RTS Building Pack Instructions

Prefabs are included in

- RTSToonBuildings/Prefabs/

Update 1.5

Prior to Version 1.5, all buildings, props, and constructions were packed into a single FBX File named ToonBuildings.fbx. As of version 1.5, each asset is now contained in its own FBX file. Any prefabs created in your own projects using the single combined FBX may now have invalid references. If you do not wish to use separate FBX files, please extract SingleFBXBuildingPropsSet.unitypackage. This file will not be maintained and may eventually be removed from this asset pack; it is recommended to update references to the individual asset files.

Included

This pack includes many buildings designed for use with a human fantasy RTS civilization. These include a barracks, archery range, stables, blacksmith, church, farm, granaries, houses, market, storehouse, resource drop-offs, outpost, fortress, and walls.

Military buildings contain a nested "Badge" object, which can be disabled or moved as preferred.

Buildings should use the generic construction variant for their size (3x3 for most buildings, 2x2 for houses and resource drop-offs, 1x1 for outpost and walls). Once the building is half built, it should swap to the specialized variant for that particular building (if available). Resource drop-offs can all use the Storehouse construction prefab.

Two different styles of trees are included, Tree03 for a more grounded style game, and Tree05 for a cartoony setting. The demo scene was constructed using Tree05. Berry bushes, gold pile, and stone pile round out visuals for resource sources for Food, Wood, Gold, and Stone.

Demo

A demo scene is included at RTSToonBuildings/Demo/DemoScene. This contains the layouts for the various screenshots and media images presented on the asset store page. The scene uses URP post processing and baked lighting to improve visual quality. Some terrain assets are also included: 4 terrain textures and a detail grass mesh.

Player Colors

A shader is included to apply masked player colors. The color can be adjusted by changing _PlayerColor on the material. The player color mask is stored in alpha channel of the texture.

Troubleshooting

This asset is designed to be used with the Universal Render Pipeline using Linear color space.

If you are using the Built-in Render Pipeline, and materials are showing as purple, you can still use the included shaders by installing [Shader Graph](#) with Unity 2021 or later. If you are unable to install Shader

Graph, open the package included in RTSToonBuildings/NoShaderGraph.unitypackage. This will create the directory RTSToonBuildings/NoShaderGraph, which contains a new set of Materials, Prefabs, and a new Demo scene that don't require Shader Graph.

If player colors are too bright, you may be using the Gamma Color Space. You can change this in Project Settings/Other Settings/Rendering/Color Space. If you wish to use Gamma space, please remove the Color Conversion nodes from the PlayerColours shader.

If asset references are missing after updating. Your project may be referencing the old combined FBX file. In this case, you will need to extract SingleFBXBuildingPropsSet.unitypackage, or update references to point to the separated mesh assets in RTSToonBuildings/Models/.