TOON
Enchanted Meadow

Initial use:

In the promotional materials, the pack uses a post processing profile. It's included in the pack, but for the Built-In render pipeline you will need to import the post processing stack via the package manager and apply the profile (if you're using **URP**, the post processing stack isinstalled by default and **no** further action is necessary).

If you need help setting up the post processing stack, you can find more details here: https://docs.unity3d.com/Packages/com.unity.postprocessing@3.4/manual/Installation.html

Naming convention:

The assets in this package use the *"TEM"* prefix, if you're using other packs from the **TOON Series**, you'll be able to easily identify the origin of an asset.

The last letter in the Name, usually is a capital letter, such as: *"TEM_Tree_01A "*. It signifies the color scheme of the asset. For more color schemes of an asset, the naming would continue as follows: *TEM_Tree_01B"*, *"TEM_Tree_01C "*, etc.

Prefabs:

If you use assets from the **"Prefabs"** folder, then **no** further setup is required and you can skip the next paragraph.

The source files are contained in the **"Models"** folder. When needed, custom mesh colliders were used and were exported in the hierarchy of their respective asset. If you plan on using the source .FBX files, then you will need to remove the *"Mesh Renderer"* and *"Mesh Filter"* component from the collider asset.

The Prefabs are structured in multiple folders, like **"Vegetation"**, **"Rocks"**, **"Props"**, etc.

The vegetation prefabs were placed on the terrain in conjunction with "Prefab Painter 2", available here:

https://assetstore.unity.com/packages/tools/painting/prefab-painter-2-61331

It's a very powerful tool, which adds a lot of value to any project where large areas need to be covered with foliage, vegetation or any other asset (there are other good painting tools available on the Asset Store, even free ones).

Another way of planting vegetation on the terrain is to use the Unity default terrain placement tools.

Demo Scenes:

There are **4** scenes included in this pack, three with artistic environments and another scene, with all the assets placed on a grid and grouped in large categories.

Shaders:

The assets use custom shaders for the most part, but the overall look of the package

doesn't change drastically if the shaders are replaced by default Unity shaders (performance is also similar).

The water shader has a couple of nice features, such as shallow and deep colors, opacity, foam and refractions.

The toon shaders have a custom lighting model which tries to replicate the CEL shaded effect and require one active directional light in the scene, in order to render properly.

When baking lightmaps, make sure that the **Directional light** mode is set to *"Mixed"*.

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SICS Games

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