Factory District **Version 1.1**

For all the post processing we used amplify creations (Amplify Color, Amplify Occlusion and Amplify Bloom) while also using some of the basic Unity image effects.

**Important Note:**

Once imported download and import the latest stacks post processing on your engines version. Engine compatible version 5.6.0f3 or higher. Factory District has been tested in 5.6 and 2017.1 only.

If you're using amplify creations tools i.e. Amplify Color, Amplify Bloom, Amplify Occlusion then go to Factory District/Packages and import "Amplify Creations Demo Scenes" **Note:** this will replace the existing scenes in the pack with the amplify creation post processing versions.

The "Amplify Creations Demo Scenes" Unity package works with the latest Amplify Creations Post Processing Set (Color, Bloom, Occlusion) content on the asset store.

**1.1:**

Updated to Unity 5.6.

Demo scene fixes.

Prefab fixes.

Model fixes.

New shader for models.

Updated lighting for demo scene.

Light toggle script, (Also runs in editor)

Material fixes and tweaks.

!!IMPORT POST PROCESSING STACKS FROM THE UNITY ASSET STORE TO USE THE NEW POST PROCESSING!!

**1.0:**

All asset content

Custom shaders/Standard Shader

1 Demo Scenes (Day)

Engine Compatible 5.5 or Higher

Shaders work in and 5.5

Added LUT that can be used with amplify color

**Shader listing:**

* Grass\_Leaf: The Grass\_Leaf is used for wind animation on the weed plants.
* pbr\_standard\_tint\_masked: The pbr\_standard\_tint\_masked uses both Albedo, Normal and Metalic map using standard pbr set up while using the Albedo alpha to do solid color masking.
* Tree\_Bark Legacy: The Tree\_Bark Legacy is basic PBR with gloss and metalic sliders from 0-1 and using Albedo and Normal map.
* Tree\_Leaf Legacy: The Tree\_Leaf Legacy shader works the same way as the grass leaf but more control over basic PBR controls and alpha cutoff and wind intensity.
* Two\_Sided\_PBR: The Two\_Sided\_PBR shader is a simple PBR 2 sided shader using Albedo, Normal and Metalic map.
* Two\_Sided\_PBR\_AlphaCutoff: The Two\_Sided\_PBR\_AlphaCutoff shader is used the same way as Two\_Sided\_PBR but has an Alpha cutoff setting allowing for single sided fences that require a cutoff and 2 sided to them.

**Josh Savage**

**Head of Unity Department**

**Website:** [**http://www.polypixel3d.com/**](http://www.polypixel3d.com/)

**Support: support@polypixel3d.com**

**Discord Support:** [**https://discord.gg/MP6dD48**](https://discord.gg/MP6dD48)