Overview

Thanks for purchasing the Low Poly Series: Caverns 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/low-poly-series-caverns.439752/#post-2842956

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:
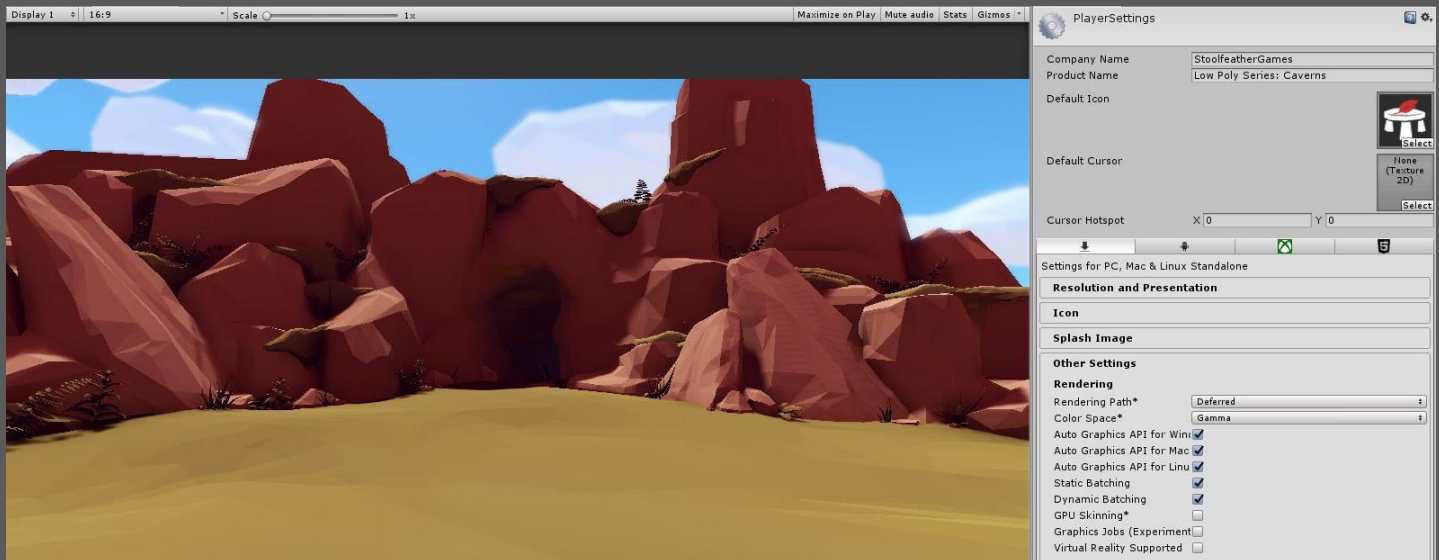

Note: Deferred rendering has pros and cons, be sure to fully understand how it works before switching over your project.

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.
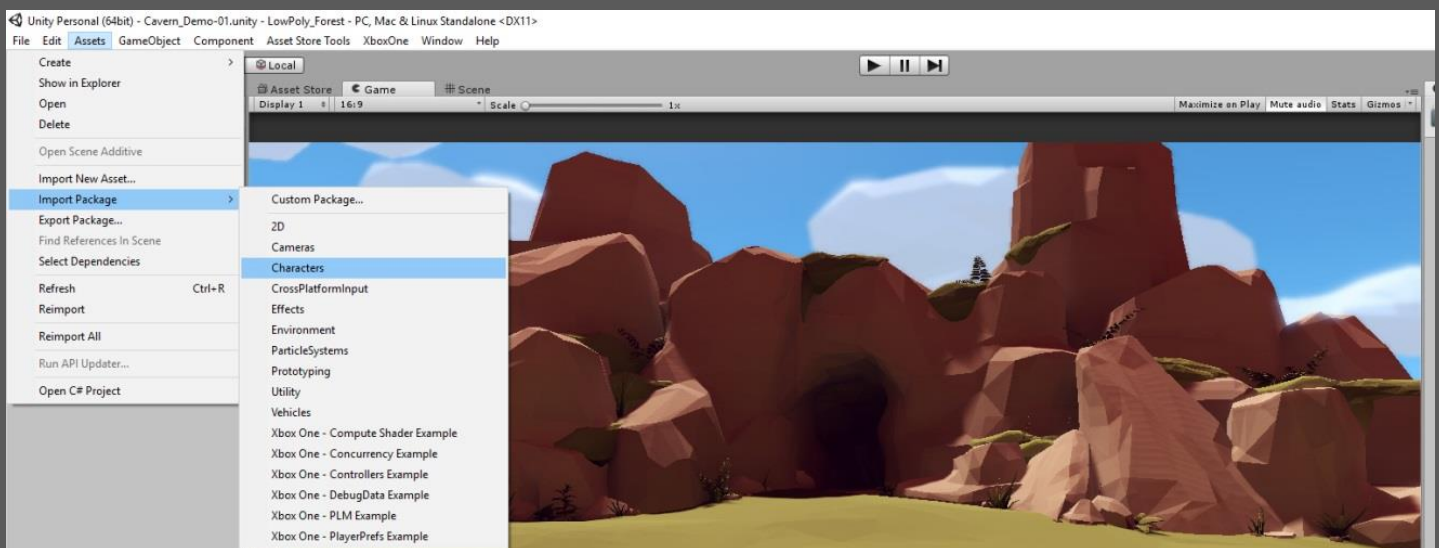
You can deselect "RollerBall" and "ThirdPersonCharacter" If you don't want them.
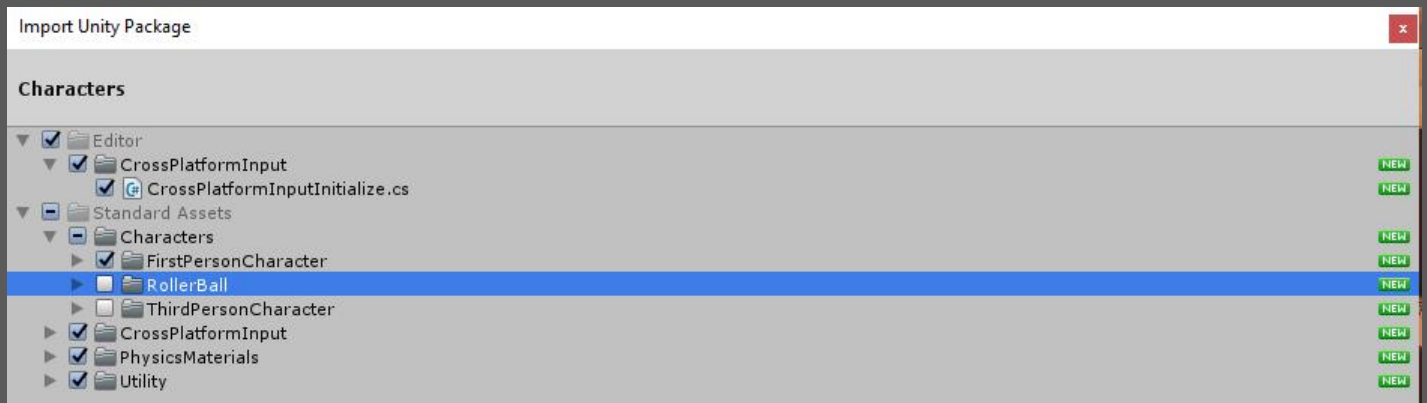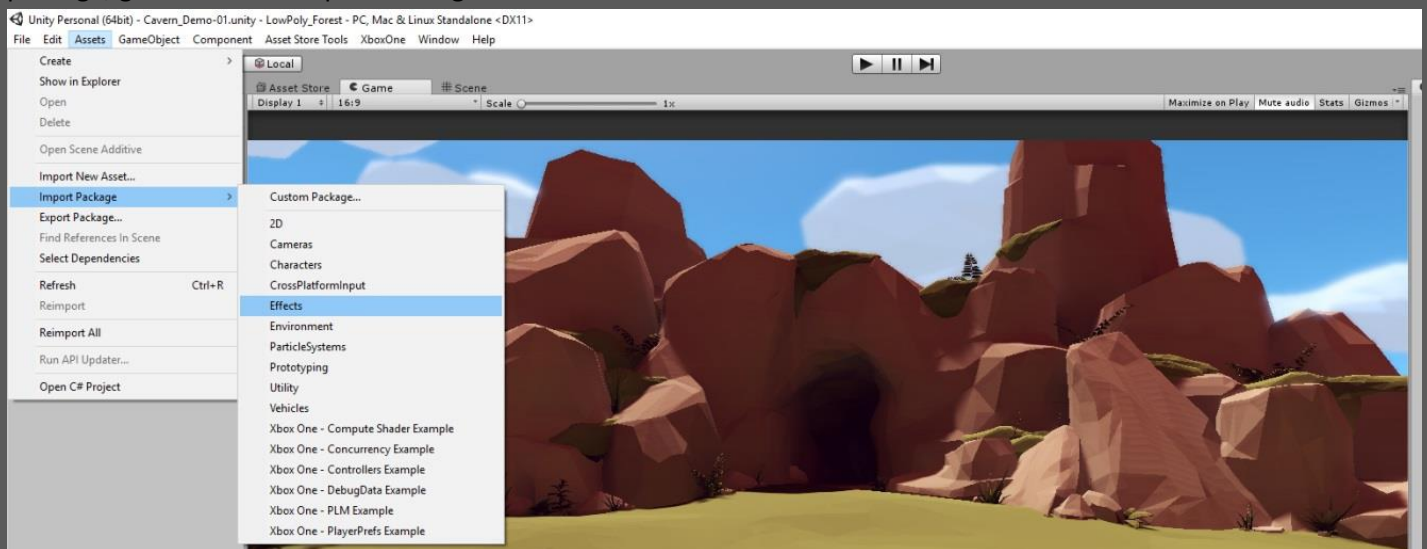

Once this is imported, find the "FPSController" Prefab in your project window and drag it into the scene. You should now be able to run around.
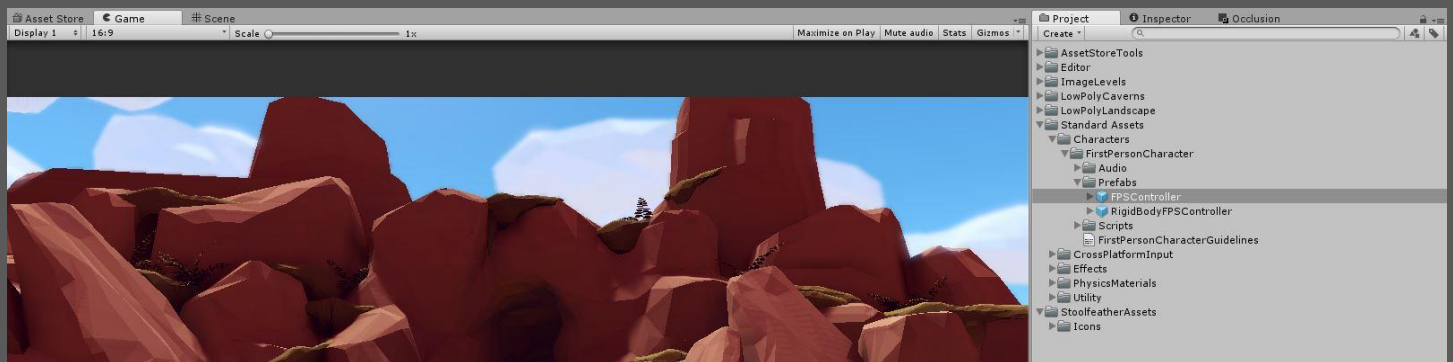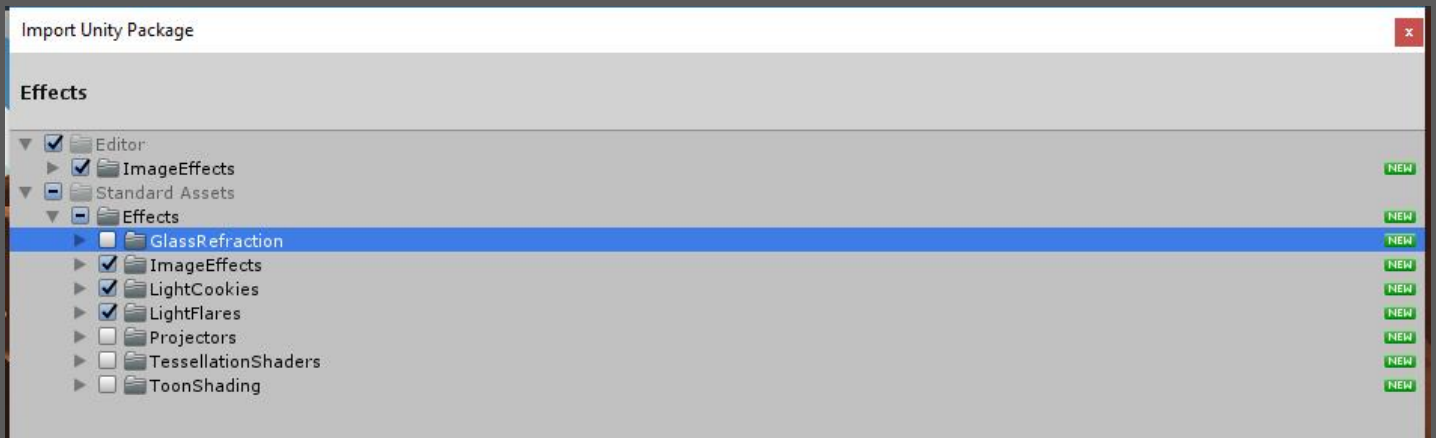

Importing Standard Post Process Effects:

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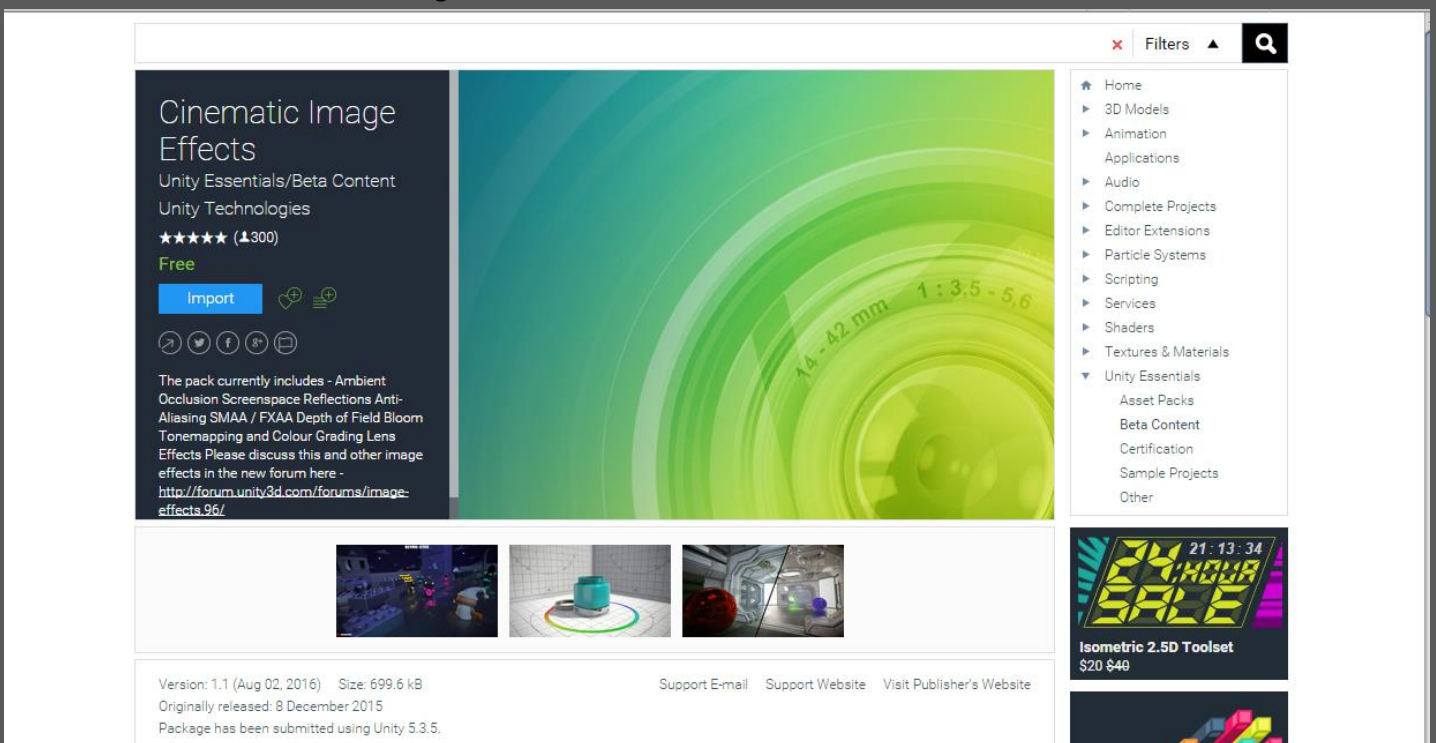
Import the entire package. You are now ready to add post process scripts to your cameras.

Camera Setup

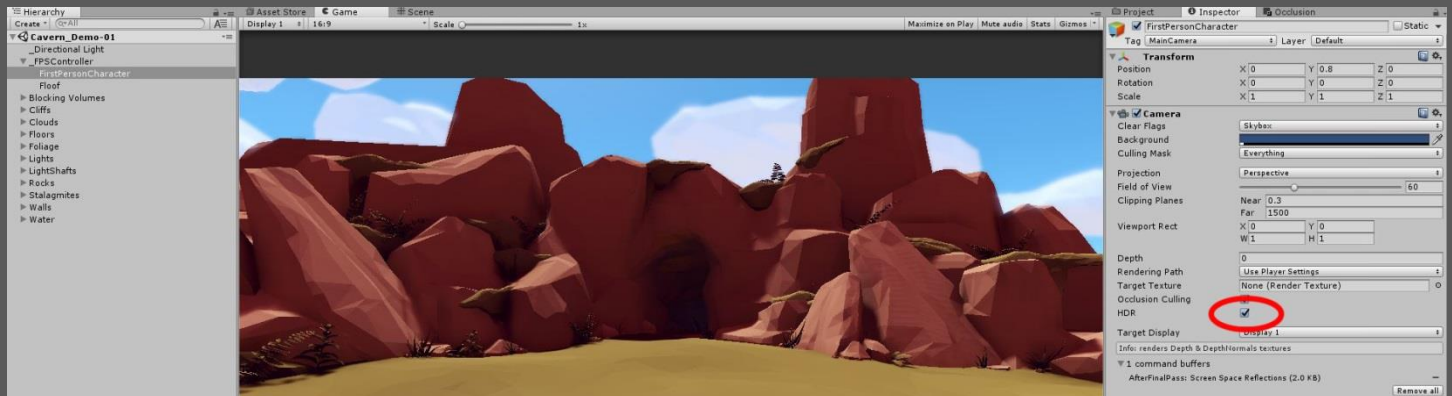The scenes require any camera to have HDR enabled. To set this, select any camera you are using and check the "HDR" flag. The Cameras in the Demo and Diorama Scenes are already setup.

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

Post Process Effect Settings

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.
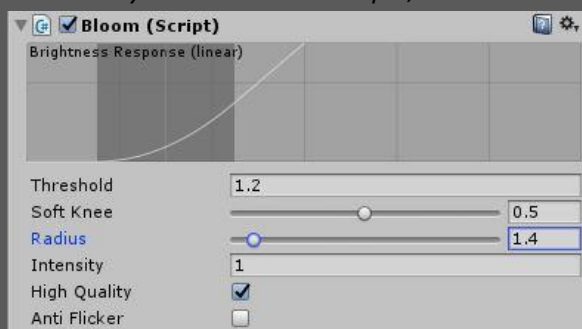
Adding Post Process Scripts

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.
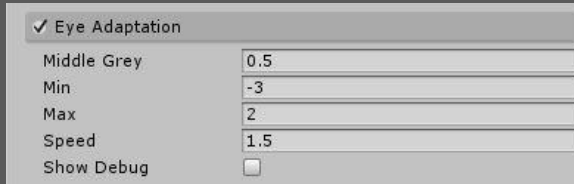
Tonemapping and Color Grading
This is used to adjust color levels and tones. The following is a breakdown of each section of this script and how I use it.
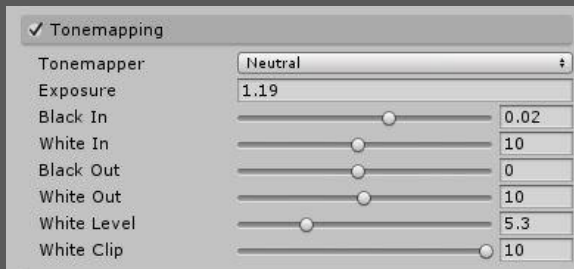
Eye Adaptation
This adjust the brightness of the scene based on how much light is in the area. When the scene is darkly lit this script adjusts the level to allow the player to see better. This is a great tool for areas like caves that vary between very dark and very bright areas. These are the settings I use.
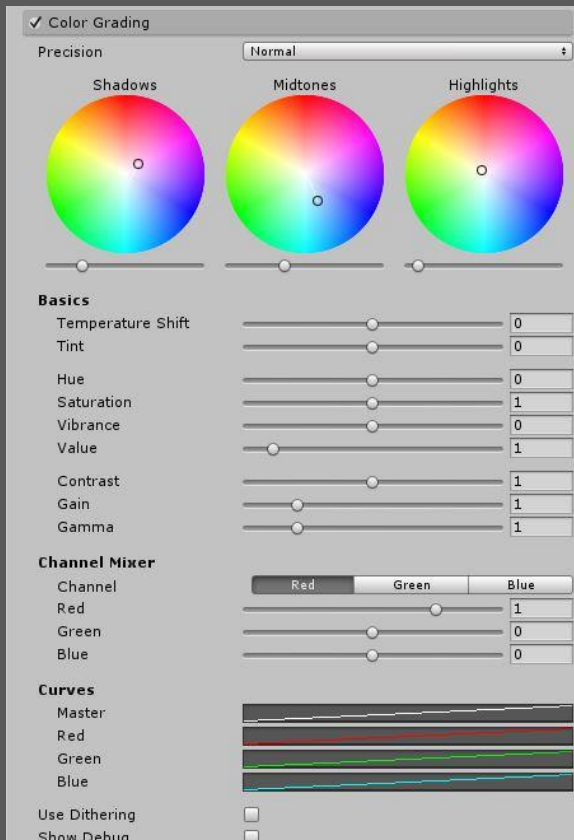
✓ Eye Adaptation	
Middle Grey	0.5
Min	-3
Max	2
Speed	1.5
Show Debug	☐

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

| ✓ Tonemapping		
Tonemapper	Neutral	⬍
Exposure	1.19	
Black In	───○───	0.02
White In	──○────	10
Black Out	──○────	0
White Out	──○────	10
White Level	─○─────	5.3
White Clip	──────○	10

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.

✓ Color Grading		
Precision	Normal	⬍

Shadows	Midtones	Highlights

Basics
Temperature Shift	────○────	0
Tint	────○────	0
Hue	────○────	0
Saturation	────○────	1
Vibrance	────○────	0
Value	─○───────	1
Contrast	────○────	1
Gain	──○──────	1
Gamma	──○──────	1

Channel Mixer
Channel	Red	Green	Blue
Red	──────○──		1
Green	────○────		0
Blue	────○────		0

Curves
Master	
Red	
Green	
Blue	

| Use Dithering	☐
Show Debug	☐

Screen Space Reflection

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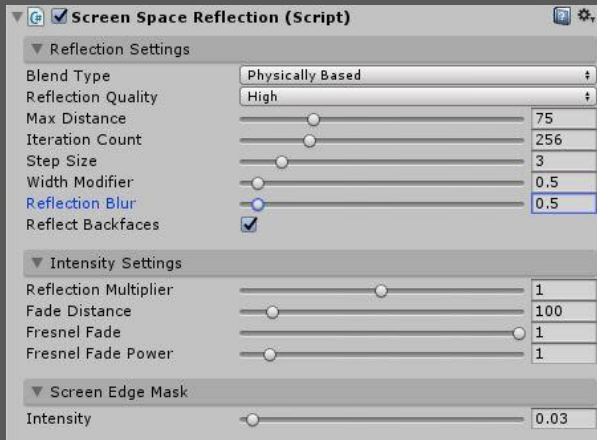
Ambient Occlusion

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.

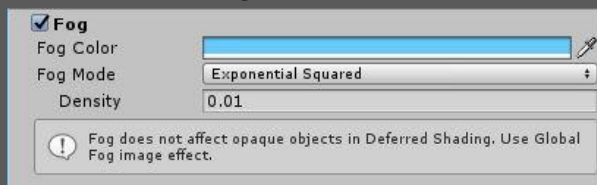*Note: There is also a Screen Space Ambient Occlusion but I believe it only works in Forward Rendering.*
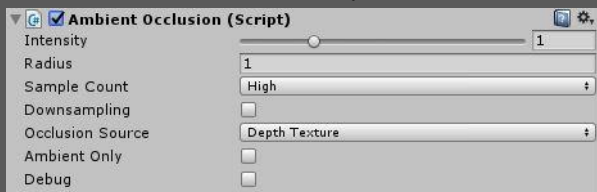
Global Fog

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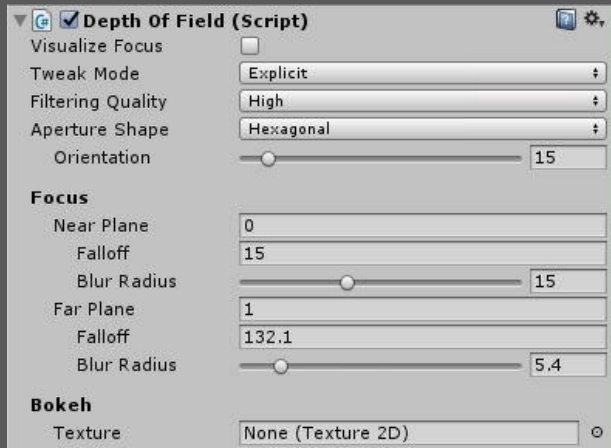

Secondly I adjust some fog settings found at the bottom of the scene tab in the lighting window. Windows->Lighting. These are the settings I use.

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 use.

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.

Floors
- 34 Modular Floor Assets: These modular floor assets
- 34 Modular Floor Grass Assets: These are the same as the regular floors but the paths are green

Walls
- 2 Entrances
- 8 Pillars
- 24 Modular Walls

Rocks
- 3 Boulders (very big)
- 3 rock cliffs
- 3 large rocks
- 4 med assets
- 2 pointy rocks
- 4 small rocks
- 3 Stalgmites....or stalagtites if you rotate them :)
- 7 Steps Rocks (flat rocks, great for platforms, steps, etc.)

Foliage
- 4 bush assets
- 3 grass assets
- 5 Bush Toppers (bushes that hang off rocks)
- 3 Ferns

- 3 Hanging bushes (Meant to hang from bush toppers and add variety)
- 3 Mushrooms
- 3 Roots
- 5 shrubs
- 2 dead trees
- 3 small dead trees
- 5 small dead trees
- 3 Vines

Sky
- 3 cloud assets

Textures
Note: All assets are created using one texture assets.

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

Scenes
There is a small level used to showcase the assets.
This package also includes scenes used to take individual screenshots.
Use anything in this package for your work, just please dont resell anything.

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

www.Stoolfeather.com