

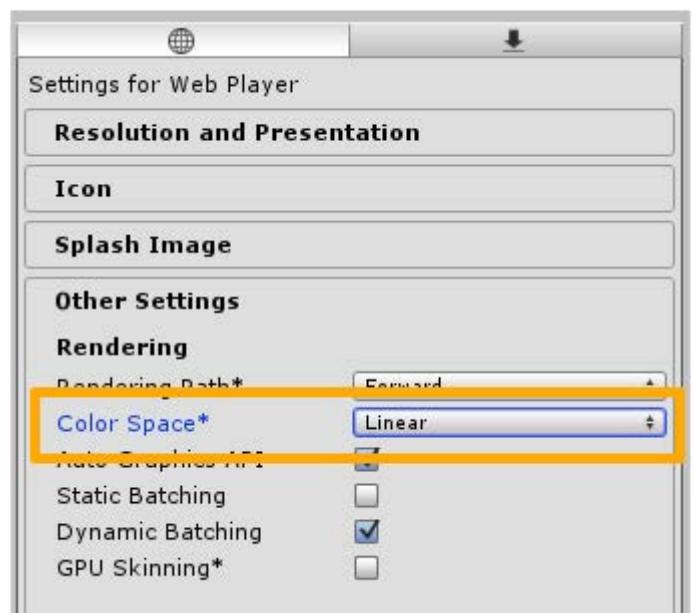
# Multistory Dungeons

## User Manual

### SETTING UP A PROJECT

Go to menu **Edit -> Project Settings -> Player** and locate **Color Space** setting under Other Settings tab. If it's set to **Gamma** (default), then the dungeons should work out of the box.

If you want to use **Linear** color space, then you might want to use modified prefabs from the archive **Linear Color Space Ready Prefabs.rar** (Assets -> Multistory Dungeons) You just need to copy contents from the archive to your project and agree to replace files (simply drag and drop Assets folder to replace one in your project).



The set should not look too bright or too dark.



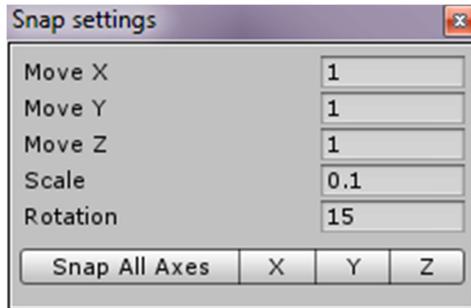
To learn more about color space, please refer to links below:

<http://filmicgames.com/archives/299>

<http://docs.unity3d.com/Manual/LinearLighting.html>

## SNAPPING

Almost all prefabs are designed to be positioned with one-unit snapping. In order to make the snapping work properly, open Snap Settings window (menu: **Edit > Snap Settings**) and set Move X, Move Y and Move Z to 1. Also make sure that the Rotation is set to 15 or 45.



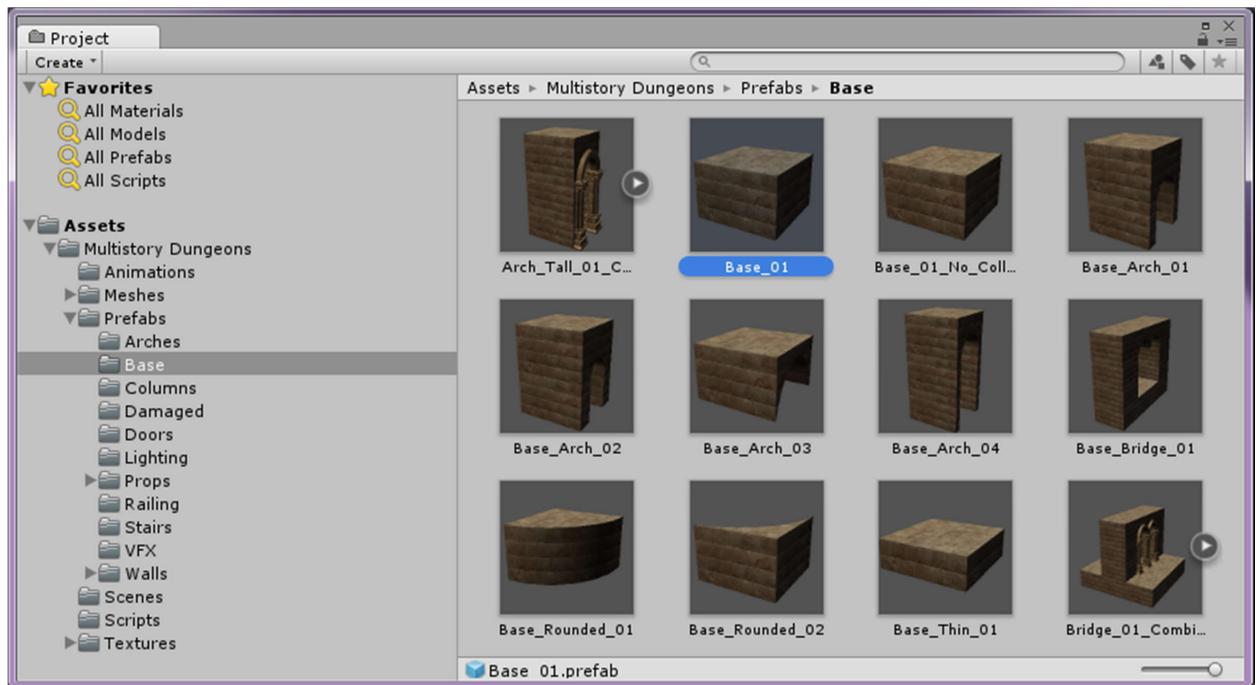
You can activate the snapping by holding Control key (Command on Mac) while dragging any Gizmo Axis using the Transform Tools (Translate (W), Rotate (E) and Scale (R)).

Snap All Axes is a very useful button, which moves selected objects to the nearest snapping points. Every time you have non-round numbers in the position fields of an object, this button will solve the problem. In fact, it happens all the time, so we suggest keeping this window open.

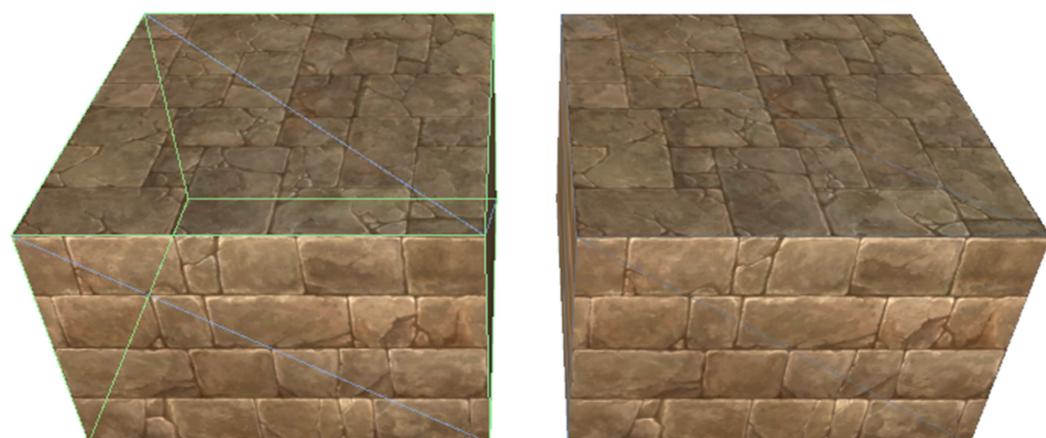


## TYPICAL WORKFLOW

We recommend starting a level construction with a basic block called **Base\_01**. You can find it in the folder **Prefs > Base**. Drag-and-drop it into the scene from the Project View and do not forget to click Snap All Axes button (Edit -> Snap Settings).



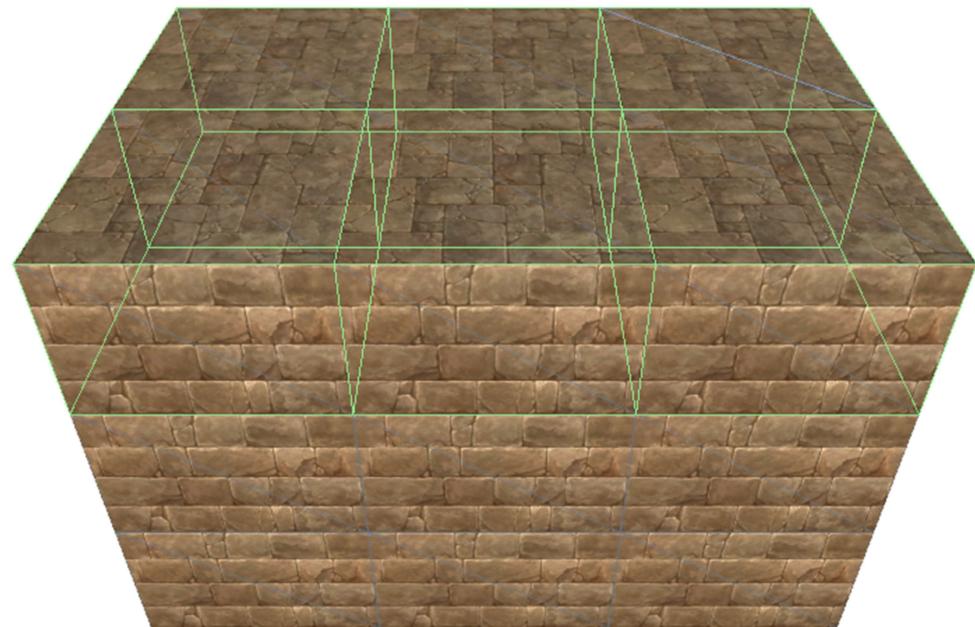
There are two versions of **Base\_01**. The other one is called **Base\_01\_No\_Collision**. It is similar to **Base\_01**, but has no collision component attached. You can use it in optimization purposes in places where collision is not needed.



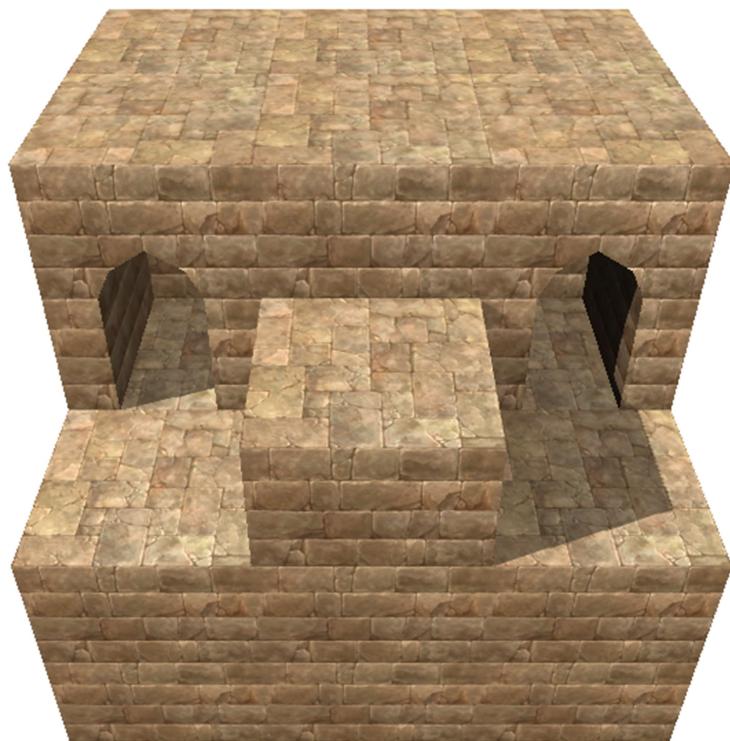
Base\_01

Base\_01\_No\_Collision

After adding a block to the scene, you can duplicate it (Control (Command) + D) and move it holding Control (Command), to make a larger basement.

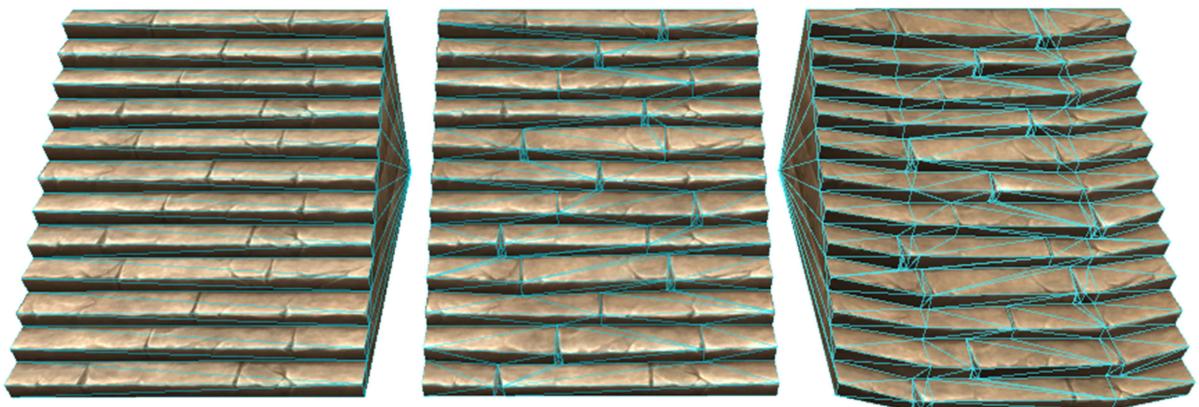


Add another blocks to existing ones. For this example we will use **Base\_Arch\_02**. You can always remove some blocks and replace them with the other objects from the folder Prefabs > Base.



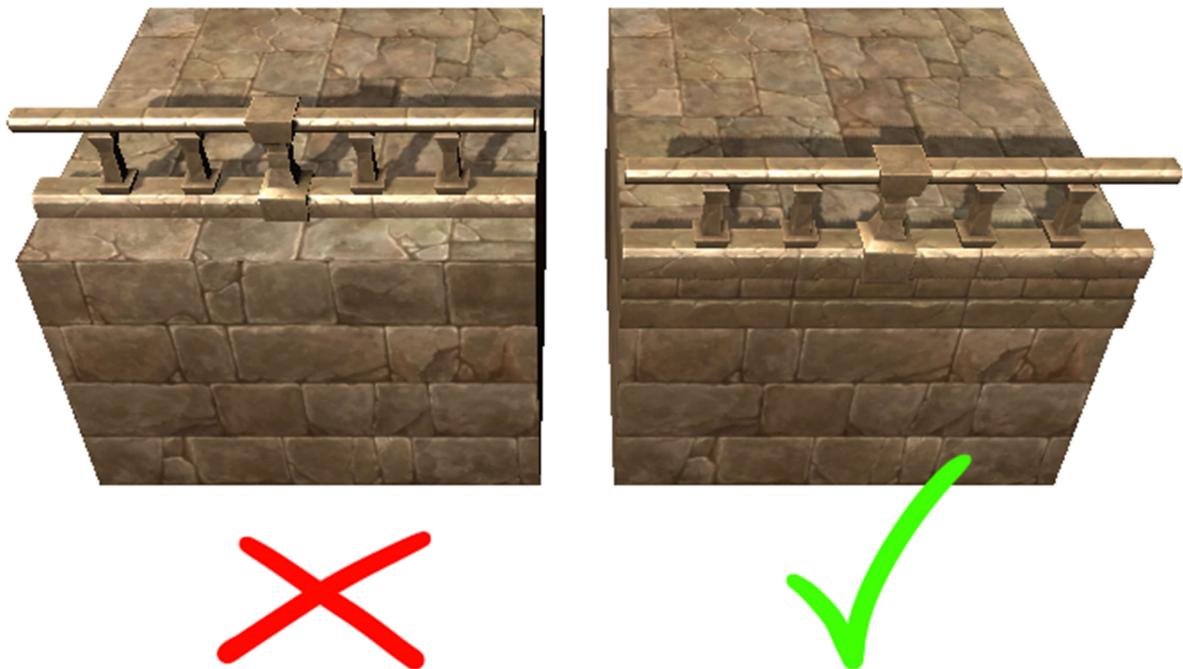
Add a stair from the folder **Prefabs > Stairs**.

Note that the stairs differ in the number of polygons.



Once the basic elements are placed, it is time to add railings to the scene. You can find them in the folder **Prefabs > Railing**.

Note that the railings should be placed on the very edge of the basic blocks and stairs.



Place the **Railing\_Pillar\_01** between railings.



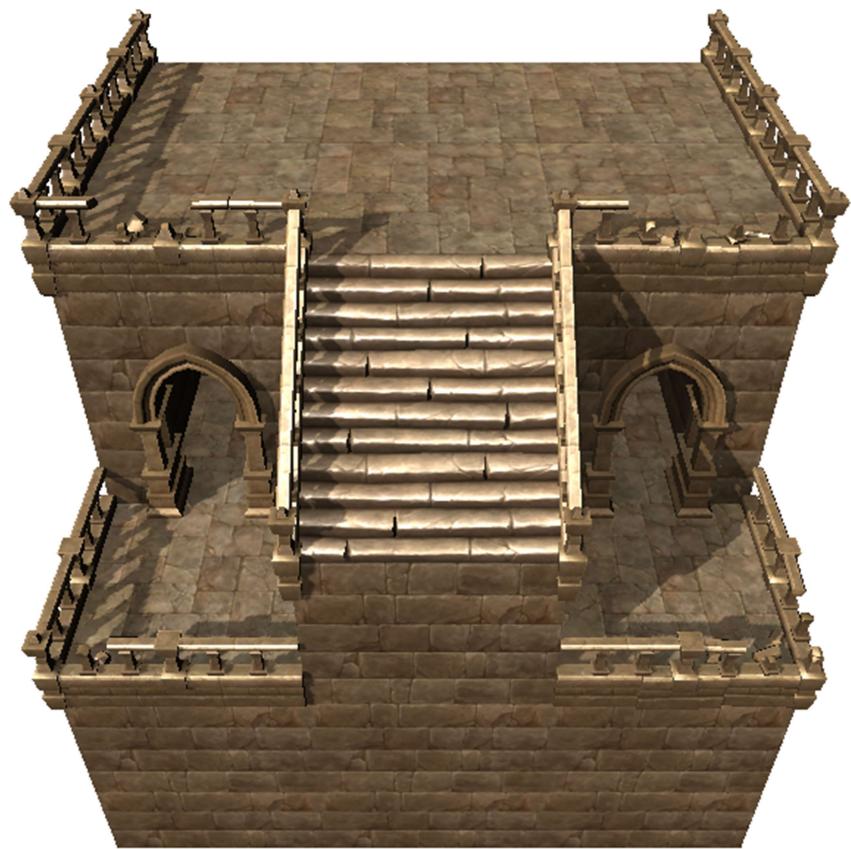
There are also models of “flat” and damaged railings and pillars for them in the folder **Prefabs > Railing**.

Let's decorate those openings with archers from the folder **Prefabs > Arches**.

Arches vary in size and have corresponding base blocks and walls.



In our example we will use a model called **Arch\_02**.

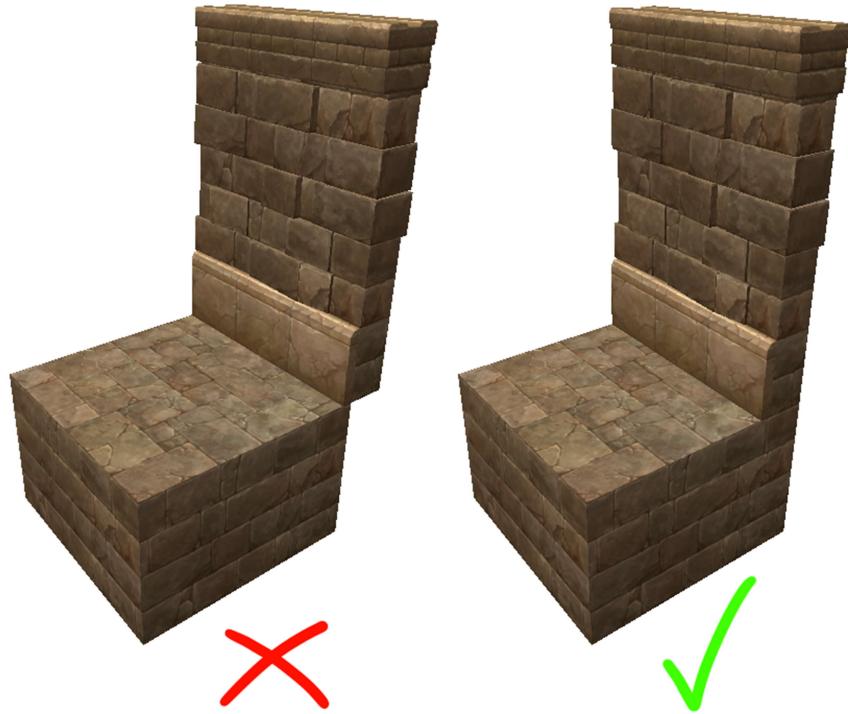


**Arch\_Door\_01** and **Arch\_Door\_02** may be closed with the door. Most arches can be closed with the bars. The Door and bars are located in the folder **Prefabs > Doors**.



Add walls from the folder **Prefabs > Walls**.

We recommend placing the walls on a surface of the blocks.



You can also refer to the folder **Prefabs > Walls > Parts** if you need the component parts of the walls. Here you'll find the basic models of the walls and the decorations of the lower and upper parts.





Add a column to the scene from the folder **Prefabs > Columns**.

**Column\_01** is designed as standalone. **Column\_02**, **Column\_03**, **Column\_04** and **Column\_05** are designed to be placed next to the wall.

You'll also find some damaged columns in the folder.



The railing called **Window\_Filler\_01** (**Prefabs > Railing**) is designed to close arches so the Player can see what is behind but will not fall out of the level.



You can make a niche in a wall, using an arch and the asset called **Wall\_Filler\_01** (**Prefabs > Walls**).

Or just use the presets from the **Prefabs > Walls** folder, called **Wall\_Arch\_04\_Decorated** and **Wall\_Arch\_05\_Decorated**.





Now let's add some props.

Most frequently used items are located in folder **Prefabs > Props**. The furniture, books and alchemical accessories are in the corresponding child folders - **Furniture**, **Books** and **Alchemy**. Ready-to-use presets can be found in the folder **Presets**.



You can set the fog settings and choose a skybox material from the **Edit > Render Settings** window.



Add the fog effects to the scene from the folder **Prefabs > VFX**.

**Fog\_FX\_01** is commonly used in the interior, near the torches and candlesticks. **Fog\_Big\_FX\_01** is usually placed on the background areas under the playable area.

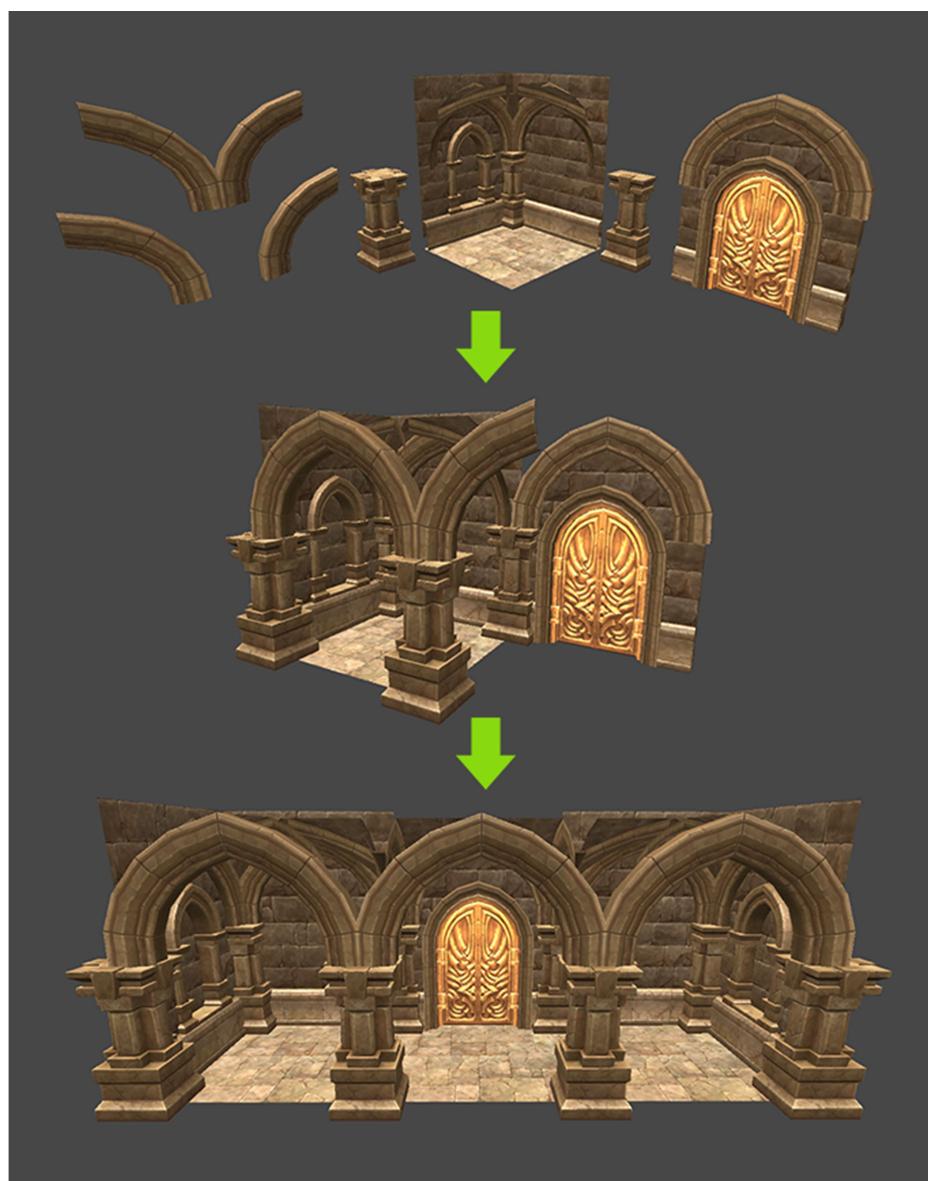
**Exit\_Up\_Wind\_FX\_01** и **Exit\_Down\_Wind\_FX\_01** are designed specifically for entrances and exits.



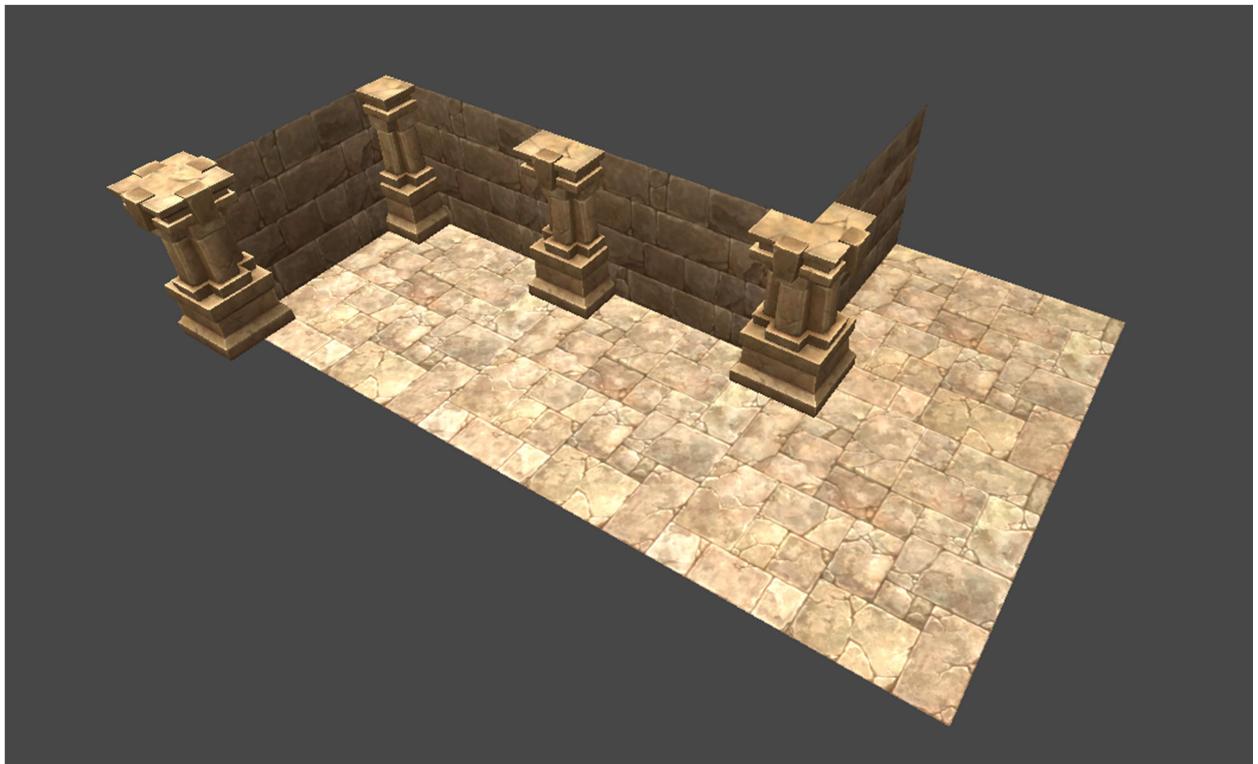


## First-Person addition

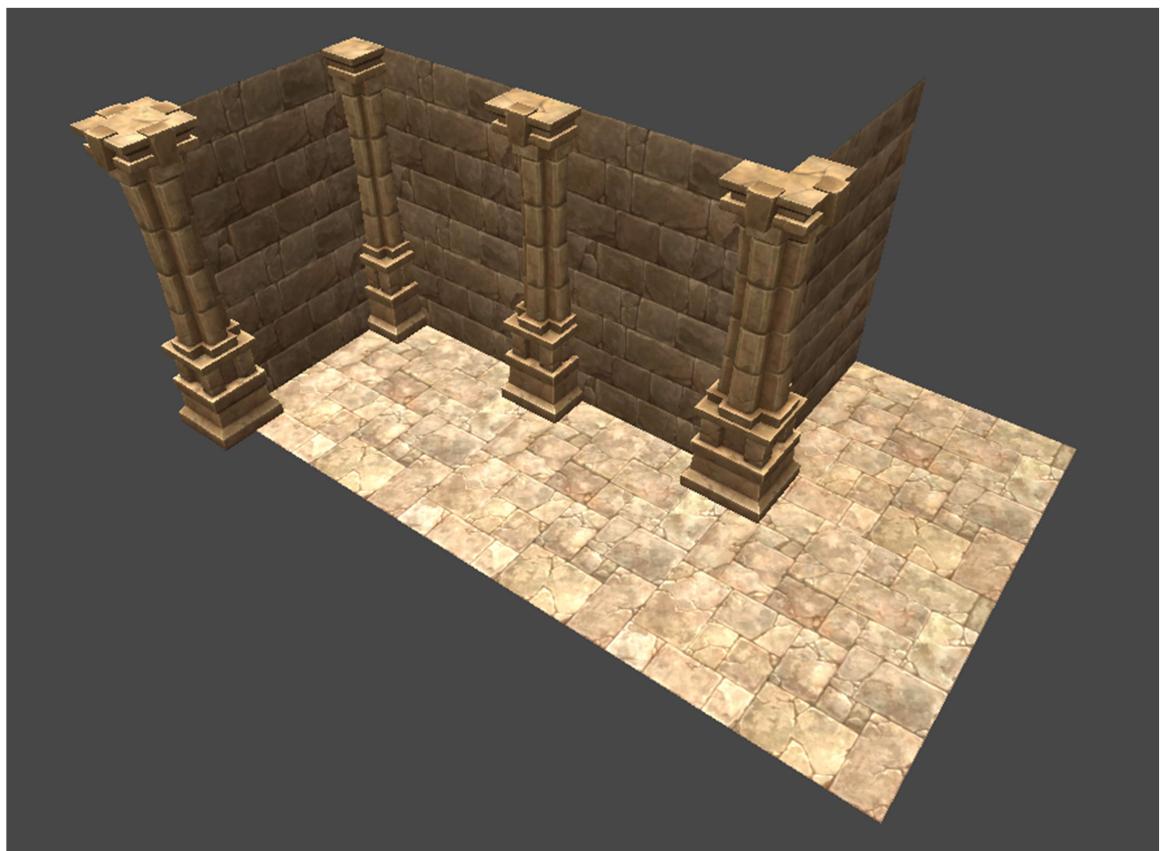
You will find models designed for first-person projects in the folder **Prefabs > FIRST-PERSON**. As always, you can just connect elements using one-unit snapping.



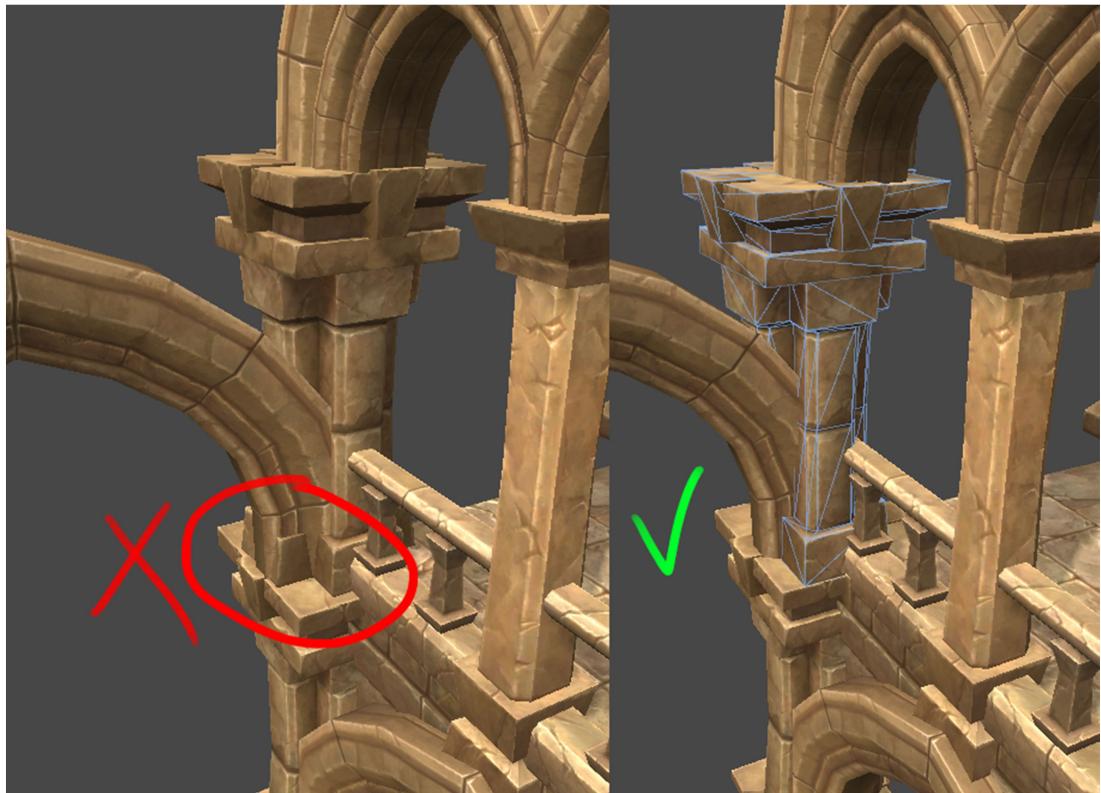
Please note that we use different type of columns here (**Prefabs > FIRST-PERSON > FP Columns**). Depending on the shape of the walls we will place different column. There are separate columns for inner corners, outer corners and flat walls.



The columns vary in height.



**Column\_Low\_Special\_01** is used in a situation like this, when we have weird intersections with arches.



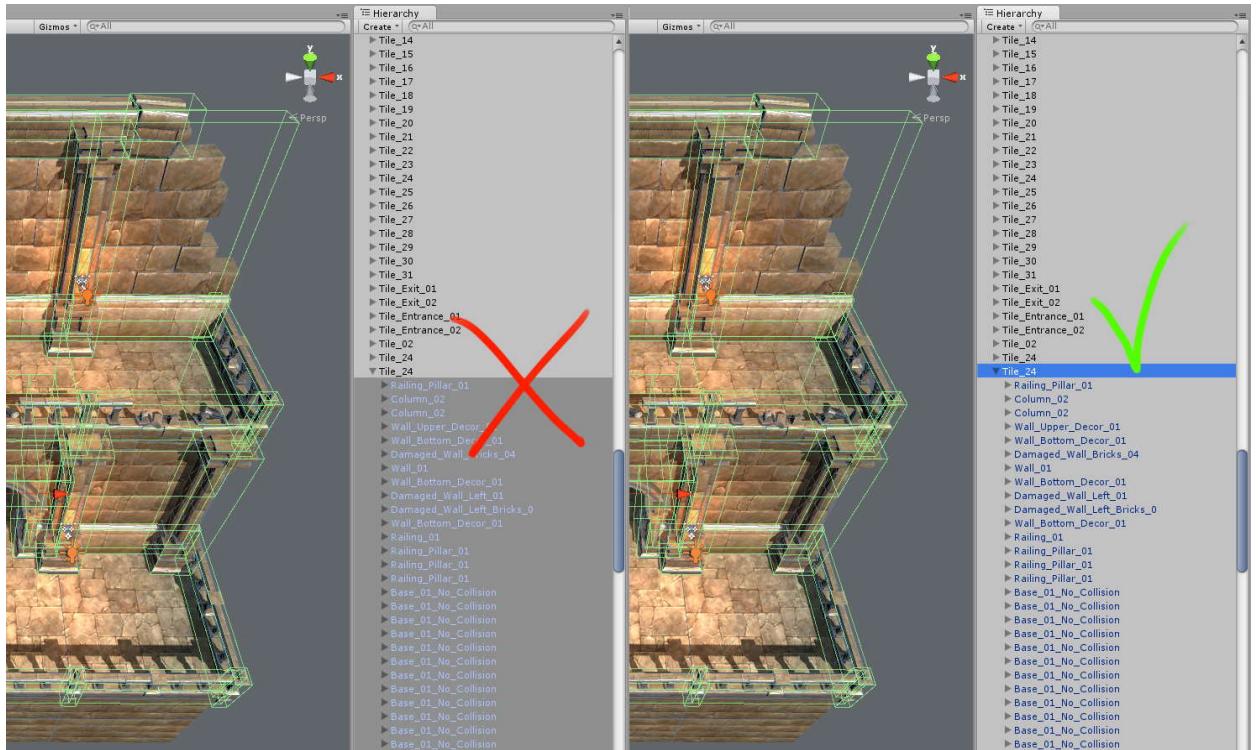
You can make double arched windows and balconies.



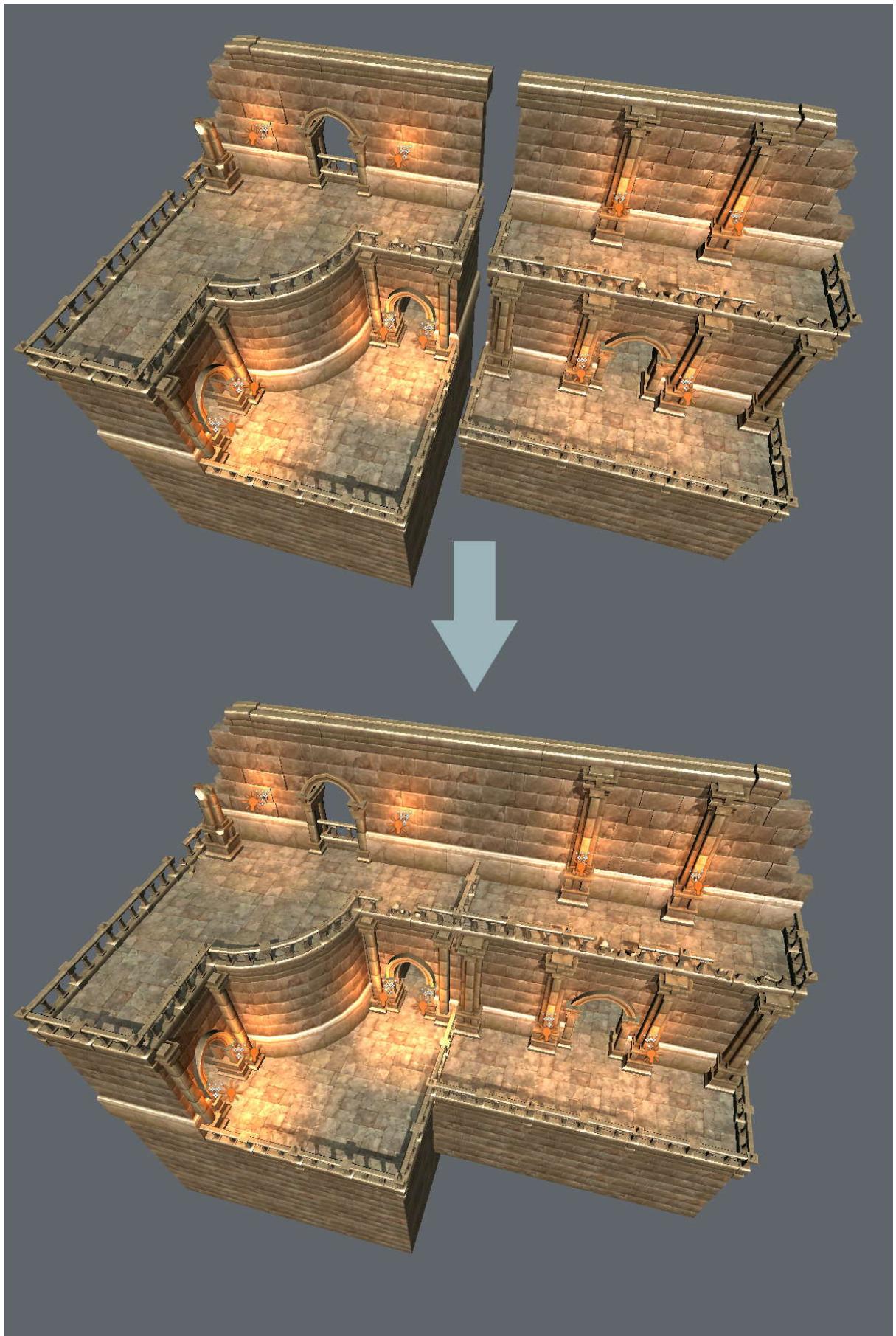
Please refer to the scene **Scenes > First-person Demo** to discover more assets and use cases.

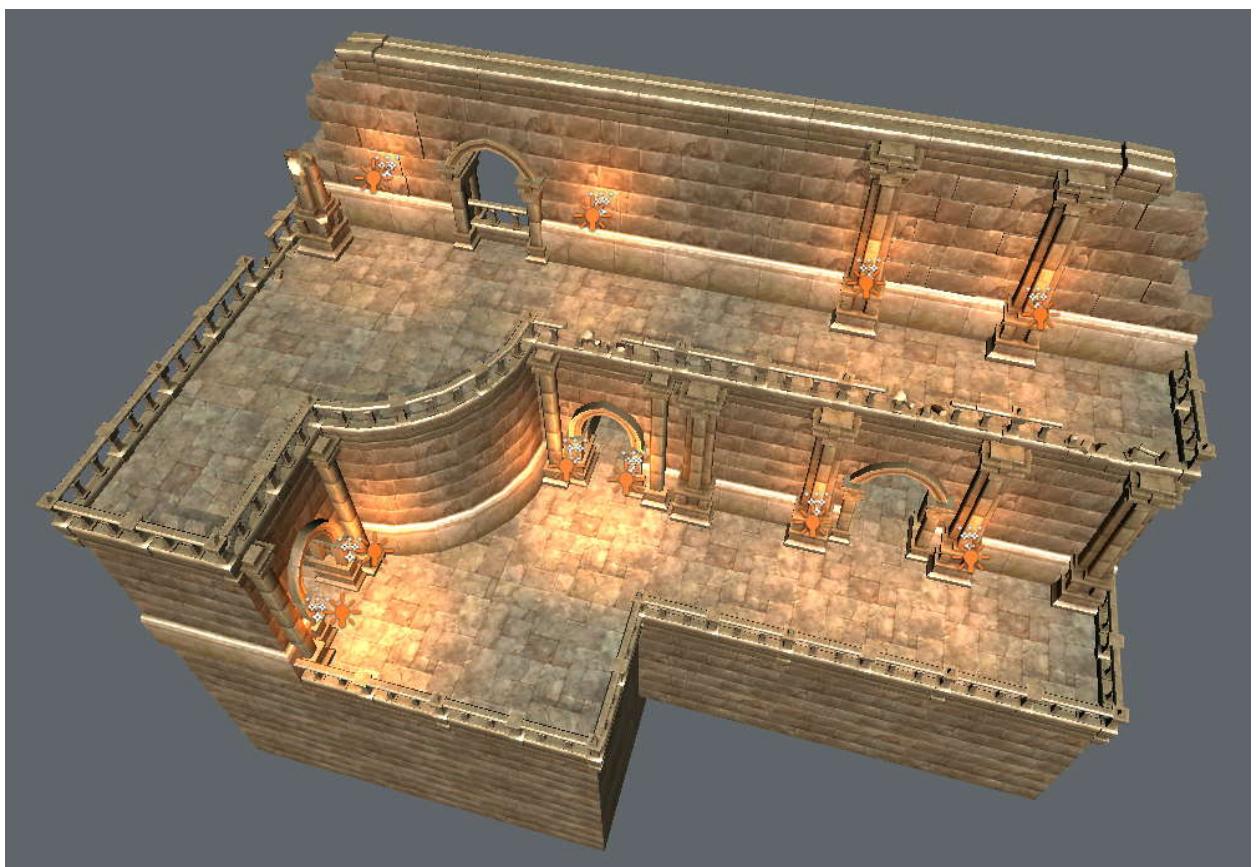
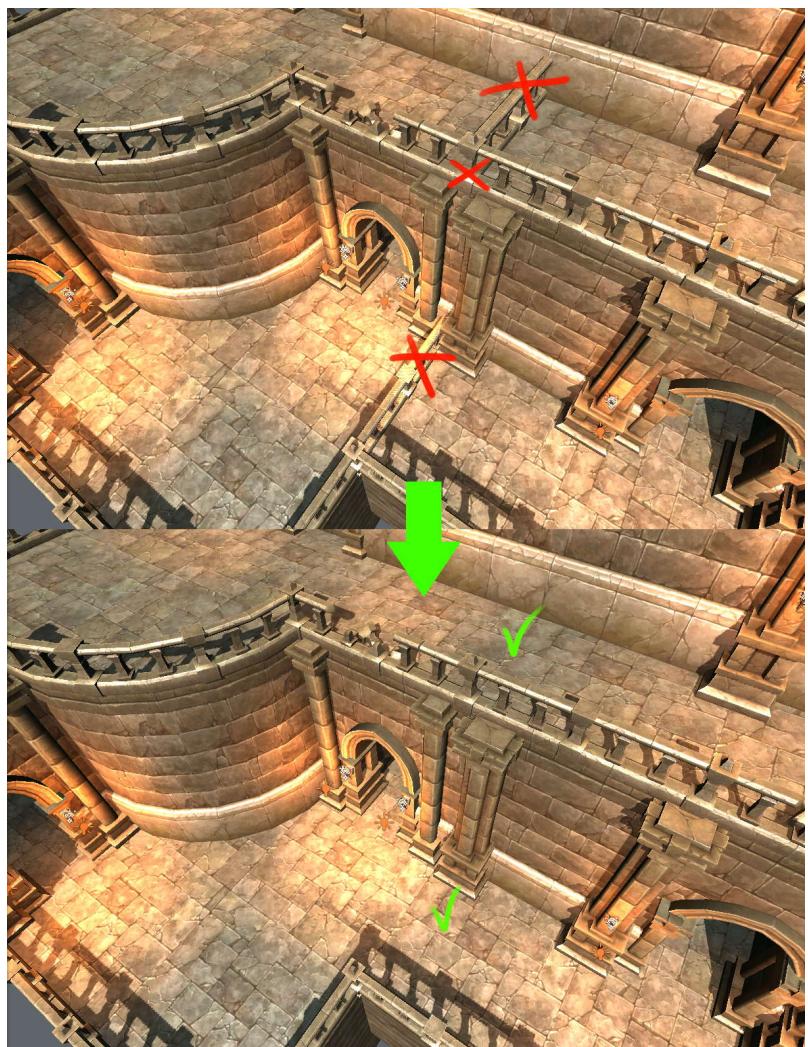
## MODULES

You can find premade modules in the **Scenes > Presets**. When manipulating the modules, it is highly recommended to select a parent object of the module in the Hierarchy View and not the containing objects.



You can build a level by connecting modules and removing intersecting railings.





Note that almost all module presets have playable areas and background areas. Background floors are there just to make an illusion of a huge and complex dungeon.



You don't have to use the modules; you are not limited by this approach. You may build levels the way you wish by placing the models in any order.

You can find a demo project in the scene **Scenes > Demo\_01**.



*If you have a question or comment, please contact us at  
[mana4free@gmail.com](mailto:mana4free@gmail.com)*

## Release Notes

### Update 1.1

The main feature of the update is the Arch\_Alley set. You can find these models in the **Prefabs > Arches** folder.



Buttresses were added to the **Prefabs > Columns** folder. They are used for external walls decoration.

Tall arches were added to the **Prefabs > Base** folder.



## Update 1.2

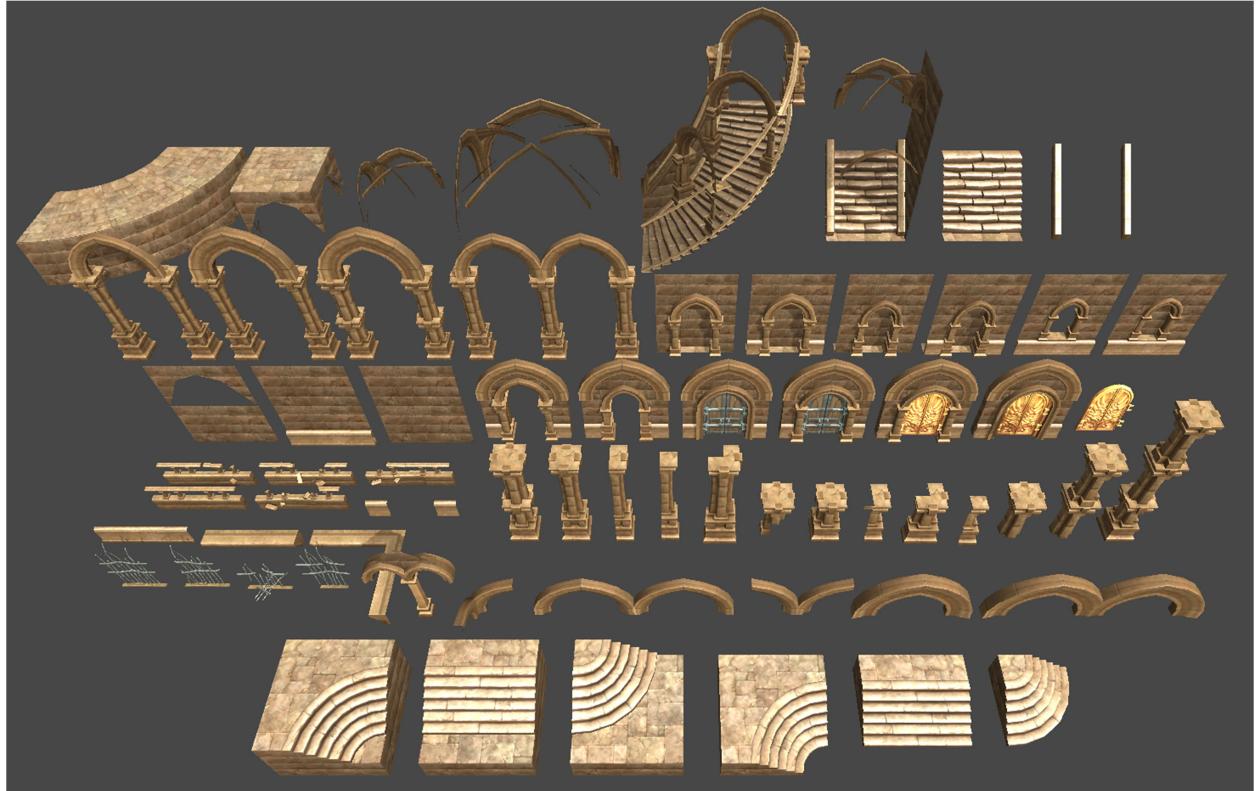
- 11 furniture models.
- 54 items (books, flasks, potions, barrels etc.)
- 27 ready-to-use presets.



Destroyed objects are moved to the corresponding folders. For instance, the destroyed columns can be found in the **Prefabs > Columns** folder, not in the **Prefabs > Damaged** folder, which now contains generic and rarely used destroyed objects.

The **Prefabs > Walls** folder now contains single-mesh wall presets. The component parts are moved to the **Prefabs > Walls > Parts** folder.

## Update 1.3



This version improves usability for first-person projects.

The folder **Prefabs > FIRST-PERSON** contains the biggest portion of the new assets. You'll find almost everything you need to build architectural part of your first-person project in this folder.