

Lordenfel

Setting Up

Built-In

- Double-click on “**Lordenfel_Built-In_2020.2**” to unpack the files into your current project.
- Click **Install** when Unity offers to install dependencies. This will import **Post Processing** and **Polybrush packs**.
- If you skipped the previous step, you can import **Post Processing** and **Polybrush** from the **Package Manager** (**Window > Package Manager**).
- (**Important**) Set color space to **Linear** (**Edit > Project Settings > Player > Other Settings > Color space**).

URP

- Double click on “**Lordenfel_URP_2020.2**” to unpack the files into your current project.

HDRP

- Double click on “**Lordenfel_HDRP_2020.2**” to unpack the files into your current project.
- (**Important**) Select any vegetation mesh, expand the **Material** tab in the **Inspector**, scroll down and click “**Fix**” button. This will add the necessary **Diffusion Profiles** to your project’s **HDRP** asset.

Baked lighting

In general, we recommend using **real-time** lighting for PC projects.

If you have to use **baked lighting**, enable "**Generate Lightmap UVs**" for the source files (open **Assets\Lordenfel\Source** directory in Unity, select files, check **Generate Lightmap UVs** in the **Inspector** and click **Apply**). You don't have to touch any settings.

Baked lighting is setup and tested with **lightmap Resolution** of **12**, but you can use other values if you like.

Troubleshooting

- The vegetation is glowing green or purple in **HDRP**.

Fix: Select any vegetation mesh, expand the **Material** tab in the **Inspector**, scroll down and click "**Fix**" button.

- **Baked lighting** looks broken.

Fix: open **Assets\Lordenfel\Source** directory in Unity, select files, check **Generate Lightmap UVs** in the **Inspector**

- Everything is pink or glowing in **HDRP**.

Fix: Click ► **Play** once and it will fix itself.

- It looks dull and gray in **Built-In**.

Fix: Make sure you are using **Linear color space**

(Edit -> Project Settings -> Player -> Other Settings -> Color space).

Also, make sure you have imported Post Processing (**Window > Package Manager**, search "**Post processing**")

- I get sharp and messy foliage **shadows** in **URP**.

Fix: Consider softening the shadows by lowering **Shadow Atlas Resolution**.

Click on the **Settings** folder in your project. Select a quality preset (for example, "**URP-HighFidelity**") and set the **Shadow Atlas Resolution** to something like **1024**.

Do this for the rest of the presets as well.

- I can't find **DunGen** and **Dungeon Architect** presets.

The presets are in **Lordenfel\Prefabs\Architecture\CompleteRooms** directory.

Contacts

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If you have any **questions**, face any **problems**, please don't hesitate to let us know!

We would be happy to hear about **your experience** using any of our asset packs!

Thank you so much for choosing Lordenfel!