Thank you,

for considering the **Adventure Forest** for your game. This documentation will help you to set up this package.

If you have any difficulties or questions in regards to this product please do not hesitate to reach out to me at **anneke.eberlei@gmail.com**

1. Demo Scene
2. Asset Setup & Use
3. Shaders & Renderpipelines

1. Demo Scene

The demo scene you can find in the scenes folder contains an environment assembly as well as a grid of all the prefab objects available in this asset pack.

Please install the post processing package before importing this package. This way the demo scene will be rendered as intended in the game view.
The environment assembly is meant to be an example to show how you can combine the various assets to create an atmospheric forest environment.
The 5 terrain islands are painted with the 4 hand-painted ground textures provided in this package.

The different tree and forest part prefabs can be used to easily create a forest environment.

If you want to use the Terrain tools provided by Unity you can achieve this by adding prefabs to the list in the "Paint Trees" tab of the Terrain Component of a terrain asset and afterwards mass placing trees.
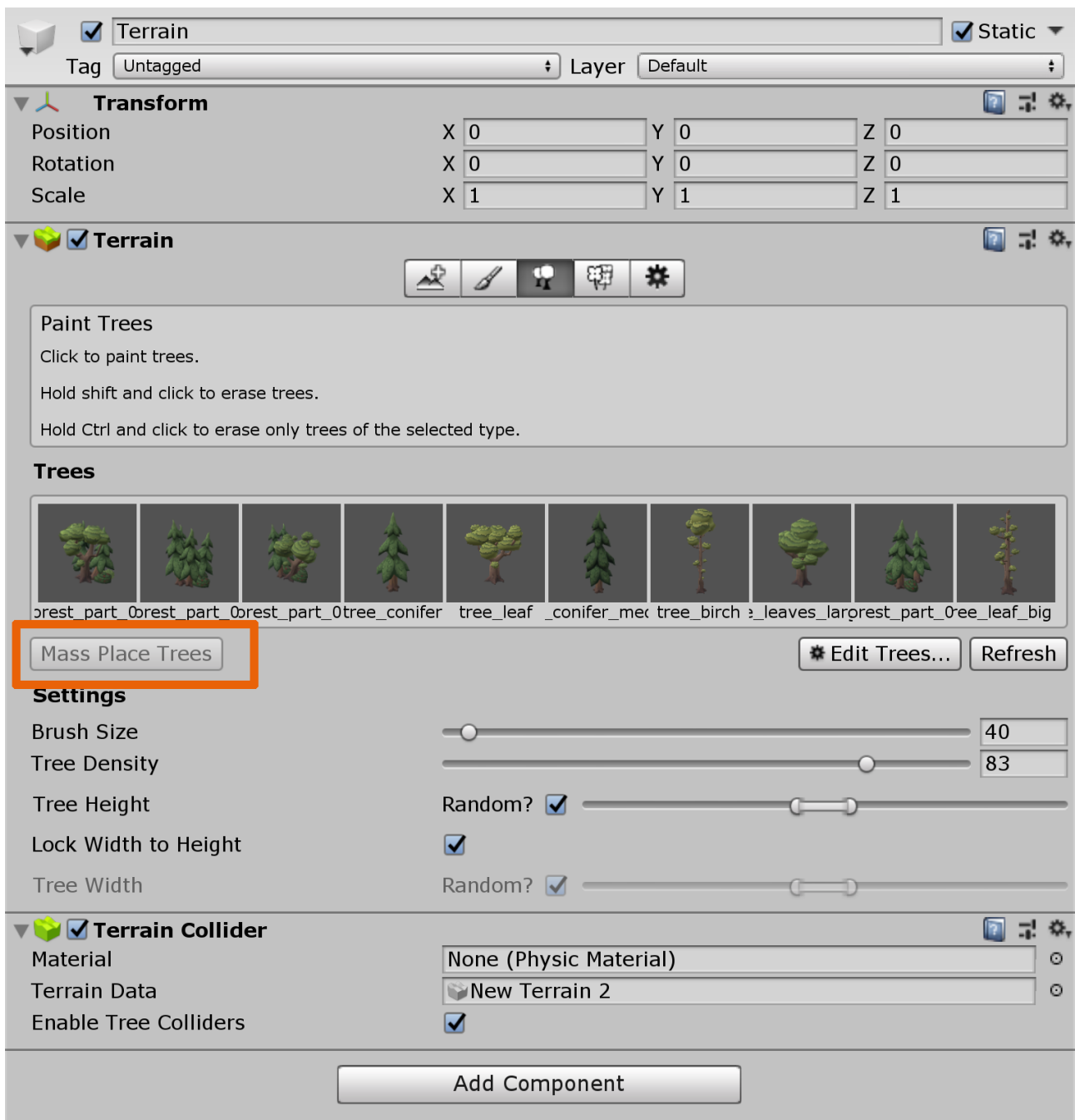
In the "Paint Terrain" tab you can then add ground textures you can find in the "ground textures" folder as new terrain layers and apply them to your terrain.

I recommend placing the smaller grass and flower assets by hand or with a prefab scattering tool like Prefab Painter 2. Placing the assets by hand takes time but you have more control over the composition. Placing them with a painter tool will save you a lot of time. A combination of both methods might be the best way to go.

The lighting in the demo scene is set up by using ambient light from an hdri skybox material. I found the hdri on the website: https://hdrihaven.com
Under skybox > hdri you can find multiple skybox materials that give the scene a different atmosphere. They are only meant to be used as a source for ambient light in a top down perspective.

2. Asset Setup

in the _prefabs folder you will find all the models with the appropriate materials and colliders prepared as prefabs. Drag and drop the assets into your scene and start assembling your unique environments.

2.1 Asset Use

After creating a terrain with a forest that is evenly spread I recommend to choose some spots in your forest that will be more unique. Hand place some specific assets around that area that will make the player remember this spot. Have a look in the structures folder for inspiration. To integrate these assets nicely into the environment you can decorate with grass and flower assets.
In the "usables" folder you can find assets that might be relevant for your gameplay.

3.1 Shaders

Integrated in the package are three custom shaders. Basic, transparent and water shader. All are located in the "shader" folder. In your materials you can find the shader in the shader drop-down menu under "Adventure Forest".

<u>Basic shader</u>

The basic shader is used for most objects. An albedo texture can be assigned. The Wind toggle determines if the material is moving with the wind.

The trees for example have two materials assigned. This way the Wind toggle for the leaves can be set to "on" and the trunk part is set to "off".
The Wind Power slider defines how strongly the mesh is moving with the wind.

Transparent Shader

The transparent shader is for objects with transparency, like glass.
An albedo texture can be assigned and the transparency can be determined through the alpha slider in the color field.
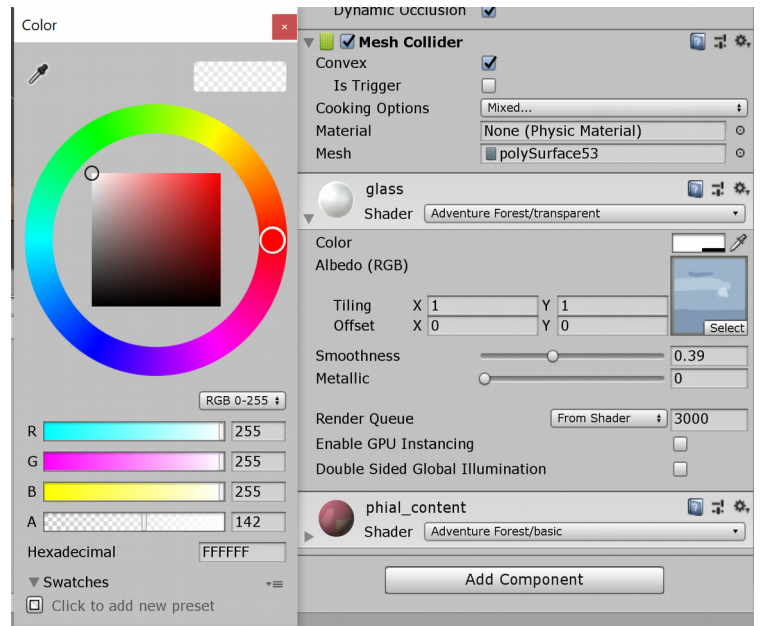
Water Shader

The Water Shader can be used for liquid objects like water.
An albedo texture with an alpha value in the alpha channel of the texture can be assigned. The value of the alpha channel determines the transparency of the water.

The mesh is bending like water and flowing water is simulated with UV scrolling. With the "Flow Speed" Slider you can adjust the speed of the UV scrolling.
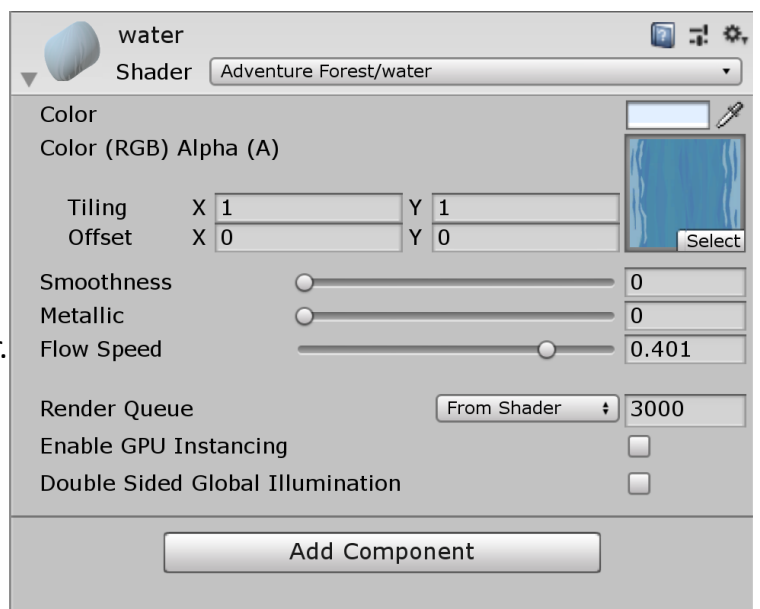
3.1 Render Pipelines

This package is 3D ready and compatible with the URP (Universal Render Pipeline) available in Unity 2019.3. When you create a new project in 2019.3.x you can choose URP as a preset. Afterwards import this package. HDRP and LWRP are not compatible at the moment. If there is high demand I will add compatibility later.

Thank you for buying this asset – I wholeheartedly hope that you enjoy creating worlds with it.