# VHS VIDEO TAPE CASSETTE

## DOCUMENTATION

v1.0

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# MATERIAL SETS

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# MESHES
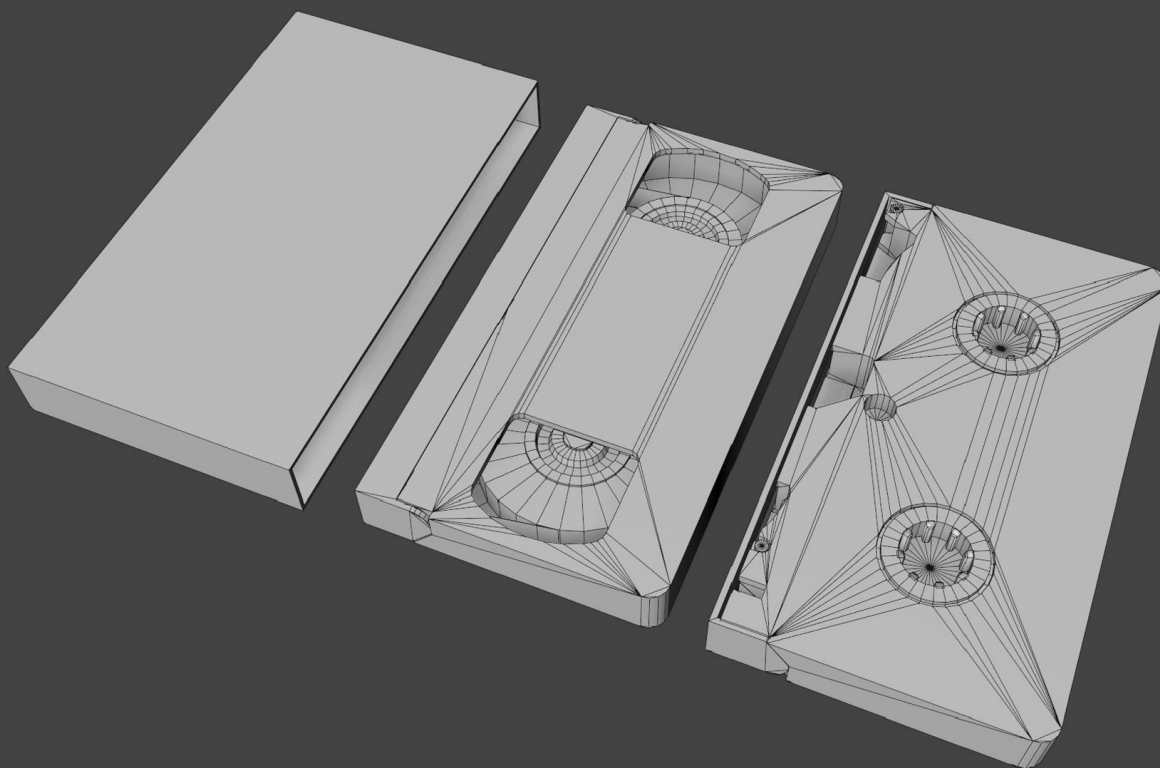


| | |
|---|---|
| **VHS Tape:** | 3218 Tris |
| **VHS Tape Case:** | 28 Tris |
| **Total:** | 3246 Tris |

# DEMO SCENES

There are 2 demo scenes included inside the *Demo* subfolder.

**1. Demo 1 - Overview:** This is a simple overview scene with each prefab laid out on a plane. There are also example controls to see the animations in action.

**2. Demo 2 - Presentation:** This is the sample scene that was used to create the promotional images. In order to use the same Post Processing effects as the promotional material, use the Package Manager to import Unity's Post Processing package. Then add a *Post Process Layer* component to each camera in the scene that you want to use and set its LayerMask to *Everything*. Additionally, add an empty GameObject to the scene, add a *Post Process Volume* component to it, check *Global* and assign the Post Processing Profile which you can find in the *Demo/Demo 2 - Presentation_Profiles* folder.

# TEXTURE CUSTOMIZATION

This asset includes template files in the .PSD format. Go to the *Materials* subfolder and unzip the *PSD_Templates* file. With the files inside you are able to easily customize textures with your own designs.

**Let's go over how it works:**

1. Open one of the template files in Adobe Photoshop.

2. Take a look at the layers panel. You'll see Smart Objects for each customizable element.

3. Double-click the element you want to customize.

4. A new Photoshop document will open. Create or place your design inside this document, save and close it.

5. The according Smart Object layer in the actual document will update with your content.

6. Do that for all the elements you want to customize, then save the .PSD with a custom name, in case you want to edit it later.

7. Export your texture in your desired image format (e.g. .PNG).

8. Back in Unity, locate the materials *VHS_Tape_Template* and *VHS_Tape_Case_Template*. Create new copies of them.

9. Assign your custom textures to the corresponding Albedo Slots.

10. Assign these materials to the corresponding objects. It is recommended to create new Pre-fabs or Prefab Variants for the assets with your custom materials.



TEMPLATE .PSD FILES INCLUDED
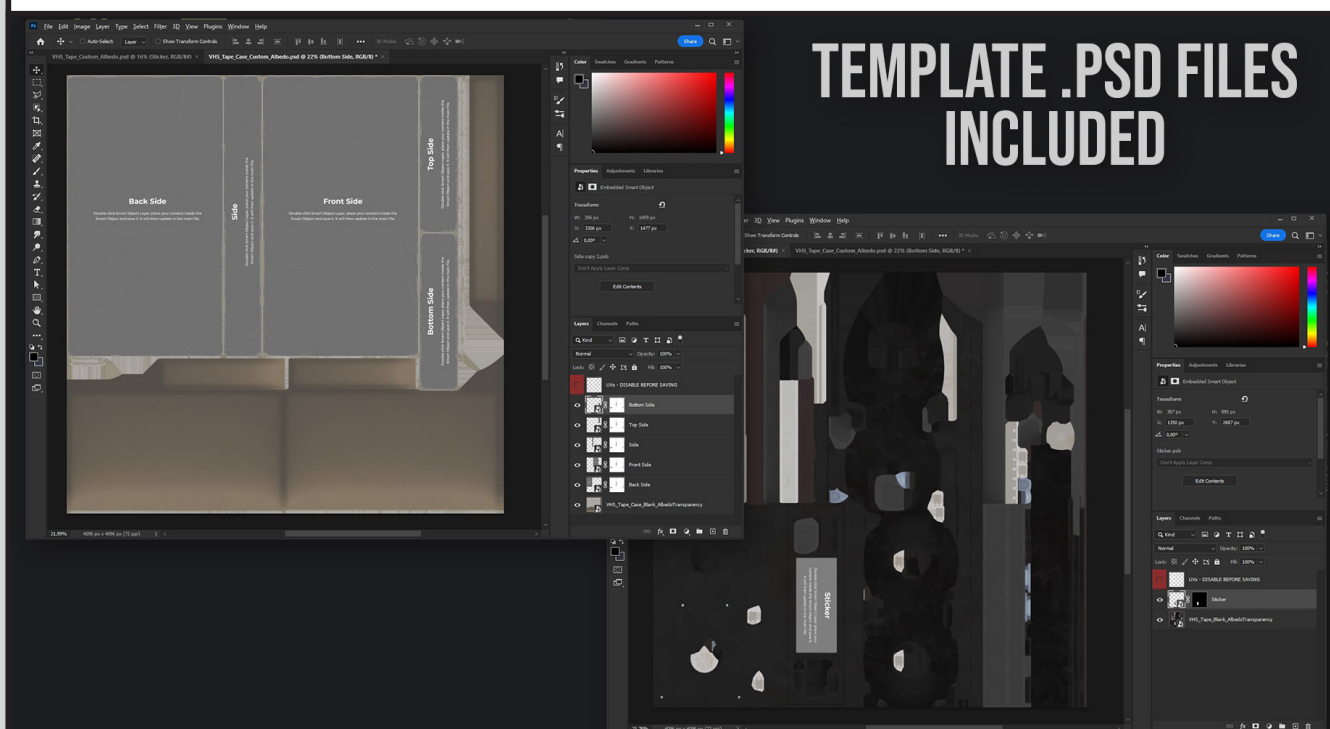
# ANIMATIONS

This asset includes 2 animations. You can find them in the *Animations* subfolder.

**1. Open_Top_Lid**
This animation is used for opening or closing the top lid.

**2. Tape_Reel**
This is an animation that simulates the tape reeling forward or backwards.

An example Animator Controller is also included. It has parameters and transitions already set up. Take a look at the *Demo 1 - Overview* scene and the *ExampleTapeController* script to see how these animations could be used in your project.
Note that in order to use these animations, you are required to use the *VHS_Tape_Separate_ Parts* version of the tape model.

# THANK YOU FOR BUYING THIS ASSET!

I hope you are satisfied with the quality of this product. Please consider leaving a (hopefully positive) review on the Unity Asset Store, it would mean a lot and would help immensely.
If you are having troubles, found a problem or just want to get in touch, please use the following contact information:

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