

“Unity3D Game Assets” Documentation by “FourBlackColors” v1.0

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Created: 12/05/2011
By: FourBlackColors
Email: [info\[at\]4blackcolors\[dot\]sk](mailto:info[at]4blackcolors[dot]sk)

Thank you for purchasing our products. If you have any questions that are beyond the scope of documentation file, please feel free to email via our contact page form [here](#). Thank you very much!

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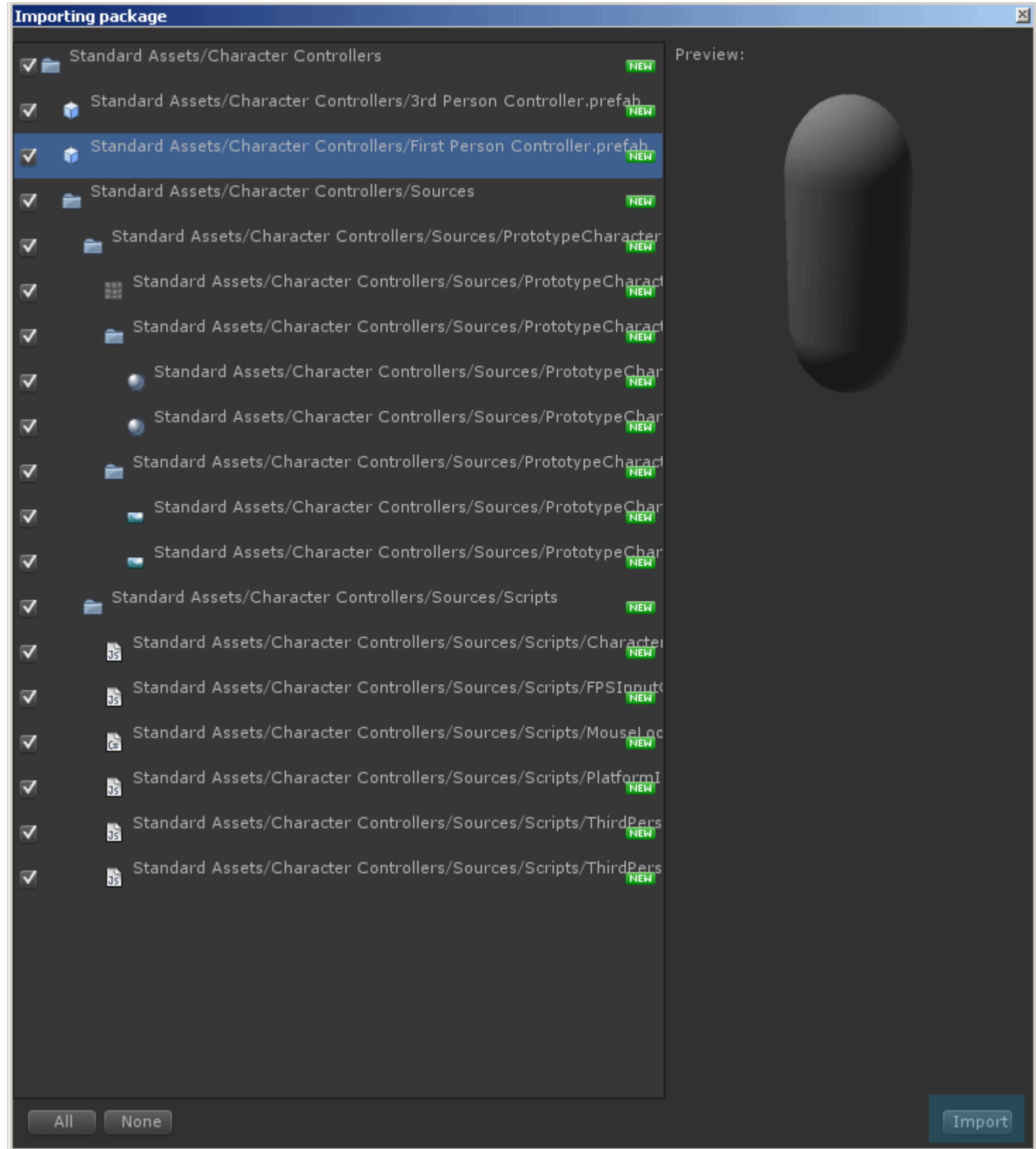
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A) Importing Package - [top](#)

There are multiple valid ways to import unityPackage into your project. Outcome is identical. 1. **Double click** on provided unityPackage. Then click "*Import*" to finish.2. **Through menu** *Assets > Import Package > Custom Package..* then click "*Import*" to finish.3. **Drag and drop** unityPackage file to Unity3D Window then click "*Import*" to finish. **TIP:** You can copy unity packges you using the most to Unity3D Editor folder which is usually located at *C:\Program Files\Unity3.2.0f4\Editor\Standard Packages* if you are using 32-bit operatin system. Or to *C:\Program Files (x86)\Unity3.2.0f4\Editor\Standard Packages* if you are using 64-bit operatin system. This way you can acces your package vithin Unity3D faster and also choose them as starting packages when you creating new project.

After importing all assets is finished, you are ready to use them. For more details on theme please consult official Unity3D documentation on this subject [here](#).

Standard "*Import package*" dialog.

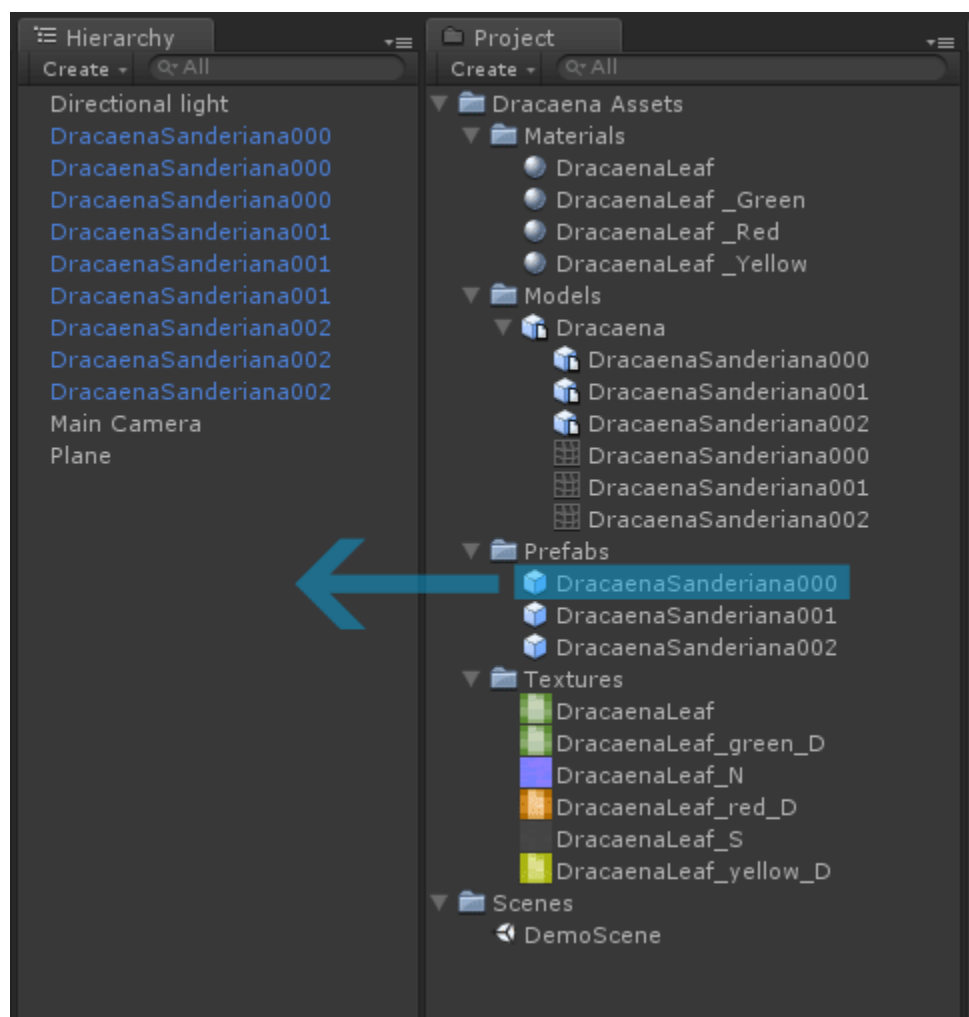


Q: Does I need to keep DemoScene in my project? A: No. DemoScene is provided for you to study how things are made. You are free to delete it after you understand how things work together. But you are advised to study it first. If you need it later, you can always reimport only scene to your project again with other assets unchecked.

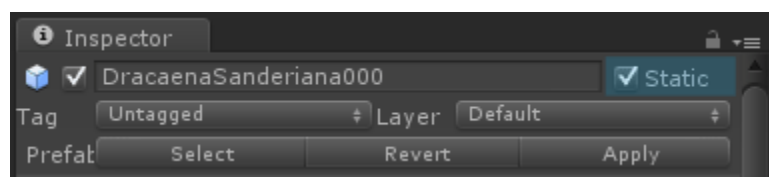
B) Use of Prefabs - [top](#)

Each of our Unity3D Game Assets comes with prefab already build for you. All of prefabs available to you are always located at "[Name of Package] Assets" folder in "Prefabs" subfolder.

To use ready-made prefab just locate it in "Project" tab and click-drag it in to the "Hierarchy" tab.



If you would like to have your objects **lightmapped** do not forget to check "Static" checkbox in "Inspector" tab.



C) Texture format and Compression - [top](#)

Texture compression is good way of keeping file sizes of your project down. We encourage you to use Unity3D specific compressed textures. This will let you pack more graphical candy into the Video RAM.

TIP: You can override texture compression and texture size independent for each target platform build. Unity3D will reimport your asset automaticly when you switch your target build platform.

GUI (Graphical User Interface) requires transparent textures or textures with alpha channel to work so use compression which supports transparency.

TIP: To make crisp GUI you may decide to not to use compression which will result in increase in file size but reward you with pixel perfect GUI.

D) JavaScript and C# - [top](#)

This package does not contain any scripts. To use provided assets you do not need any additional script(s).

E) PSD Files - [top](#)

If there are included PSD Files with package all included PSD files are located in "*[Name of Package] Assets*" folder in "*Textures*" subfolder, unless stated otherwise.

If you'd like to change *texture* of your asset, open *texture.psd*, make all the necessary adjustments, and then save the file as *texture.png*. Do the same for all the required textures that need to be modified.

Also keep in mind that some materials may require textures with proper Alpha channel or opacity to work. Please consult Unity3D specifications manual to consult this [here](#)

Please, always make backup of original file before making adjustments! We are not responsible for data loss if you don't do this.

TIP: If you plan to use lower resolution texture on asset than provided resolution, consider making scaling adjustments in program like [Photoshop®](#) or [Gimp®](#) to not lose quality in texture.

F) Materials - [top](#)

All Materials related to provided assets are always located at "*[Name of Package] Assets*" folder in "*Materials*" subfolder. Provided assets work best with supplied materials, because they were custom built for them. If you like to fine-tune materials you are encouraged to do so.

Please consult complete list of [Unity3D built-in materials](#).

To do proper material setup which comes with assets following **naming convention** apply:

- Diffuse Map - map has no suffix or suffix "*_D*"
- Normal Map - map has suffix "*_N*"
- Specular Map - map has suffix "*_S*"
- Height Map - map has suffix "*_H*"
- Opacity Map - map has suffix "*_O*"
- GUI Texture Map - map has suffix "*_GUI*"
- Splat Map - map has suffix "*_SPLAT*"
- Particle Map - map has suffix "*_FX*"

If your package does not contain all above texture types it does not mean you are missing something. Mentioned texture types are provided only when they are needed for assets to work. We are using this naming conversion in each pack so by sticking to this naming conversion you always know which texture map comes where.

Q: What is the safest method to experiment with materials? **A:** To experiment with provided asset material, first make a copy of original material and rename copy as you like. This way you can always revert back to original and have original material as reference.

Q: What to do if I modified original material and want to revert changes to default? **A:** If you made copy of original material than you can just assign original material to your asset. Other than that first delete material you want to replace and follow steps to reimport unityPackage again. At timport select only material you need to reset.

Once again, thank you for purchasing this package. As We said at the beginning, We'd be glad to help you if you have any questions relating to this package. No guarantees, but we'll do our best to assist.

Also if you would like to make us to do custom modification to provided files, this can be arranged based on our standard hourly rates. Contact us at [info\[at\]4blackcolors\[dot\]sk](mailto:info[at]4blackcolors[dot]sk).

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