Overview

Thanks for purchasing the Low Poly Series: Landscape asset package! I hope it works well for your project.
If you encounter any issues please contact me at:
Stoolfeathergames@gmail.com

Or

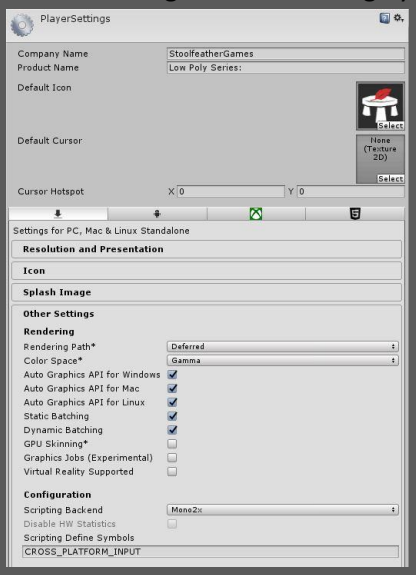
Post your questions and requests on the Unity Forums:
https://forum.unity3d.com/threads/released-low-poly-series-landscape.428572/#post-2913199

Setup

The assets are usable just by importing the scene but if you would like to replicate the look that is presented on the asset store you will need to follow these steps.

Adjusting Player Settings

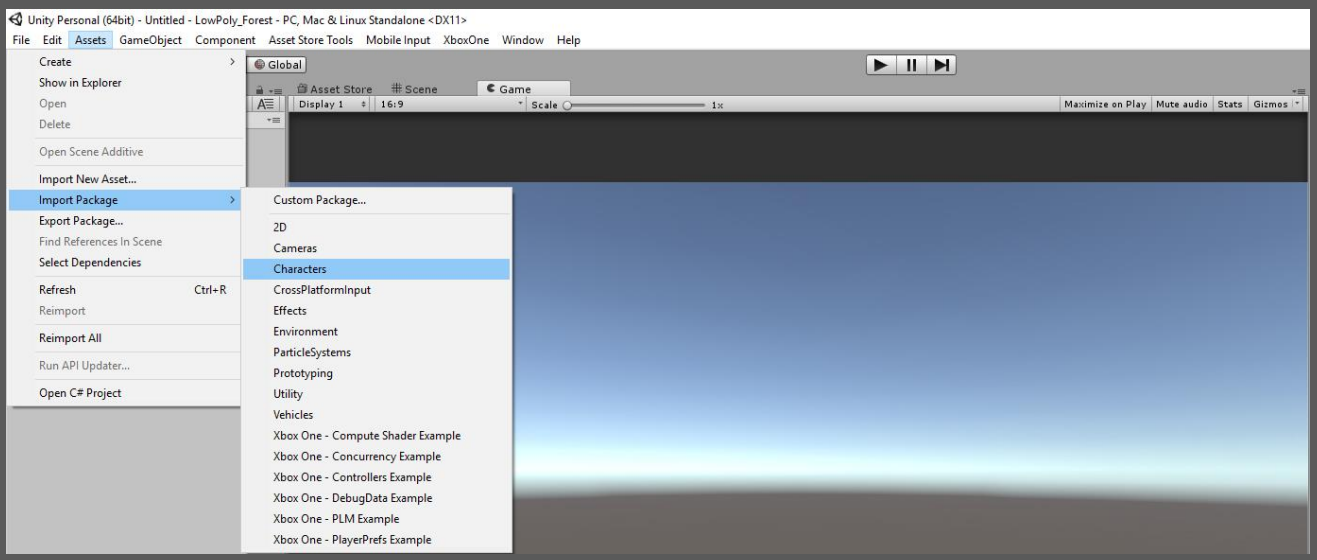
I use deferred rendering for my scenes. To set this for your project go to Edit->Project Settings->Player Expand the "Other Settings" tab and change your settings to match the following:



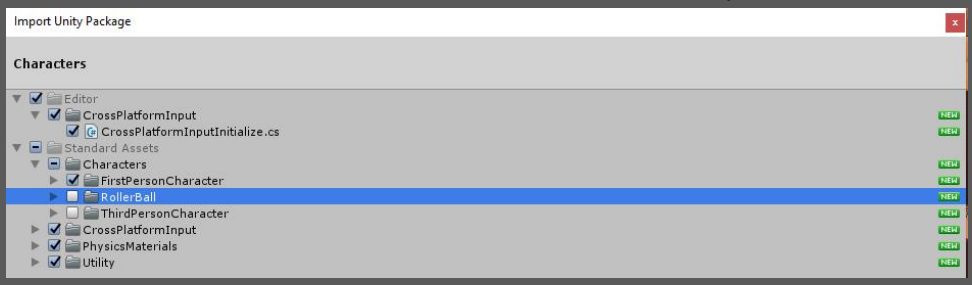
Note: Deferred rendering has pros and cons, be sure to fully understand how it works before switching over your project**.**

Importing Character Controller:

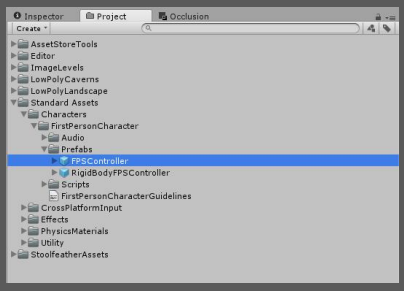
I used the " FPSController" prefab provided by unity to film my trailers. If you would to quickly run around the scene you can add the FPS Controller prefab to your project. To add this package to your project go to: Assets->Import Package -> Characters.



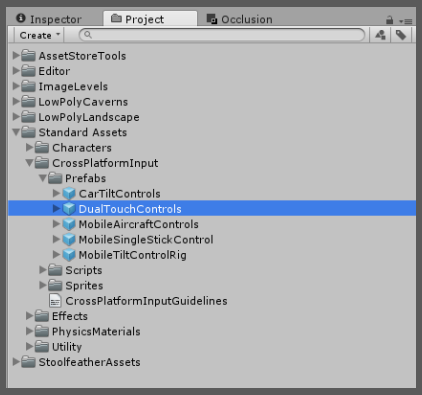
You can deselect “RollerBall” and “ThirdPersonCharacter” If you don’t want them.



Once this is imported, find the “FPSController” Prefab in your project window and drag it into the scene. You should now be able to run around.

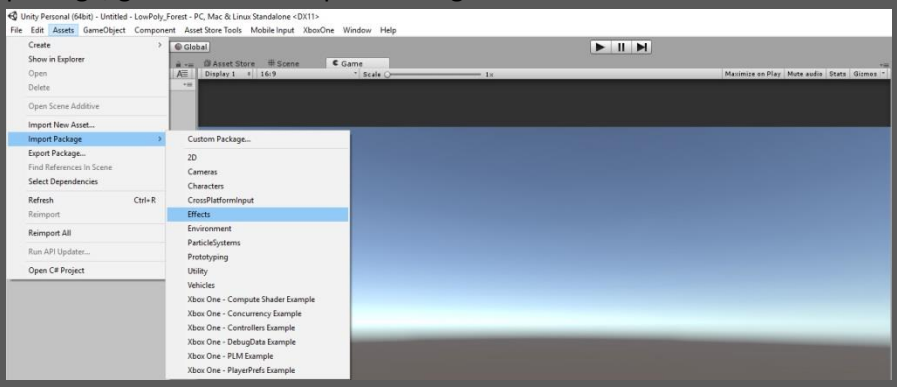


For the mobile test scene I used the “DualTouchControls” Prefab. Drag it into the mobile scene along with the “FPSController” Prefab.

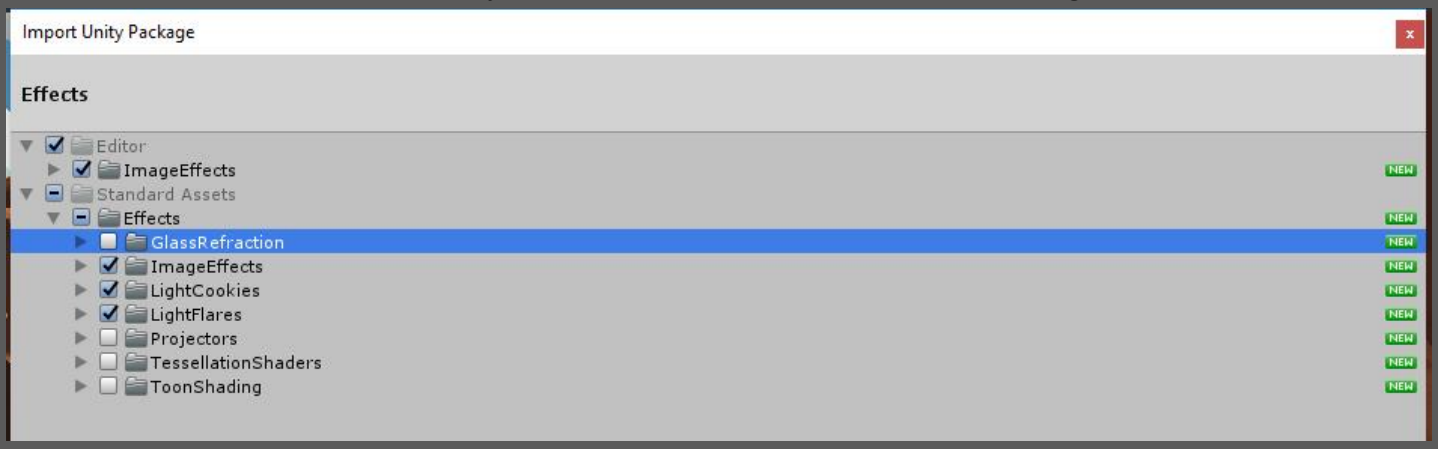


Importing Standard Post Process Effects:

The Demo and Diorama scenes utilize some of Unity’s Standard Post Process Effects scripts. To import the basic effects package, go to: Assets->Import Package -> Effects.

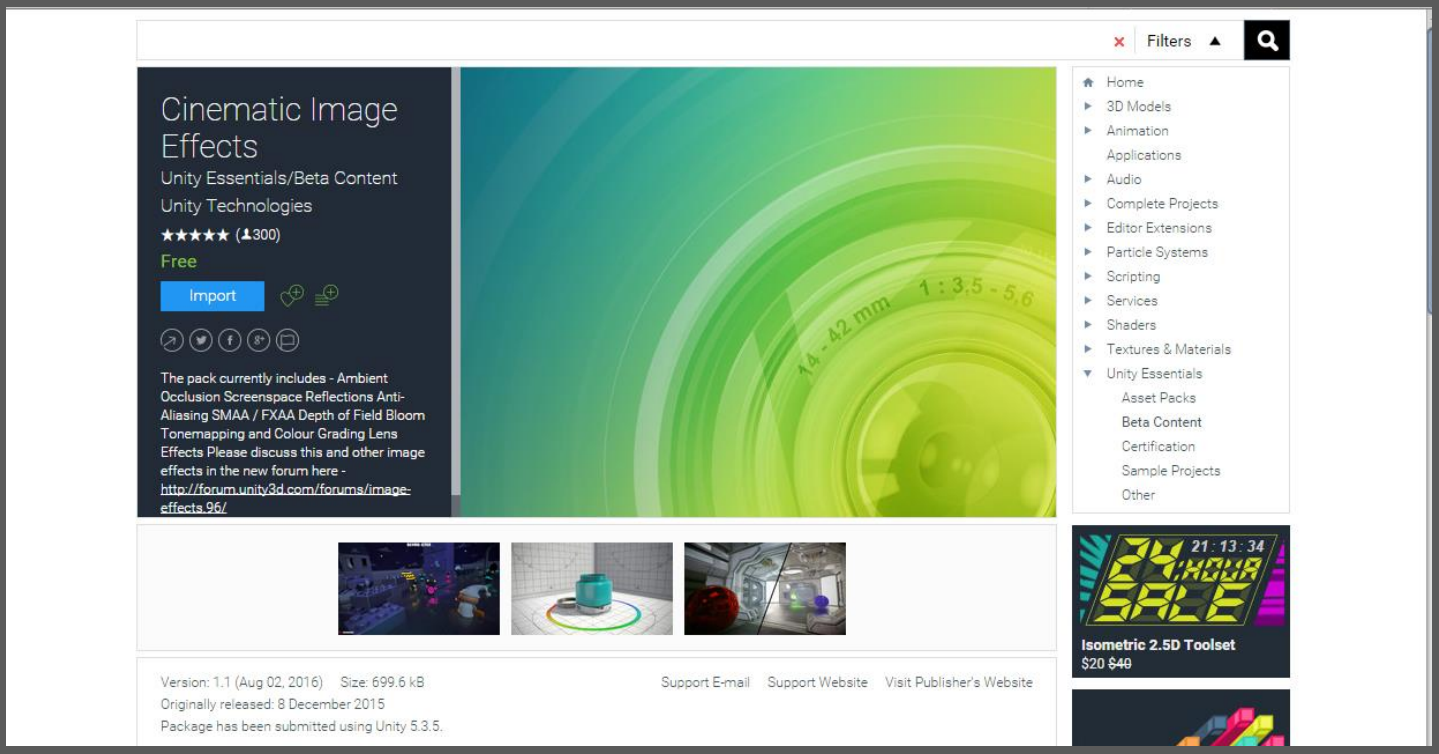


You can deselect “GlassRefraction”, “Projectors”, “TessellationShaders” and “ToonShading”



Importing Cinematic Image Effects:

The Demo and Diorama scenes utilize Unity’s free Cinematic Image Effects package. This package contains many advanced Post Process Effects scripts used the set the look and feel of this set. To import these, open Windows->Asset Store and search for “Cinematic Image Effects”

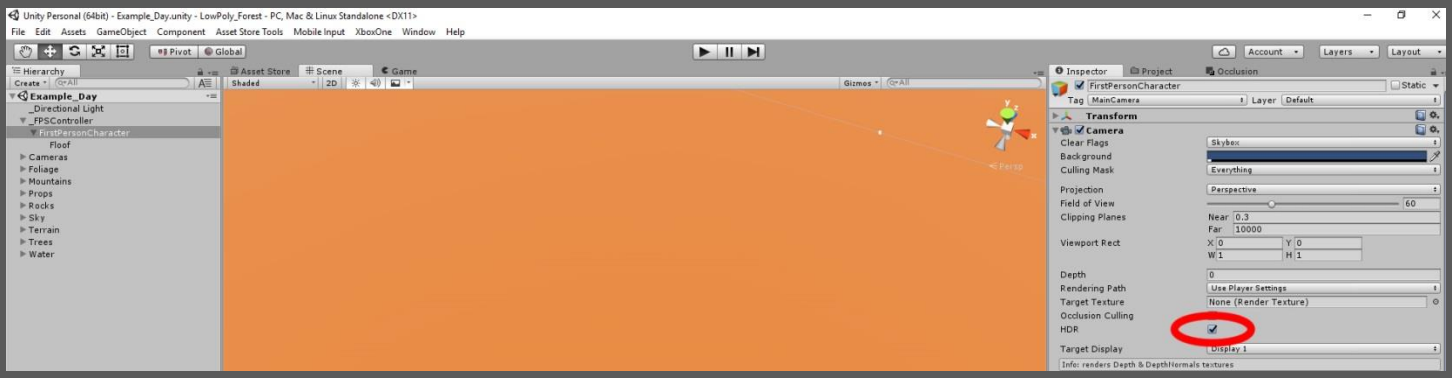


Import the entire package. You are now ready to add post process scripts to your cameras.

Camera Setup

The scenes require any camera to have HDR enabled. To set this, select any camera you are using and check the “HDR” flag. The Cameras in the Demo and Diorama Scenes are already setup.

Note: If you are adding scripts to the “FPSController” The camera located on the child object of the main prefab.



Post Process Effect Settings - PC

The following is a breakdown of the settings I used to achieve the presented look. You must add all of these scripts to any camera you are using to achieve the look that was presented on the asset store.

Note: results may vary based on your monitor or other project and lighting settings you may already be using.

Adding Post Process Scripts

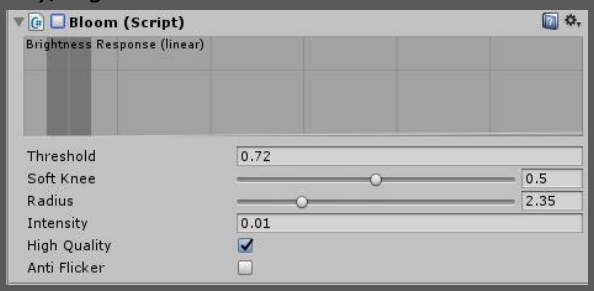
Select a camera, press the “Add Component” button and begin typing the name of the script you would like to use.

Bloom

This is used to get give bright areas a glow. These are the settings I use.

Note: Unity has two bloom scripts, I use the newest one with the graph. Pictured below.

Day/Night



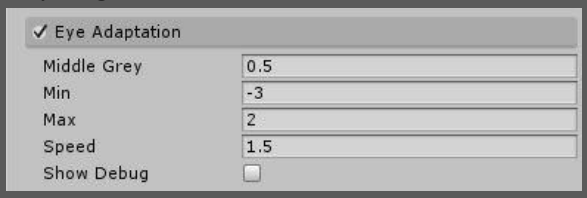
Tonemapping and Color Grading

This is used to adjust color levels and tones. The following is a breakdown of each section of this script and how I use it.

Eye Adaptation

This adjust the brightness of the scene based on how much light is in the area. When the scene is darkly lit this script adjusts the level to allow the player to see better. This is a great tool for areas like caves that vary between very dark and very bright areas. These are the settings I use.

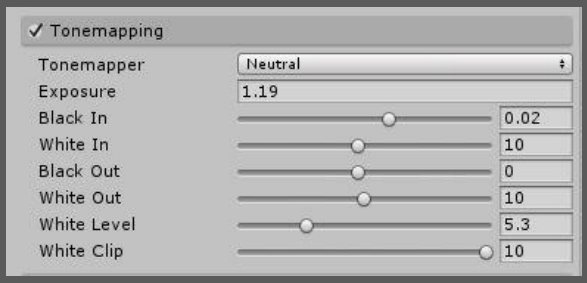
Day /Night



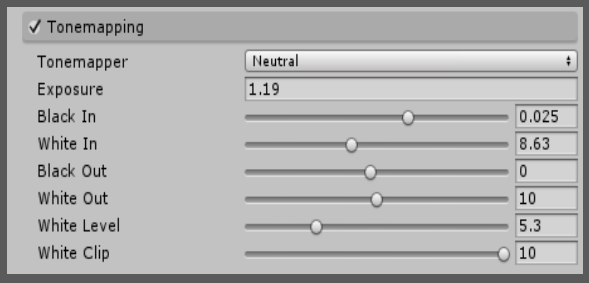
Tonemapping

This balances out the white and black levels of the scene and allows you to adjust exposure. These are the settings I use.

Day



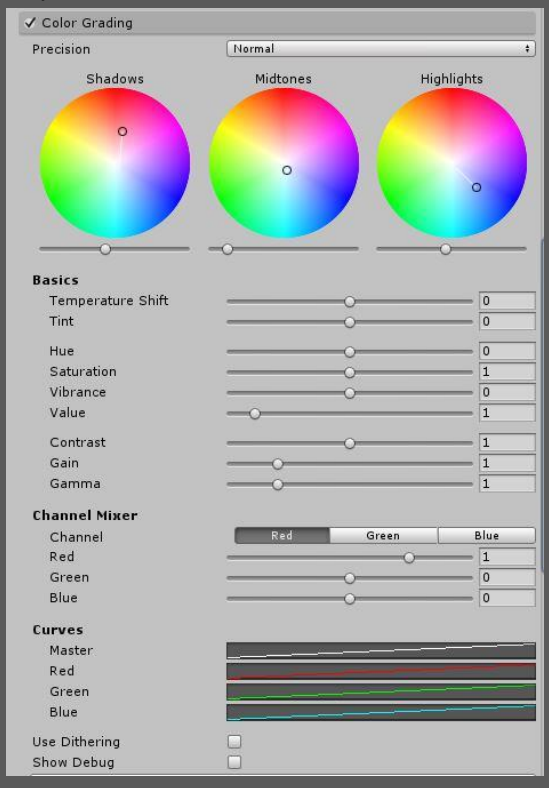
Night



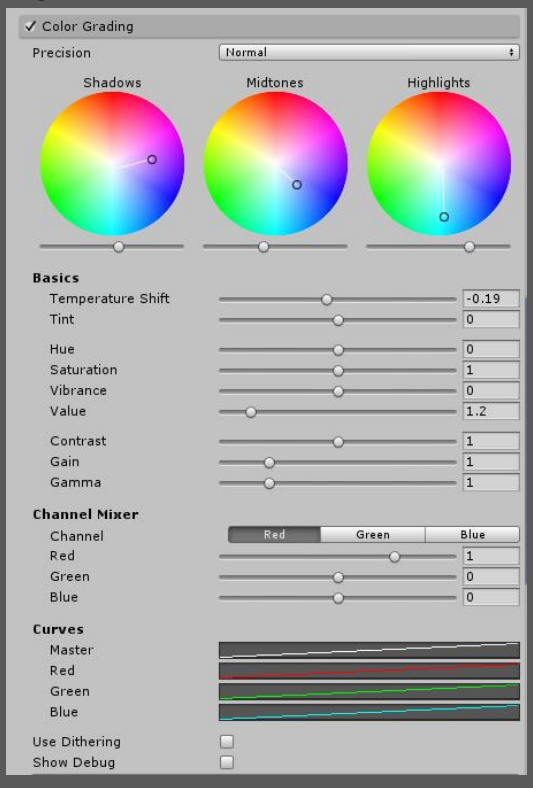
Color Grading

This allows you to adjust colour vales based on tones. You can also do high level adjustments like contrast, hue and saturation but I did not adjust those for these scenes. These are the settings I use.

Day



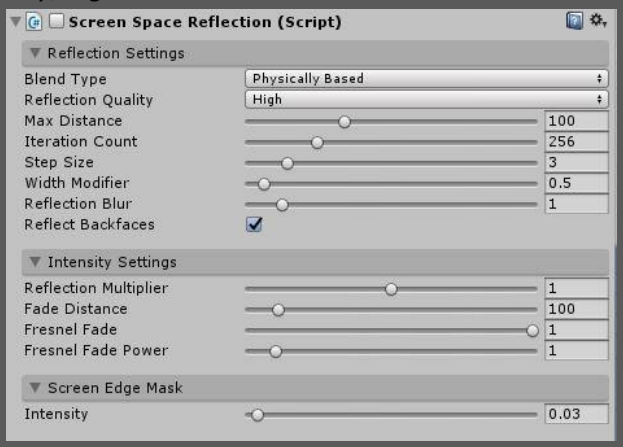
Night



Screen Space Reflection

This is used to get more realistic reflections on the water. These are the settings I use.

Day/Night

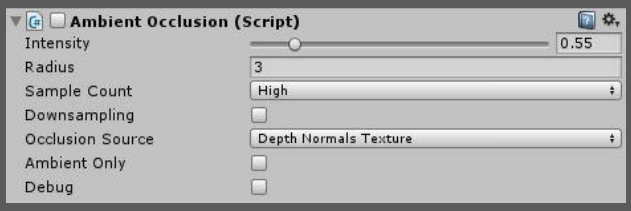


Ambient Occlusion

This is used to add a dark color in crevices where objects come in contact with one another. This helps to ground meshes and obscures intersections. These are the settings I use.

Note: There is also a Screen Space Ambient Occlusion but I believe it only works in Forward Rendering.

Day/Night

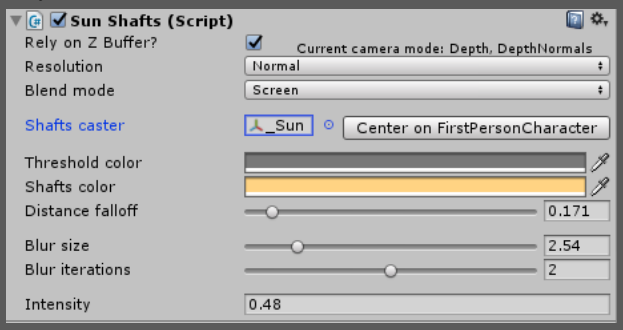


Sun Shafts

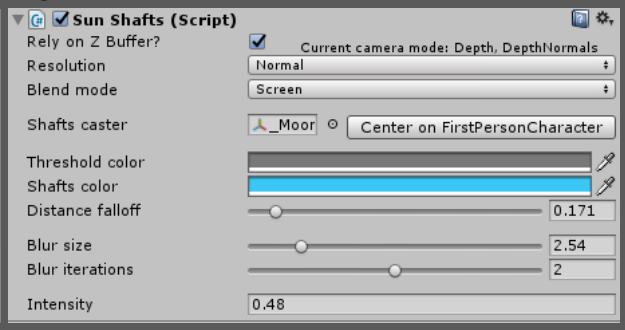
This is used to sun shafts. You can see them when you look toward the sun/moon with objects obscuring part of the view.

Note: You have to add the _Sun or _Moon into Shafts caster in order to have the shafts come from correct direction.

Day



Night



Optional Effects

The following effects are not necessary but can add a nice layer of polish to the scene.

Global Fog

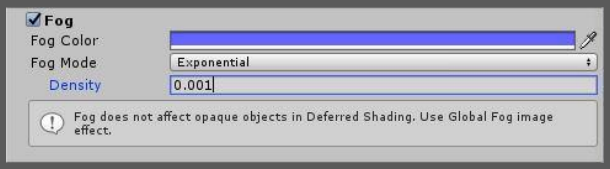
Fog is adjusted in two places. First there is a scrip on the camera called "Global Fog" These are the settings I use.

Day

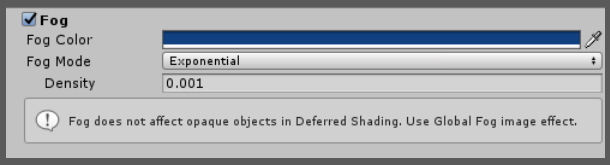
Night

Secondly I adjust some fog settings found at the bottom of the scene tab in the lighting window. Windows->Lighting. These are the settings I use.

Day

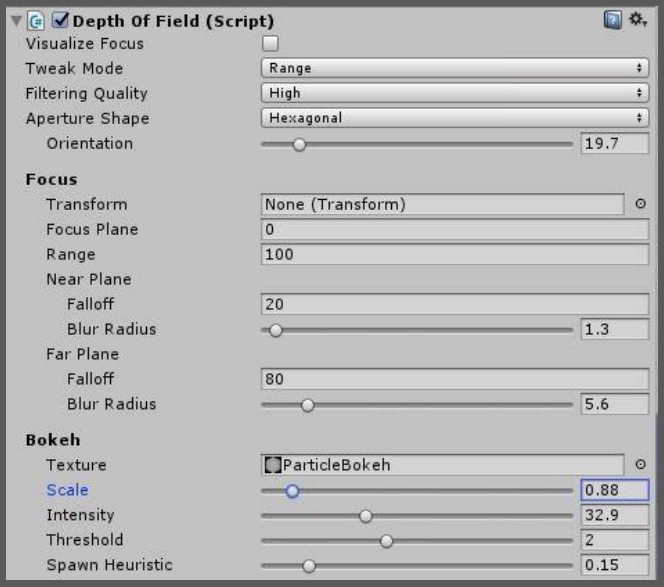


Night



Depth of Field

This script blurs out objects that are far from the player and objects that are very close the camera. These are the settings I used for the FPS controller but each screenshot camera had unique settings.



Post Process Effect Settings - Mobile

The following is a breakdown of the settings I used to achieve the presented look in the mobile scene. You must add all of these scripts to any camera you are using to achieve the look that was presented on the asset store.

Note: Use the PC settings from above but only add the following scripts.

- *Bloom*
- *Tonemapping and Color Grading*
- *Sun Shafts*

Optimizing the mobile build further

- *Remove bloom and sunshafts.*
- *Reduce the size of scene and/or object count.*
- *Further reduce recomputed lighting bake size. "Realtime resolution"*
- *Use Baked GI instead*
- *Use Occlusion Culling:* Unity Reference

Tutorials

There are a few videos outlining the new Modular Terrain Assets. Check them out here:

Mobile Scene Overview:

This video outlines the steps I took to optimize the scene for mobile. An APK is available here!
https://youtu.be/EaS94rAC86o

Modular Terrain Overview:

This video goes over all the assets included in the modular terrain update.
https://youtu.be/BVVCQ84NiQw

Modular Terrain Workflow:

This video goes over how to use the modular terrain assets.
https://youtu.be/JzgFFmaMICY

Contents

This package includes the following:

Assets

Note: All assets include source 3D Max files, exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapper. Each mesh also has a prefab with a mesh collider.

Terrain

- 3 mountains
- 7 modular cliff assets
- 10 mounds
- 6 modular river assets
- 16 modular road assets
- 15 modular Clear Terrain assets (These are the road assets but without the roads)
- 1 water asset

Terrain Modular Assets

- 4 Cliff Edges
- 34 modular Cliff assets
- 9 Dirt and Dirt Glass assets
- 10 modular Grass assets
- 22 modular River assets
- 54 modular Road assets

Props

- Firepit with effects for night scene
- 3 boardwalk assets and 1 stair asset
- 2 bridges
- 10 modular stone fence assets
- 10 modular swood fence assets
- 1 Lamp with moth effects for night scene
- 1 Road sign

Rocks

- 3 rock cliffs
- 3 large rocks
- 4 med assets
- 2 pointy rocks
- 4 small rocks

Foliage

- 4 bush assets
- 3 grass assets
- 12 mushrooms
- 6 tree mushrooms
- 1 pond flower

- 3 pond lilly pads
- 3 reed assets
- 5 shrubs
- 5 regular trees
- 4 small trres
- 6 birch trees
- 5 dead trees
- 3 small dead trees
- 3 pine trees
- 6 logs
- 6 stump variations

Sky
- 3 cloud assets
- 1 moon asset

Textures
Note: All assets are created using two texture assets. Only the river assets have multiple material ids, all other assets have 1.

- TerrainColours
This texture is utilized by all road and terrain assets. Photoshop file has all layers labled and is easily adjustable.

- TreeColours
This texture is utlized by all props, trees, foliage and rock assets. Photoshop file has all layers labled and is easily adjustable.

Scenes
Example_Day and Example_Night
This is a level used to showcase the assets. It comes in two lighting sets to showcase variation.

Example_Day_Mobile
This scene contains an optimized light bake for mobile environments.

Example_ModularTerrain
This is an example scene showcasing how the modular terrain assets can be used.

Dioramas Folder
This folder contains diorama scenes used to take individual screenshots.

Source
There is a .Zip file in the root of LowPolyLandscape with all 3D Max and Photoshop files.

Thanks for picking up this pack, please leave a review if you can and check out my other packages in the Low Poly Series. Use anything in this package for your work, just please don't resell anything.

www.Stoolfeather.com