

Cartoon Style Fantasy Environment

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Introduction

The Cartoon Style Fantasy Environment asset package is designed to provide developers with a comprehensive set of tools and assets to create a wide range of different types of cartoon-style fantasy environments in Unity. The package includes a variety of different elements such as:

- Trees: 3D models of different types of trees, including both static and animated versions, to add a natural and realistic feel to the environment.
- Rocks: 3D models of different types of rocks, including both static and animated versions, to add a natural and realistic feel to the environment.
- Water shaders: A set of shaders that can be used to create a variety of different water effects, such as rivers, lakes, and waterfalls.
- Waterfall setup: A pre-configured system for creating realistic waterfall effects, including both visual and audio effects.
- Interactive grass: A set of interactive grass prefabs that can be added to the scene, which automatically detect the player and move and sway as the player moves through it. The prefab is easy to use, users just have to go to the Prefab folder and inside they have to open another folder named GrassInteraction, inside they will find the prefab called "GrassInteraction", the user just have to drag it into scene for the grass interaction to work. All the grass materials are added to the prefab and it automatically detects player with the Player Tag.
- Hand-painted stylized grass and dirt textures: These are for creating terrain layers, giving developers even more options for creating unique and immersive environments within their Unity projects.

These assets can be used to create a wide range of different types of environments, from lush forests to rocky mountains, and can be easily customized to suit the needs of your project.

System Requirements

Minimum Requirements:

- Unity version 2020.1 or higher
- Unity's Universal Render Pipeline (URP) version 7.3.1 or higher
- A computer with at least 8 GB of RAM
- A graphics card with at least 2 GB of VRAM

Recommended Requirements:

- Unity version 2021.1 or higher
- Unity's Universal Render Pipeline (URP) version 10.0 or higher
- A computer with at least 16 GB of RAM
- A graphics card with at least 4 GB of VRAM

Using the Asset

To use the different elements of the Cartoon Style Fantasy Environment asset package, you can follow these steps:

1. Interactable Grass:
 - Go to the "Asset" folder in your Unity project.
 - Inside the "Asset" folder, you will find a folder named "Prefab".
 - Inside the "Prefab" folder, there will be another folder named "GrassInteraction".
 - Inside the "GrassInteraction" folder, you will find a prefab named "GrassInteraction".
 - Drag and drop the "GrassInteraction" prefab into the scene.
 - The grass should now be interactive and will move and sway as the player moves through it.
2. Water Shaders:
 - Go to the "Asset" folder in your Unity project.
 - Inside the "Asset" folder, you will find a folder named "Materials".
 - Inside the "Materials" folder, you will find a set of water shaders that can be applied to 3D models to create different types of water effects such as rivers, lakes, and waterfalls.
 - To apply a water shader to a 3D model, select the model in the Unity scene, and in the "Inspector" window, look for the "Materials" section, click on the material and change it to the desired water shader.
3. Waterfall Setup:
 - Go to the "Asset" folder in your Unity project.
 - Inside the "Asset" folder, you will find a folder named "Prefab".
 - Inside the "Prefab" folder, you will find a prefab named "Waterfall".
 - Drag and drop the "Waterfall" prefab into the scene.
 - You can adjust the position, rotation, and scale of the waterfall as per your requirement.
4. Trees and Rocks:
 - Go to the "Asset" folder in your Unity project.
 - Inside the "Asset" folder, you will find a folder named "Prefab".
 - Inside the "Prefab" folder, you will find the "Trees" and "Rocks" folders.
 - Drag and drop the desired tree or rock prefab into the scene.
 - You can adjust the position, rotation, and scale of the tree or rock as per your requirement.
5. Stylized Grass and Dirt Textures:
 - Go to the "Asset" folder in your Unity project.
 - Inside the "Asset" folder, you will find a folder named "Textures".
 - Inside the "Textures" folder, you will find the folder named "Terrain" and inside you will "Stylized Grass" and "Stylized Dirt" textures.
 - To use the textures, you will need to create a terrain in Unity.
 - Select the terrain and in the inspector, find the "Paint Texture" option.
 - Select the desired stylized grass or dirt texture and paint the terrain.

Troubleshooting

1. Grass not moving:
 - Make sure that the "GrassInteraction" prefab is correctly placed in the scene and is correctly linked to the player.
 - Check if the player object has the "Player" tag assigned to it.
 - Check if the "GrassInteraction" prefab is correctly linked to the grass material.
 - Make sure that the "GrassInteraction" component is enabled in the "Inspector" window.
2. Water not rendering correctly:
 - Make sure that the water shaders are correctly applied to the 3D models.
 - Check if the 3D models have the correct mesh collider and material applied.
 - Check if the water shaders are correctly set up in the Unity project's graphics settings.
 - Make sure that the water shaders are correctly lit by the scene lights.
3. Waterfall not working correctly:
 - Make sure that the "Waterfall" prefab is correctly placed in the scene.
 - Check if the "Waterfall" prefab is correctly linked to the water material.
 - Check if the "Waterfall" prefab has the correct particle system.
 - Check if the "Waterfall" prefab is correctly lit by the scene lights.
4. Trees and Rocks not showing up correctly:
 - Make sure that the Tree or Rock prefab is correctly placed in the scene.
 - Check if the Tree or Rock prefab is correctly linked to the correct material.
 - Make sure that the Tree or Rock prefab is correctly lit by the scene lights.
 - Check the scale of the prefab if they are too small or too big.

Conclusion

These assets can be used to create a wide range of different types of environments, from lush forests to rocky mountains, and can be easily customized to suit the needs of your project. The package supports URP and is easy to use, it has clear instructions on how to use the different elements of the asset package. The package is available on the Unity Asset Store, and it's a perfect fit for games and other interactive projects that require a cartoon-style fantasy environment.

References

The below listed are some of the assets which inspired me to create this asset. I've learned a lot from them and still have a lot more to learn from them which will definitely reflect on future updates. Thanks to these amazing asset developers from the bottom of my heart.

1. Fantasy Adventure Environment - <https://assetstore.unity.com/packages/3d/environments/fantasy/fantasy-adventure-environment-70354>
2. Azure Nature - <https://assetstore.unity.com/packages/3d/environments/fantasy/azure-nature-167725>

3. Toon Fantasy Nature -

<https://assetstore.unity.com/packages/3d/environments/landscapes/toon-fantasy-nature-215197>