Spooky Graveyard

Get Started

Setup

Spooky Graveyard has been created for Unity 2021.3 LTS and the Universal Render Pipeline. The easiest way to get started with the package is to create a new project with Unity Hub using the 3D (URP) or 3D Sample Scene (URP) project template.

Once the project has been loading you can import Spooky Graveyard via the Package Manager

Troubleshooting

Depending on the version of Unity installed on your system, it might happen that problems occur when using the package, which are not related to the asset itself. Please check the following questions:

- **Can you build an empty project?**
  The simplest way to find out if your system is not configured properly to build a project, is to create a new empty project containing only a sample scene and trying to build it. If this is not possible, the problem is not related to the asset.
- **Can you build the project with Unity 2021.3?**
  The project has been developed for Unity 2021.3; therefore, we highly recommend using this version to build it. If you are using a newer version and are encountering problems with building the project, the easiest way to get everything working might be to go back to 2021.3.
- **Have you setup your project using the correct Render Pipeline?**
  The package has been created for the Universal Render Pipeline (URP) and will not work with the **Built-In or High-Definition Render Pipeline**. If you see pink objects in your scene, most likely your project is not setup correctly for working with URP. In that case, please check the **Setup** section.
- **Did you modify any of the included assets?**
  If you modified the project, it might be that the problems occurred due to these modifications. To check out if this is the case, create a new empty project, import the asset and check if the problems still occur. If these steps did not help and you are still having problems with the project or getting shown any error messages after the import, please contact us via email (support@ilumisoft.de**)**

Shaders

Vegetation Shader Properties

- **Base Map**

  Specifies the base color texture of the material.

- **Base Color**

  Specifies a color multiplied with the base map. This allows you to give the material a tint of your choice.

- **Normal Map**

  Designates a normal map texture to create the illusion of bumps and dents on the surface.

- **Alpha Clip Threshold**

  Specifies the clipping threshold of transparent pixels, when alpha clipping is enabled. A value of 0 means no alpha values are being clipped.

- **Smoothness**

  Specifies how smooth/rough the material should be.

- **Wind Frequency**

  Specifies the frequency of the wind effect being applied to the material. The higher the value the more often the wind effect will be applied.

- **Wind Strength**

  Specifies the power of the wind. The higher the value the more will the material be bend by the wind.

- **Wind Direction**

  Specifies the direction of the wind effect/bending.

- **Noise Frequency**

  Specifies the frequency of the wind noise. The noise makes the material wobble independently from the wind bending, which creates a more natural and interesting looking effect and results in a less uniform behaviour. The higher the value, the faster the wobble effect will be.

- **Noise Strength**

  Specifies how strong the wind noise will be. We recommend to use a pretty small value in order to create a subtle effect.

Support

If you like the project, please take a minute and give us a rating in the Asset Store. This really helps us to create and improve our Unity Assets. If you encounter any problems, errors, or have a question do not hesitate to contact us via email: support@ilumisoft.de