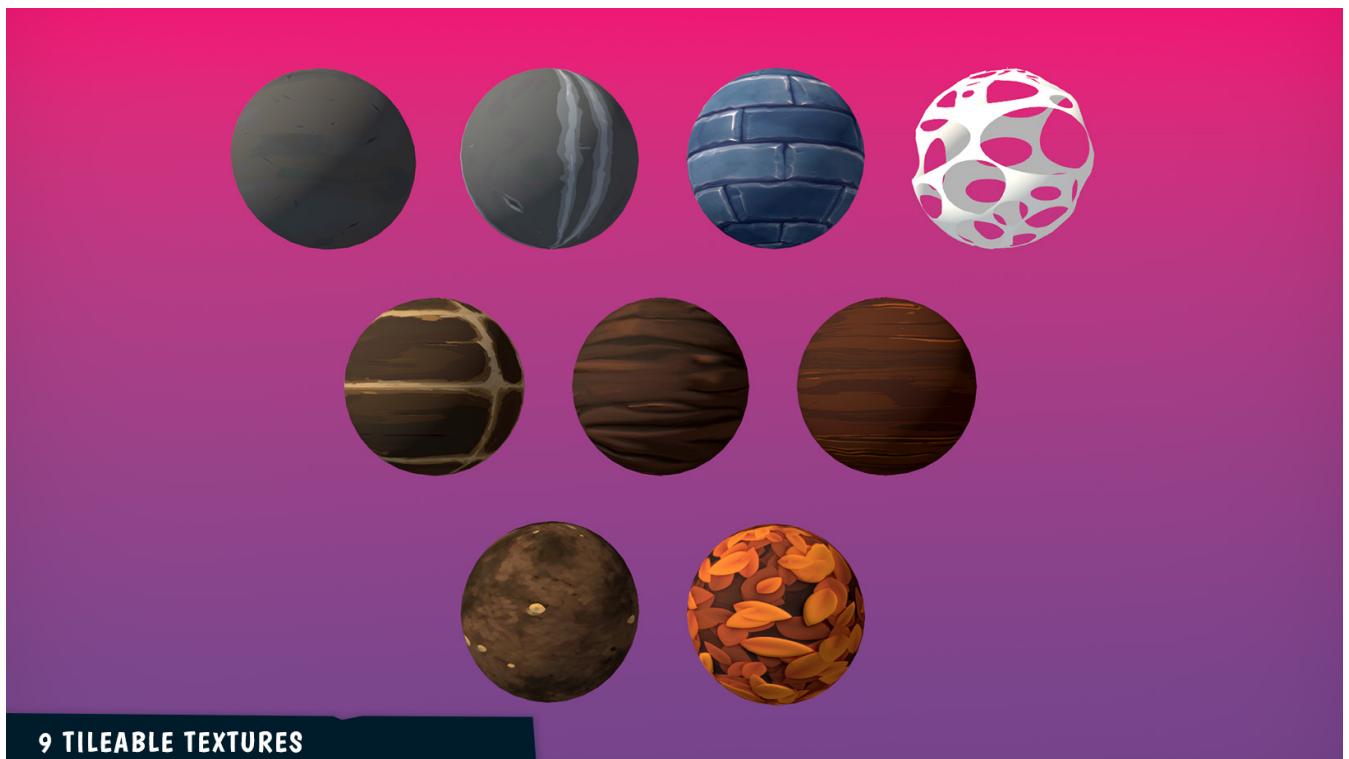
- M_FX_fire
- M_FX_fog

Atlases

- M_PROP_candle
- M_PROP_candy
- M_PROP_gravestone
- M_PROP_pumpkin_carved

Terrain

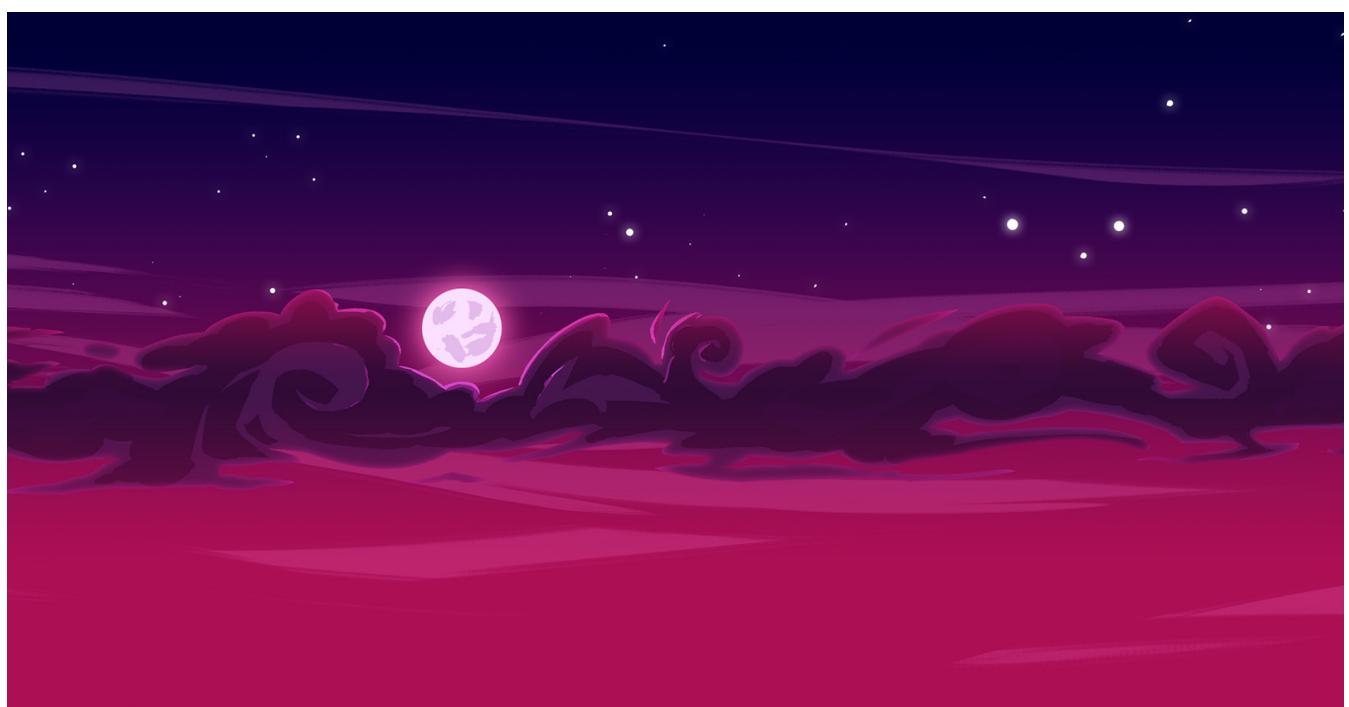
- Layer_dirt_dark
- Layer_leaves



9 TILEABLE TEXTURES

Skybox

You will also find one halloween-themed skybox in the project.





FX

Inside the \prefabs\FX folder you will find some particle effects to decorate your scenes. We added the following effects:

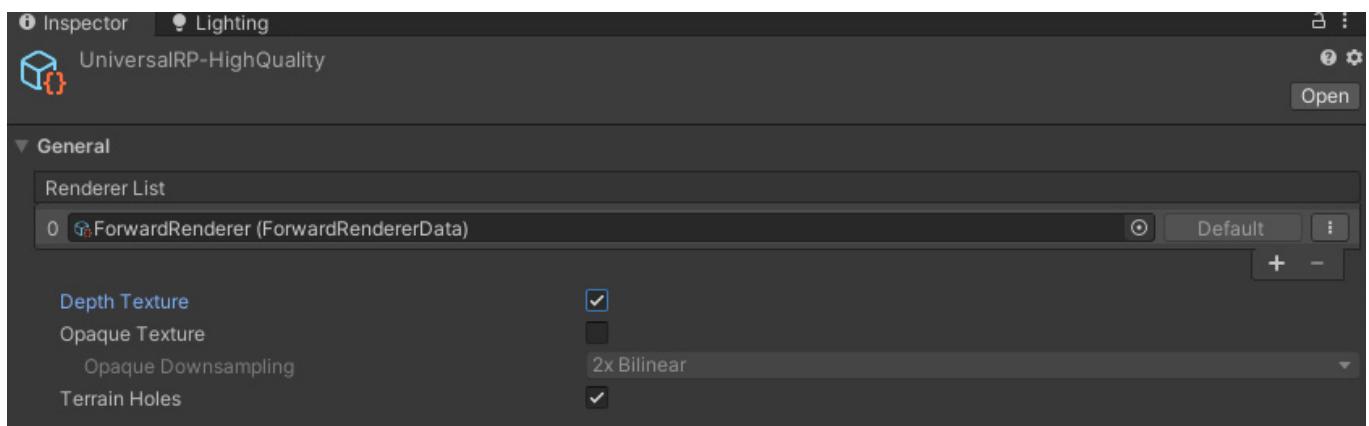


Candle fire



Ground fog

IMPORTANT: Make sure to enable “Depth Texture” in your URP Render Pipeline Asset, otherwise the fog won’t be displayed correctly.



The render pipeline asset settings.



Customizing Assets

Inside the \3d folder you will find the SM_PROP_gravestone_... and the SM_PROP_gravestone_base_... models. You can customize your own gravestones with these. We already prepared 20 different combinations for you inside the \prefabs folder.

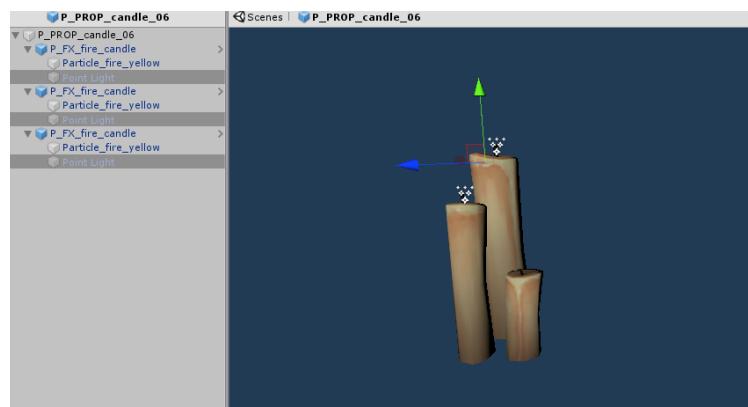


P_PROP_candle

When you inspect the P_PROP_lantern assets, you notice we placed a pointlight inside which is deactivated by default. Inside \prefabs\FX there are 2 lightsource prefabs:

- P_light_candle
- P_light_lantern

If you intend to have the same light for all the candles or lanterns simply use these two.



Candle fire





Support

FAQ

Will there be updates to the package?

Yes. We plan to update all our packages as soon as there is a relevant update or if the community asks for adjustments.

Can you give support to users if something doesn't work?

Yes, but first please read through this document and if you still need help with something related to this package, feel free to contact us.

What's the deal with Universal Render Pipeline (URP)?

With Unity 2019.3 the Lightweight Render Pipeline is renamed to Universal Render Pipeline. If you set up your project using LWRP from an older version of our pack, you can change to URP and everything should work from the getgo - shaders, materials and lighting are compatible with URP.

A list of errors shows up in a shader.

Try reimporting the shader (in project tab > right-click on the shader > Reimport). We are aware of some shader warnings showing up, which don't seem to actually break the shader. So simply clearing the warning in the console tab should fix the problem.

I opened the project for the first time and everything is pink. When I select a material, the shader says "Hidden/InternalErrorShader"

This is the case when your project doesn't use the same render pipeline as the pack version you installed. Starting on page 4 you will find all the steps needed to properly set up your project.



I imported the package but some assets still appear pink in the scene...

Make sure you installed the correct render pipeline version of our pack. After opening a scene it's still possible, that some assets are pink. If that is the case, do the following:

- In the Hierarchy window select “Terrain”
- In the “Paint Details” tab double click on any asset
- Click on the circle next to the asset which was added in the “Detail” panel
- Re-add the same asset and the scene should look normal again

I imported the package but some assets still appear pink in the Project window...

If you see any pink assets inside the Project window or inside the “Terrain”-object in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > right click > Reimport and it should fix it.

I'm using Unity version older than 2019.4.30 and the scene assets have shadow errors and/or pink materials and/or the terrain isn't showing.

Regarding pink assets and terrain issues please see the chapters 1, 2 and 3.

The new URP shaders are created in Unity 2019.4.30 and are not backwards compatible. The errors are created by the shadow cascades settings in the render pipeline asset. You can set the Cascades option in your render pipeline asset to “No Cascades”.

The fog isn't displayed correctly.

Make sure to enable “Depth Texture” in your URP Render Pipeline Asset, otherwise the fog appears “cut off” when it intersects with a mesh.



Contact & Support

Visit our page for updates and more packages in the future:
<https://tidalflask.com/>

Contact us if you didn't find an answer to your questions:
info@tidalflask.com

Social Media



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