

Low Poly Rocks Pack by LMHPoly

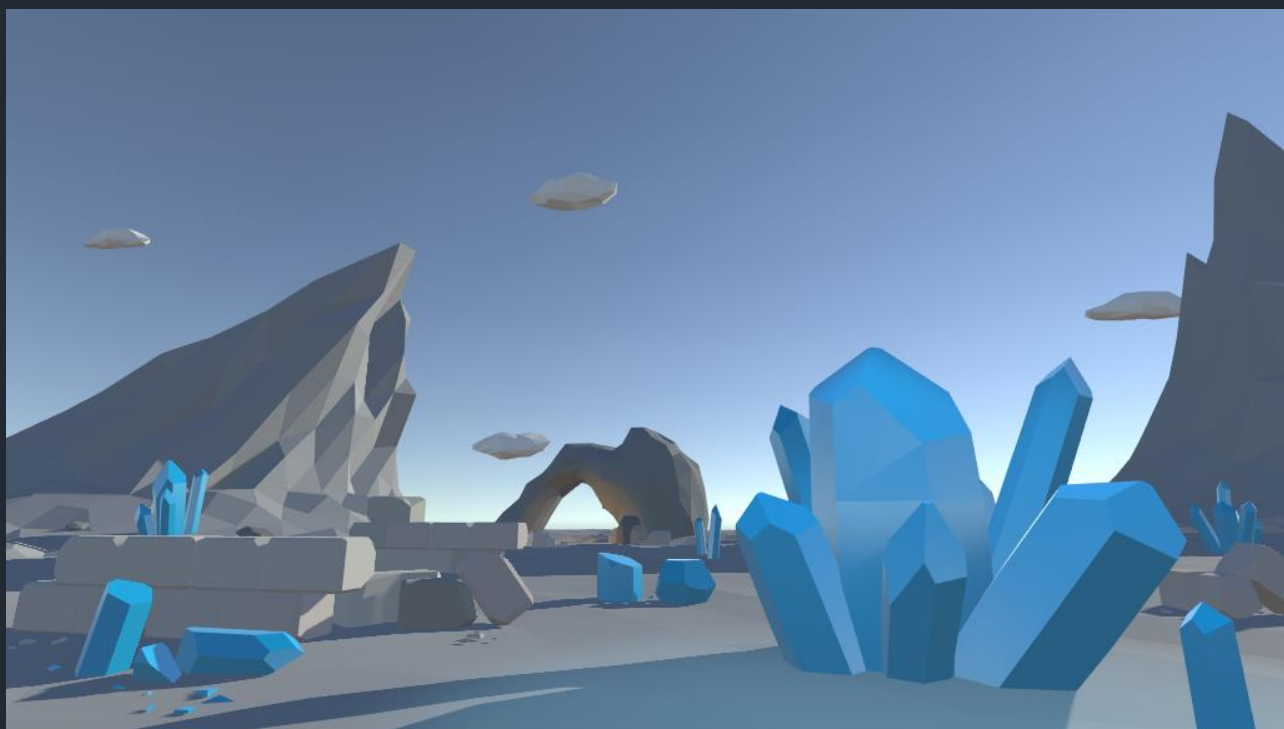


CONTACTS

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So now as you have imported whole “**Low Poly Rocks Pack**” assets. Open scene (Demo_04). Scene should look like this without any image effects:



BEFORE YOU BEGIN BUILDING YOUR WORLD!

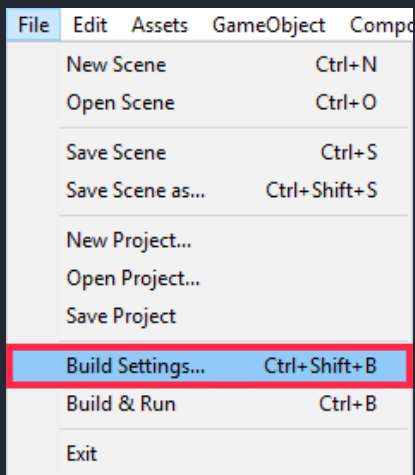
READ THESE STEPS TO ENHANCE DEMO SCENES TO LOOK AS ADVERTISED WITHOUT ANY ERRORS

or

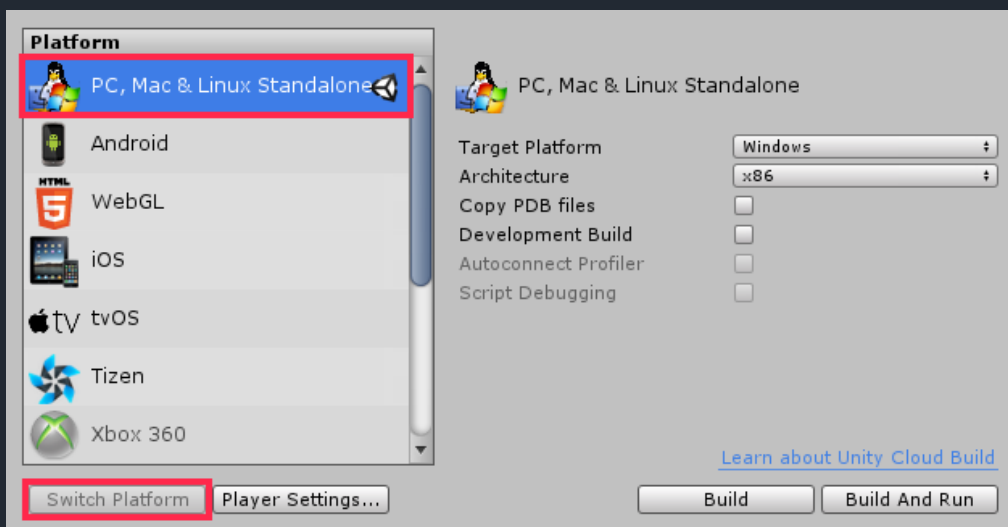
[Watch Video Tutorial Here!](#)

1. Make sure you are using **PC, Mac & Linux Standalone**!

Go to **File > Build Settings**

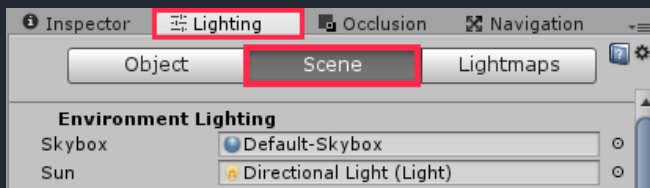


Select **PC, Mac & Linux Standalone** and hit **Switch Platform** button.

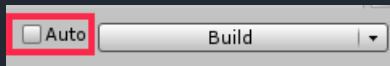


2. Before you go to the next step you need to **Disable Auto** build/bake feature.

You can find it in **Lighting** and select **Scene** tab.



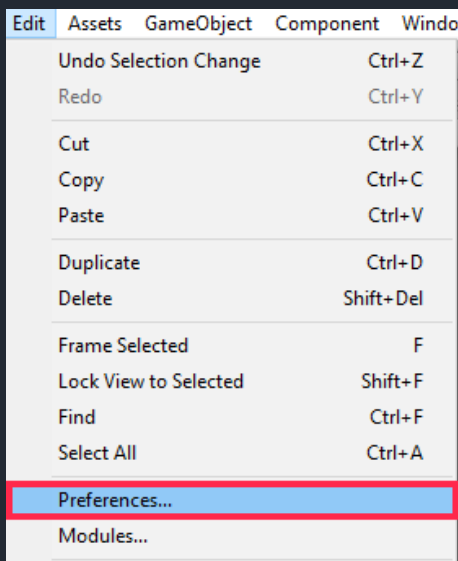
At the bottom you will see this:



Uncheck **Auto**.

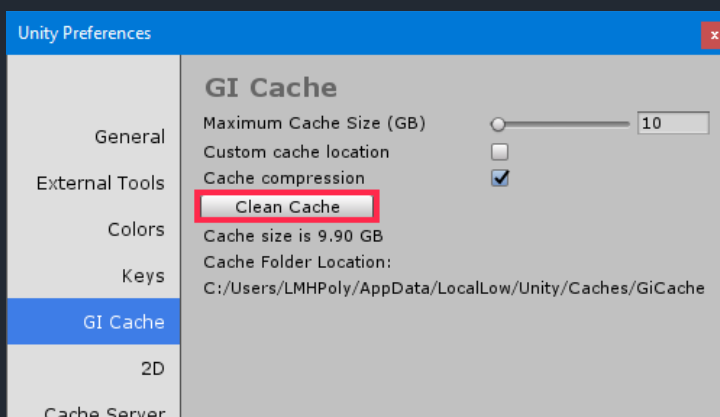
3. Clean GI Cache!

Go to **Edit > Preferences**



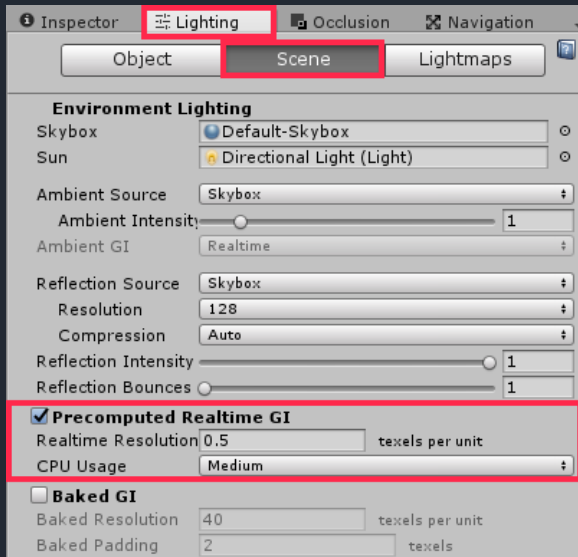
Select **GI Cache** tab

Press **Clean Cache** button!



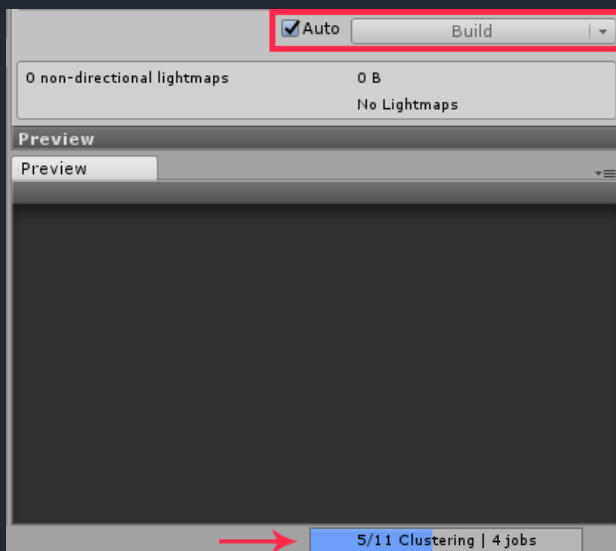
4. **Enable Precomputed Realtime GI (Global illumination)**. This enables realistic lighting.

Go to **Lighting** and select **Scene** tab. Here you can see **Precomputed Realtime GI** tab. Enable it and set **Realtime Resolution** to **0.5**



-Disable **Baked GI** if it's enabled (at the bottom of the **Precomputed Realtime GI**)!

Enable **Auto** build/bake feature



and wait until build is done (blue loading bar at right bottom corner).

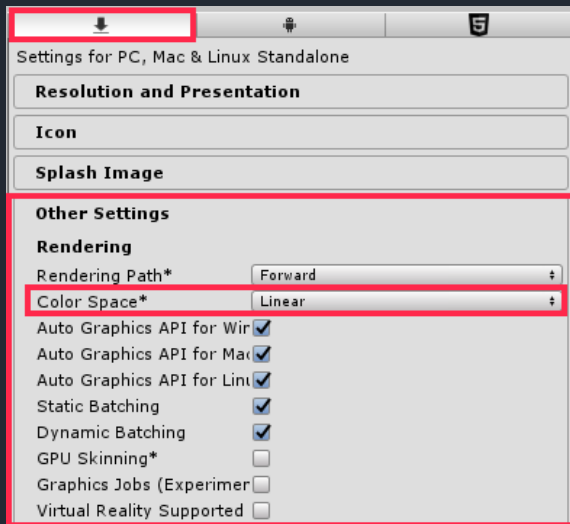
-If you get some errors, try to change **Realtime resolution** to other value. For all my scenes I recommend from **0.5** to **1+**!

Do it for every Demo Scene if needed!

5. Make sure that **Color Space** is set to **Linear**.

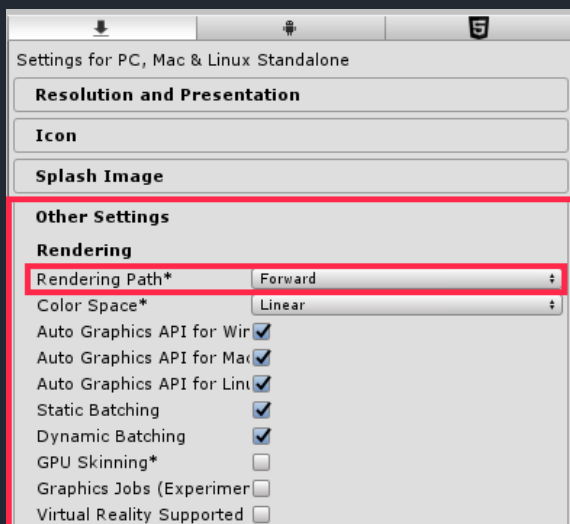
To do that go to **Edit > Project Settings > Player**

In the **Other Setting** tab, you will find **Color Space** set it to **Linear**.



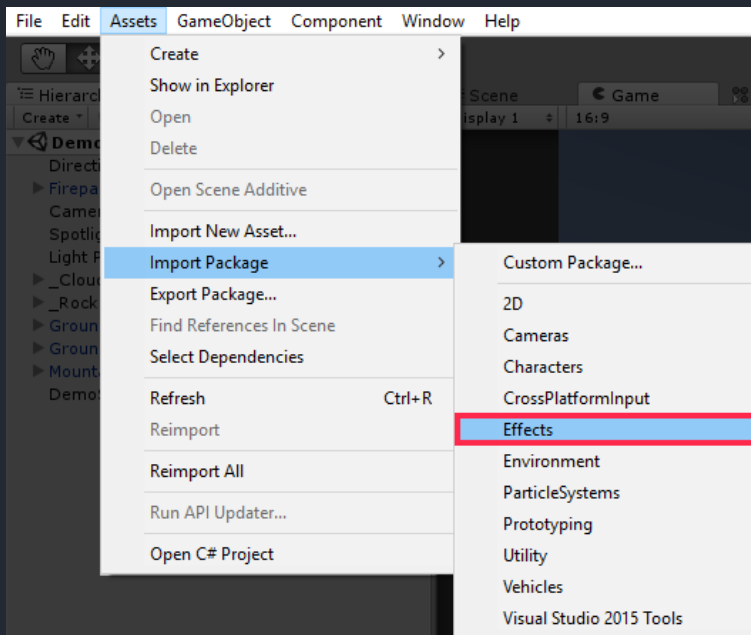
6. Make sure that you are using **Forward Rendering**.

You can find it in the same **Other Settings** tab as described before. Set **Rendering Path** to **Forward**.



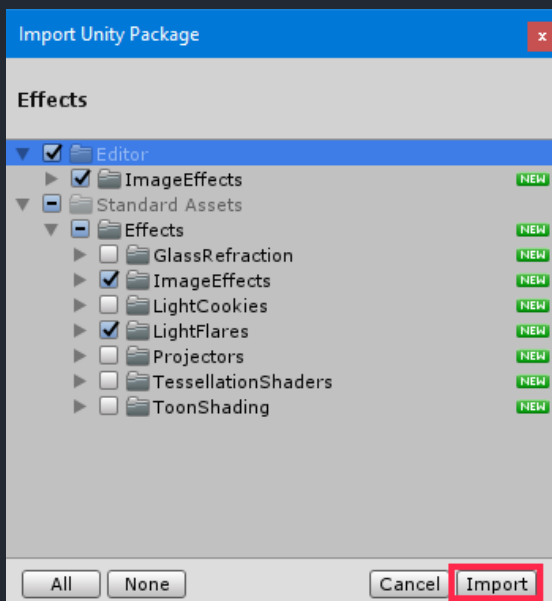
7. **Import Image Effects from “Standard Assets” package.** This needs to be done because every demo scene camera use image effects like (Ambient Occlusion, DOF, Color Correction and so on).

Go to **Assets > Import Package > Effects**



-If there are no **Effects** package to import, you need to download [Standard Assets](#) for your Unity build and install it!

Select only these folders:



- **Editor** (and everything that's inside that folder)

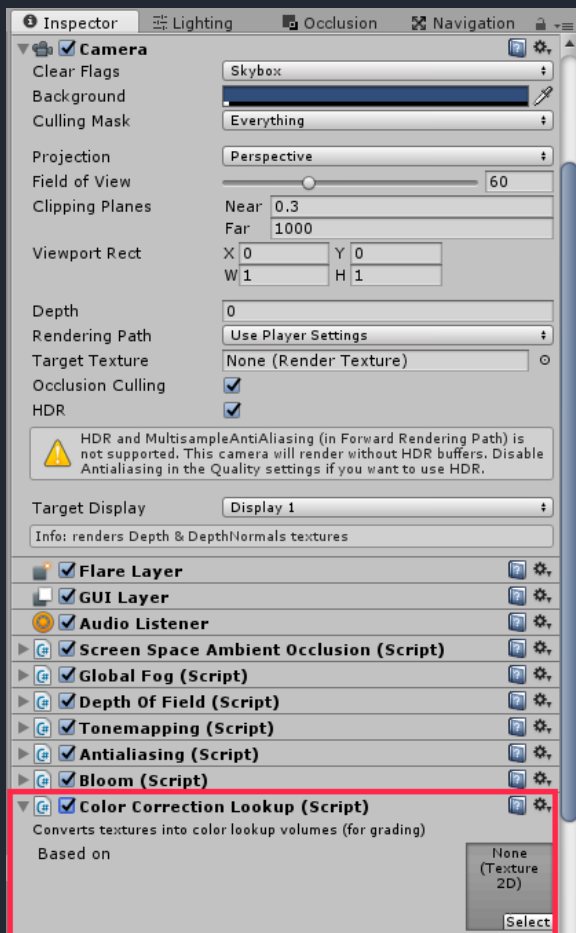
Inside **Standard Assets > Effects** select:

- **Image Effects**
- **LightFlares**

And **Import**.

After that, you will see all camera effects working like it should.

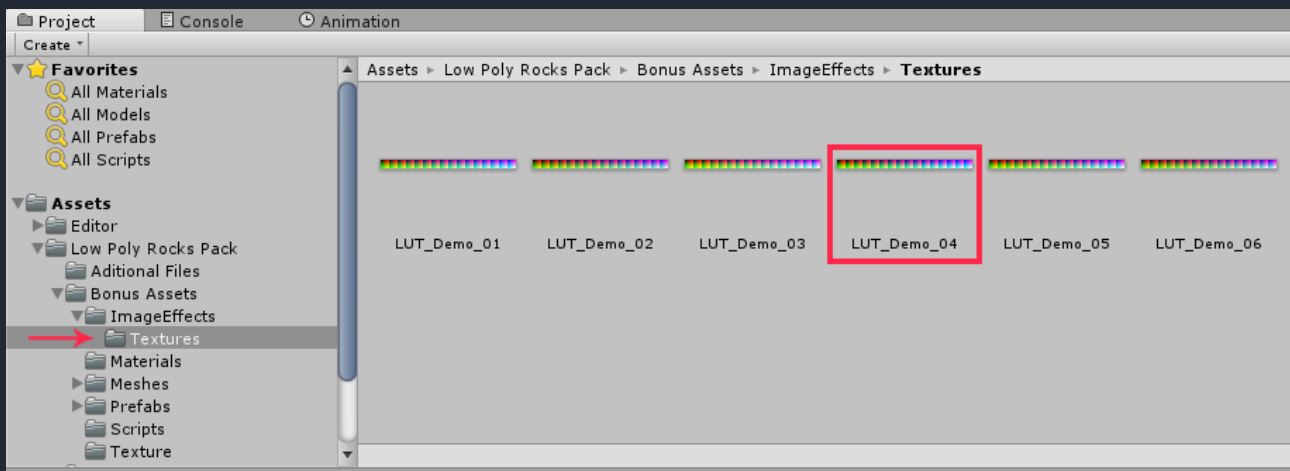
-Select **Camera** and make sure that **Color Correction Lookup (Script)** is working. Try to **disable/enable** it and see if colors change in **game view**!



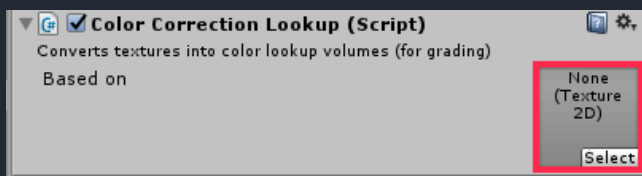
If it's not changing go to **part 8** if it's changing skip part 8!

-For Low-End PC's if you hit play and it lags, try disabling image effects one by one on the camera!

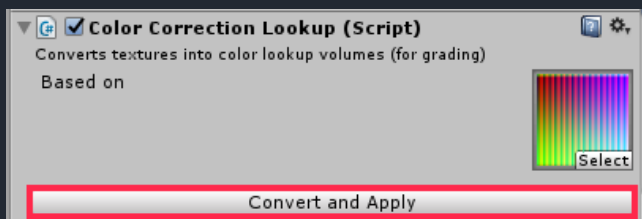
8. At **Project** tab go to **Assets > Low Poly Rocks Pack > Bonus Assets > Image Effects > Textures**



Grab and drag **LUT_Demo_04** texture file (this means that it's for Demo_04 Scene) to Camera **Color Correction Lookup (Script)** blank square where it says **None (Texture 2D)**.



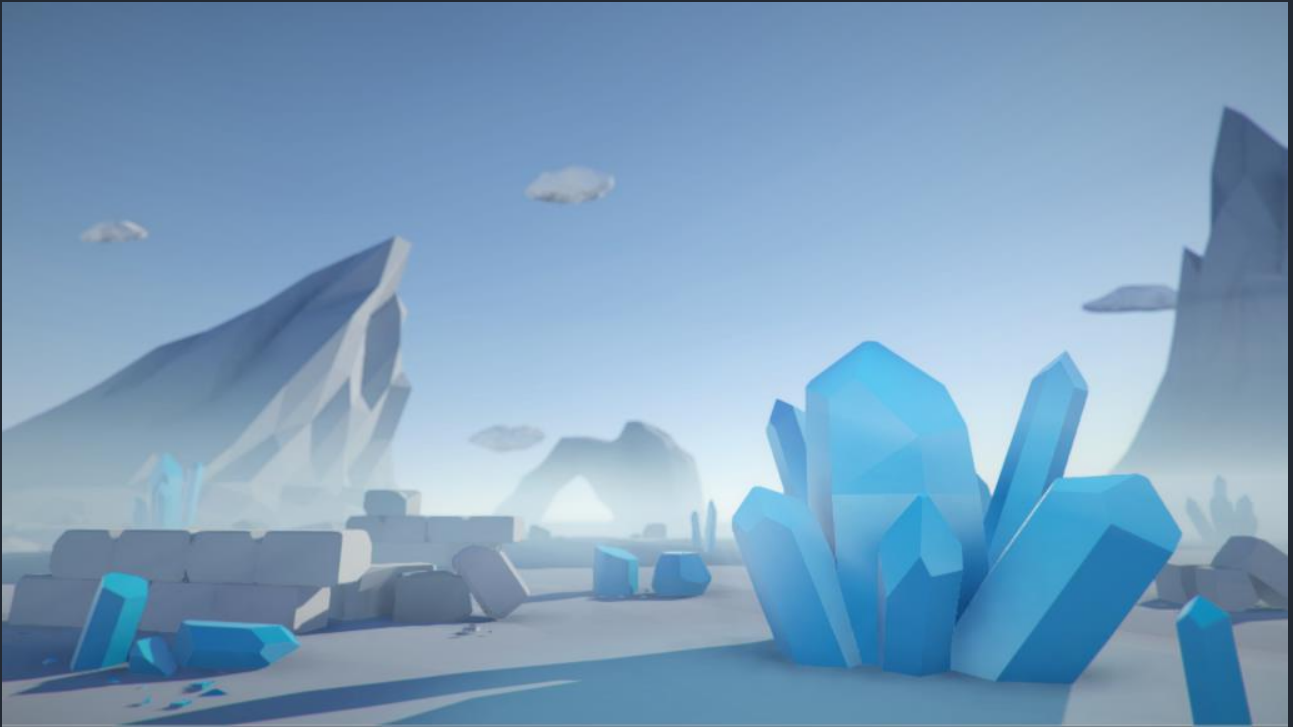
And press **Convert and Apply** button.



That's it. Now you have all camera effects working.

Do it for every Demo Scene if needed!

Now your scene should look like this (Demo_04):



Press Play and Enjoy!

If you have any questions please send me an email.

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HOW TO USE “Low Poly Rocks Pack”

It's very simple.

Go to **Assets > Low Poly Rocks Pack > Rock Assets > Prefabs**

Select which rock type you want to import to your scene. For example, open folder **Round_Rocks** select and drag **prefab** to your scene. That's it.

Same for **Bonus Assets**.

Go to **Assets > Low Poly Rocks Pack > Bonus Assets > Prefabs**

Select what you want and drag it to the scene.

Every model pivot is at the center bottom of the model, so you can easily drop it on the ground, scale and rotate.

-Use **Pivot** and **Global** settings for the best experience!

You can change it tapped on the **buttons**, which are near Move, Scale tools.



ADDITIONAL INFO

PREFAB NAMES

For example: **Rock_Round_crk_m_01**

crk – means rock is cracked.

m – medium size

You can find these letters:

s – small size

m – medium size

l – large size

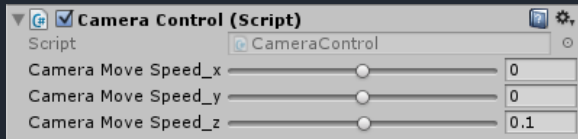
crk – means rock is cracked.

Keep in mind that every rock mesh is different, no matter is it small or large.

SCRIPTS

Every scene **Camera**, **Directional Light** and **_Clouds**(*an empty game object which contains all clouds on the scene*) has movement controls.

For example select **Camera** and on **Inspector** scroll down to the bottom, you will see **Camera Control (Script)** attached to it. Here you can control **Camera Movement Speed** using sliders.



Same with **Direction Lights** and **_Clouds**.

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