Lowpoly Style Desert Pack Readme

Thank you for your purchase. Here are a few things that are good to know, please read this before using.

Please note: Due to standard assets version compatibility, I am not allowed to include the effects in the Unity asset store package.
To achieve the same look as in the asset store demo and the images, you have to use Unity's Cinematic Image Effects package or the new Post Processing Stack effect for Unity 5.5+ - Both are from Unity Technologies and freely available at the asset store.

Here are the settings for the demoscene look, please use **DX11 Linear / Deferred Render mode**!
You can also use the **LUT** included for grading.

Tonemapping Color Grading (Script)

All following effects will use LDR color buffers.

✓ Eye Adaptation

Middle Grey	0.5
Min	-1
Max	1
Speed	1.5
Show Debug	☐

✓ Tonemapping

Tonemapper	Photographic
Exposure	1.39

✓ Color Grading

Precision	Normal

Shadows   Midtones   Highlights

Basics

Temperature Shift		0
Tint		0
Hue		0
Saturation		1
Vibrance		0
Value		1
Contrast		1
Gain		1
Gamma		1

Channel Mixer

Channel	Red Green Blue
Red	1
Green	0
Blue	0

Curves

Master
Red
Green
Blue

Use Dithering	☐
Show Debug	☐

Export LUT as PNG

◯ Lut

Bloom (Script)

Brightness Response (linear)

Threshold	0.85
Soft Knee	0.5
Radius	2
Intensity	0.7
High Quality	☑
Anti Flicker	☐

Lens Aberrations (Script)

◯ Distortion

✓ Vignette

Color	
Center	X 0.5 Y 0.5
Intensity	0.949
Smoothness	0.519
Roundness	1
Blur	0.031
Desaturate	0

◯ Chromatic Aberration

Anti Aliasing (Script)

Method	Subpixel Morphological Anti-aliasing
Debug Pass	Off
Quality	Ultra
Edge Detection Method	Color

Predication

Enabled	☐

Temporal (Experimental)

Enabled	☐

Ambient Occlusion (Script)

Intensity	0.61
Radius	2
Sample Count	Variable
Value	24
Downsampling	☑
Occlusion Source	G Buffer
Ambient Only	☑
Debug	☐

Global Fog (Script)

Script	GlobalFog
Distance Fog	☑
Exclude Far Pixels	☑
Use Radial Distance	☐
Height Fog	☑
Height	10.34
Height Density	0.001
Start Distance	100
Fog Shader	Hidden/GlobalFog