

Thank you for purchasing my package!

A few tips that can help you building your scene.

Installation requirements

In this pack I created one postprocessing profile based on Post-processing Stack v2, so you should install with Package Manager Post Processing package (currently is version 2.1.7).

For immediately view the scene with Postprocessing attached on camera, I put a Camera prefab in Prefabs folder.

I have already generated Lightmaps for demo scene (my Lighting settings are on this document), so you could use those lightmaps to take a first look of this pack.

Quality Settings

One important setting that I modified is Anti Aliasing, I disabled it here because Antialiasing is managed by Postprocessing.

Snap to grid step

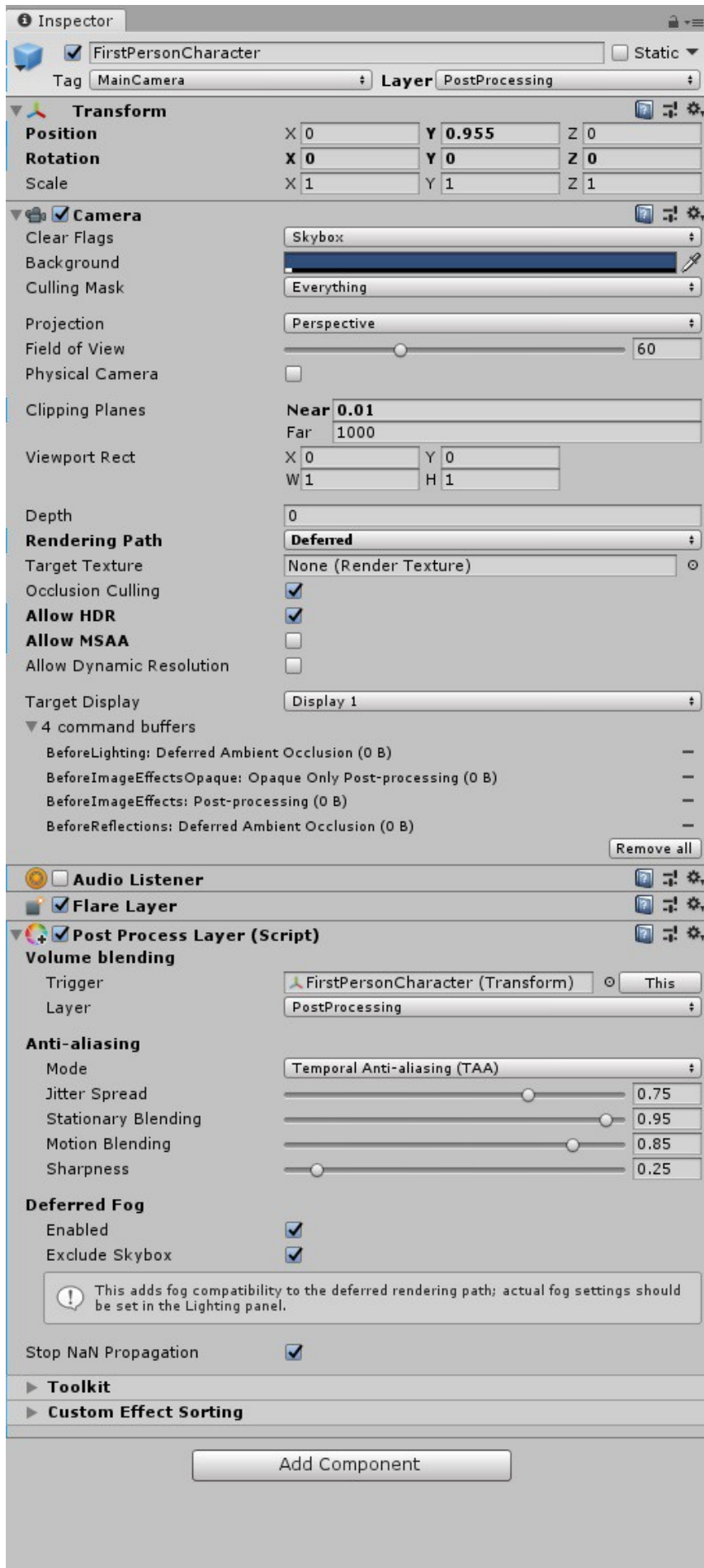
Every main prefab has a correctly configured pivot, so you can easy align all assets together, if you use a snap to grid tool, like Unity built in one.

Player Settings

Two important settings that I used are Deferred Rendering Path and Linear Color Space.

Camera settings

For demo scene video I used this camera configuration:



Lighting settings

Lighting

Hierarchy

SceneRealtime LightmapsBaked Lightmaps

▼ Environment

Skybox Material

sky

Sun Source

Directional Light (Light)

Environment Lighting

Source

Skybox

Intensity Multiplier

0.8

Ambient Mode

Realtime

Environment Reflections

Source

Skybox

Resolution

512

Compression

Auto

Intensity Multiplier

0.8

Bounces

1

▼ Realtime Lighting

Realtime Global Illumination

☒

▼ Mixed Lighting

Baked Global Illumination

☒

Lighting Mode

Shadowmask

! Mixed lights provide realtime direct lighting. Indirect lighting gets baked into lightmaps and light probes. Shadowmasks and light probes occlusion get generated for baked shadows. The Shadowmask Mode used at run time can be set in the Quality Settings panel.

▼ Lightmapping Settings

Lightmapper

Progressive GPU (Preview)

Prioritize View

☒

Direct Samples

32

Indirect Samples

500

Bounces

2

Filtering

Auto

Indirect Resolution

2

texels per unit

Lightmap Resolution

40

texels per unit

Lightmap Padding

2

texels

Lightmap Size

1024

Compress Lightmaps

☒

Ambient Occlusion

☒

Max Distance

10

Indirect Contribution

2

Direct Contribution

1

Directional Mode

Directional

Indirect Intensity

1

Albedo Boost

1

Lightmap Parameters

Default-Medium

View

▼ Other Settings

Fog

☒

Color

Mode

Exponential Squared

Density

0.002

! Fog has no effect on opaque objects when using Deferred Shading rendering. Use the Global Fog image effect instead, which supports opaque objects.

Halo Texture

None (Texture 2D)

Halo Strength

0.5

Flare Fade Speed

3

Flare Strength

1

Spot Cookie

Soft

► Debug Settings

Contact

For questions, update requests and feedbacks:
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Please leave a review, thanks!

About me

I'm a Level Designer and an Environment Artist.

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Thanks