# Hello and welcome!

The Modular Fantasy Village asset pack is using Unity standard assets as well as Post processing profiles. Due to Unity Asset Store policy I am not allowed to include these files. This guide will show you how to get everything together and have exact same look as it was shown in the trailer video.
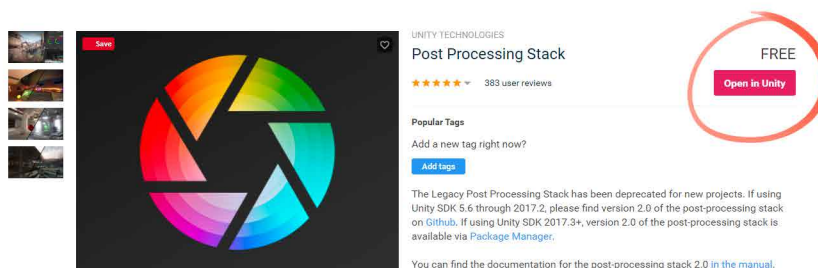
Installation guide.

1. Create a new project inside Unity or use existing one.
2. Import the asset pack.
3. go to "Scenes" folder and open "DEMO" scene.
4. go to Quality settings and set them as on this picture:
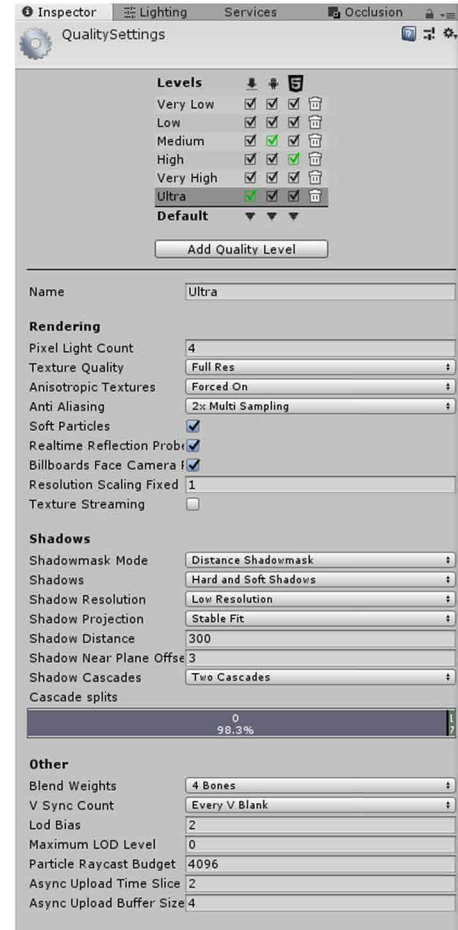
5. Get the Post Processing Stack here:
https://assetstore.unity.com/packages/essentials/post-processing-stack-83912

6. Import all content of the package.
7. Select "Main Camera" from the scene Hierarchy and add "Post Processing Behaviour (Script)"
8. Go to Assets - PostEffects Profiles. Select Main Camera once more and drag the "village_day" to the script's Profile window. Also press "Fix" if needed.
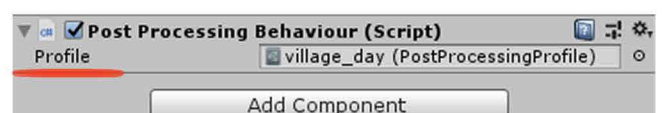
9. Everything should look as in the trailer now except the missing water. To get it download the unity standard asssets here:
https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351

10. Open it in Unity as before and import the water related stuff like on the image:
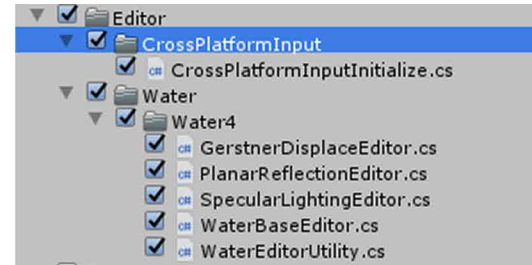
11. Get the water only scene here:
https://www.dropbox.com/s/mx4d6ion8rqq87n/water_only.unitypackage?dl=0

12. Import the package into the same project.
Go to Assets - Scenes and open "wateronly" scene.
Remember to save your current project!

13. Select "Water4Simple_demo_scene" from Hierarchy and copy.

14. Open DEMO scene again and paste(ctrl+v) the water.

15. Now you should have everything including the water =)