

Thanks for purchasing Runic Stones package!

If you have any suggestion or need support, feel free to contact me on: [zefaistos@live.com](mailto:zefaistos@live.com)

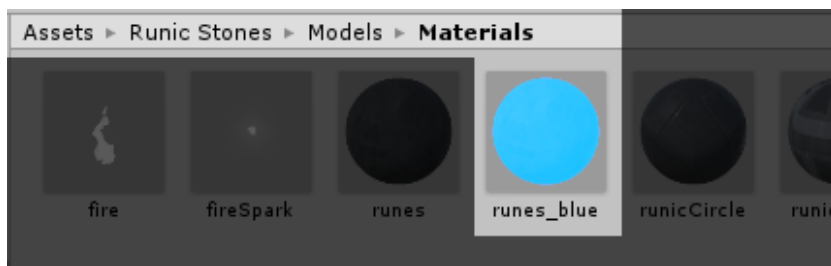
## HOW TO USE

Drag the desired prefab to the scene and the 3d model is ready to be used. This package includes 3 prefabs folders:

- Prefabs: default prefabs folder, related to the main project. You'll find all models and variations of the unlit runic stones here;
- Prefabs (lit blue): folder with emissive prefabs. Here you'll find the same stone models, but with emissive runes. The blue color is only an example, look below for more information on how to change the color of the runes;
- Prefabs (no runes): optional prefabs, without any runes applied to the base model. You can use those prefabs if you want to apply you own custom runes or details, or simply don't want to use the runes included in the package.

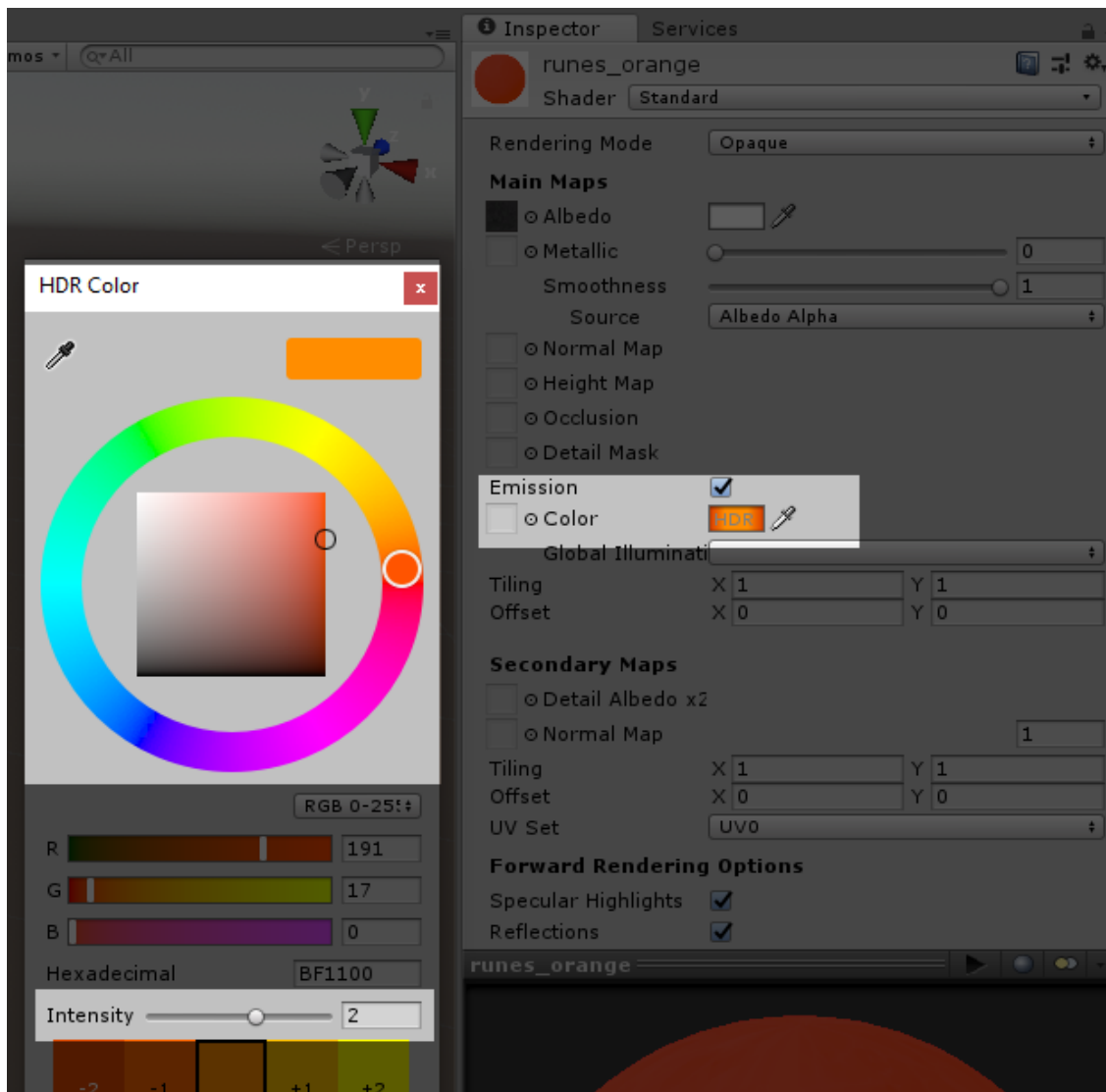
## CHANGING THE COLOR OF THE RUNES

All runes share a single material and all runic stones use a separate material for the runes. In order to change the color of the runes, go to the materials folder and find the “runes\_blue” material (Models>Materials):



Select this material and duplicate it (ctrl + D), rename it to the desired color, and change the emissive color of the shader on the inspector panel:

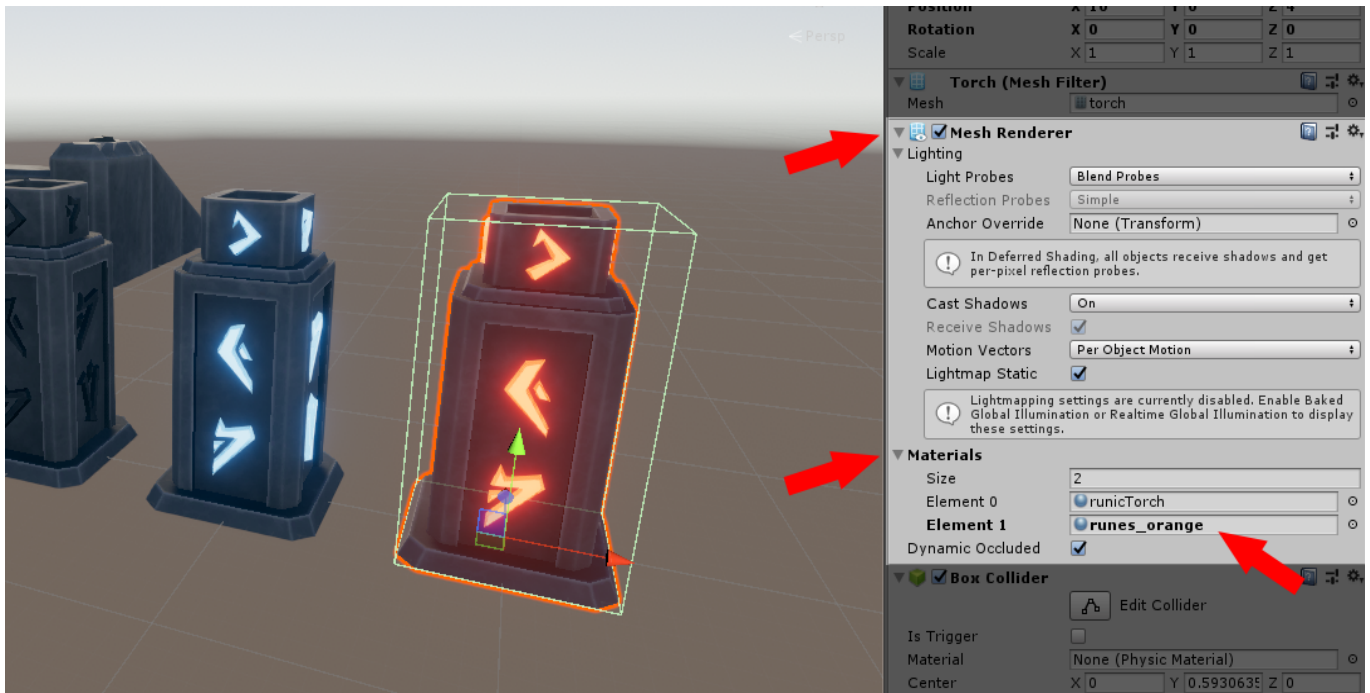




Make sure to also adjust the emissive Intensity value to get the desired glow effect. You need the bloom post-processing effect applied to the scene in order to make a proper use of the emissive shaders.

Now that you have a new material, select the prefab/model and replace the runes material with this new one.

The easiest way to replace a material is by selecting the prefab, and expanding the Mesh Renderer component of the object. Now, expand the Materials option and you'll see that the object has 2 materials, one for the base model and another one for the runes. Replace the runes material with your variation of choice:



## PARTICLE EFFECTS

Some variations of the torch prefab (named "torch\_lit") make use of a particle system for the fire effect. When you scale the model, you may also need to manually adjust the particles size if it ends up too big or small. As child of the torch, you'll find two particle systems: the fire and the sparks. Usually you don't need to change the size of the sparks, only the fire. Select the fire object, and on the inspector increase or decrease the Start Size values in order to scale the fire particles. In this case, the particles start at a random size between those two values. You can change to a single start value by clicking on the little arrow at the right side of the values and selecting the "Constant" option, but I recommend a little variation for a better effect.

