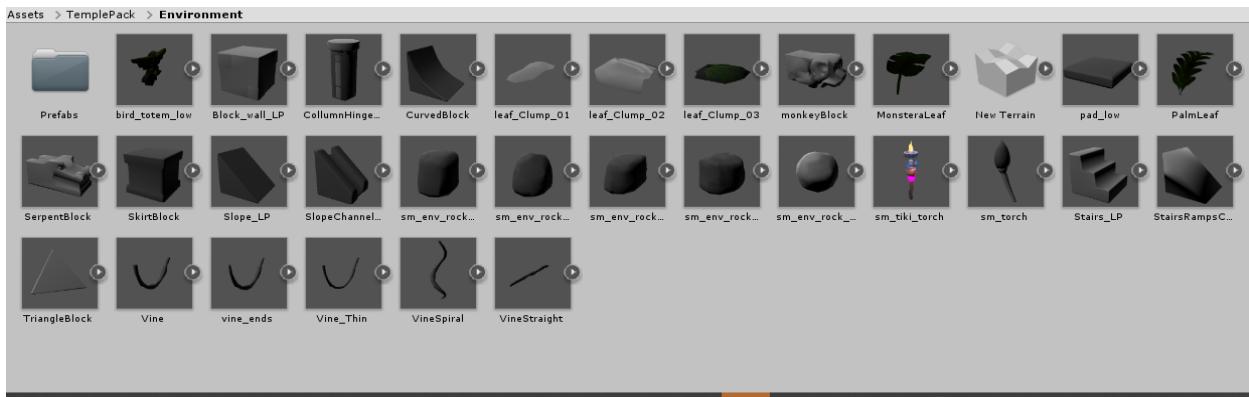


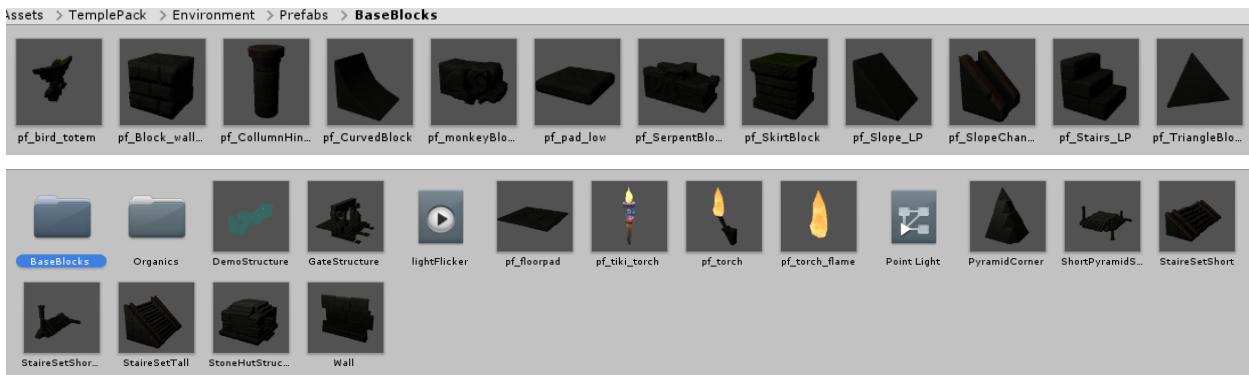


Hi there, firstly thank you for purchasing my asset pack, I hope it serves you well in whatever project you utilize it for. I plan to iterate on this pack with a few more updates including: (foliage, water features, treasure, and wildlife). I greatly appreciate your support and hope to ensure you are making the most of the features provided in the current version of this pack. As such I've provided a few examples of likely conflicts you may have while using the pack. In the interest of keeping it simple and to the point, I'll be concise. I've included a demo scene in the scenes folder for you to reference.

Proper Asset Use:



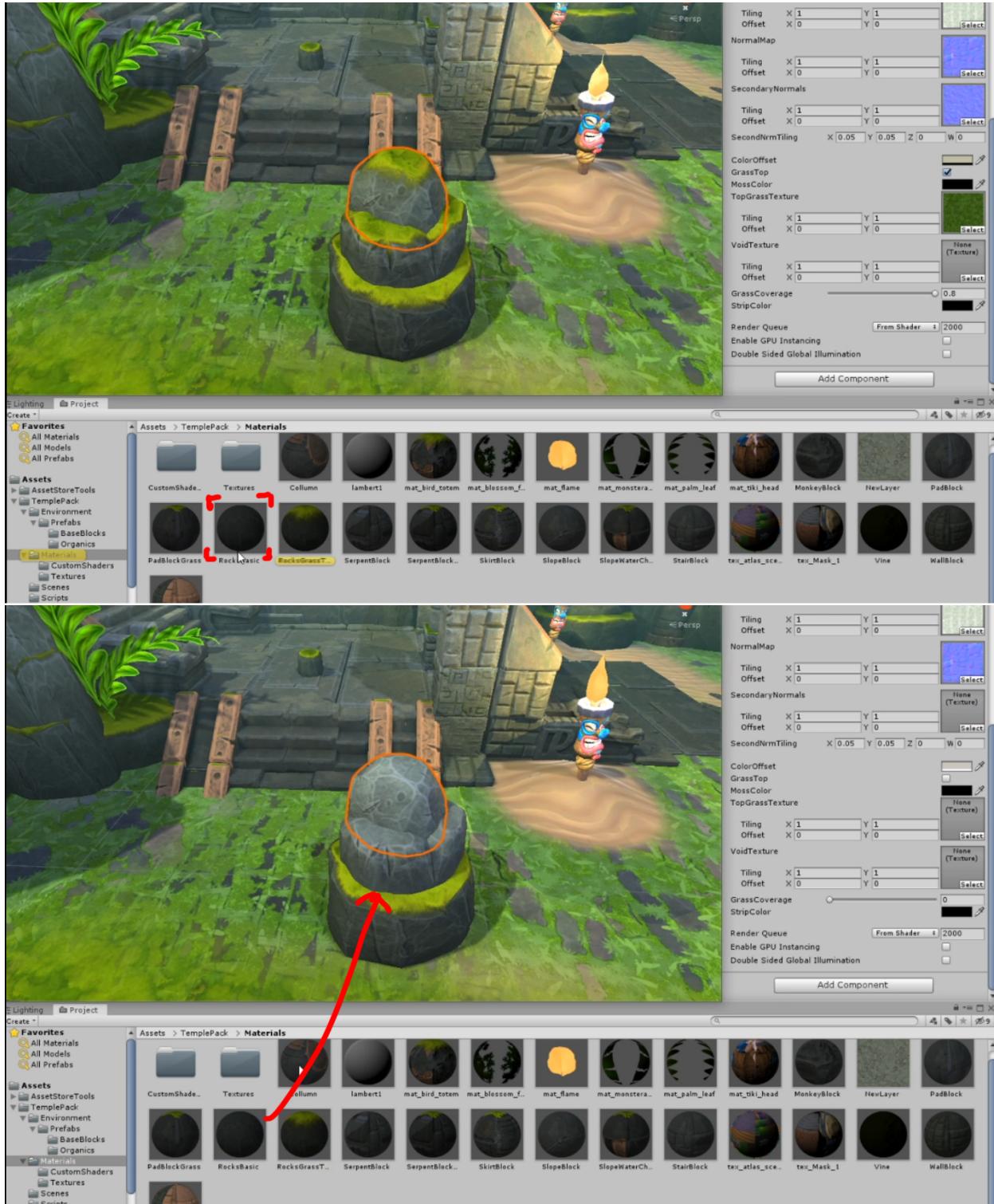
Don't use the assets in the root folder of Environment for your scene. They aren't set up with materials, and it is not optimal for unity's memory. Instead use prefab assets with prefix pf_



Using these assets will help save you time in the long run, help your scenes load quickly, and run efficiently.

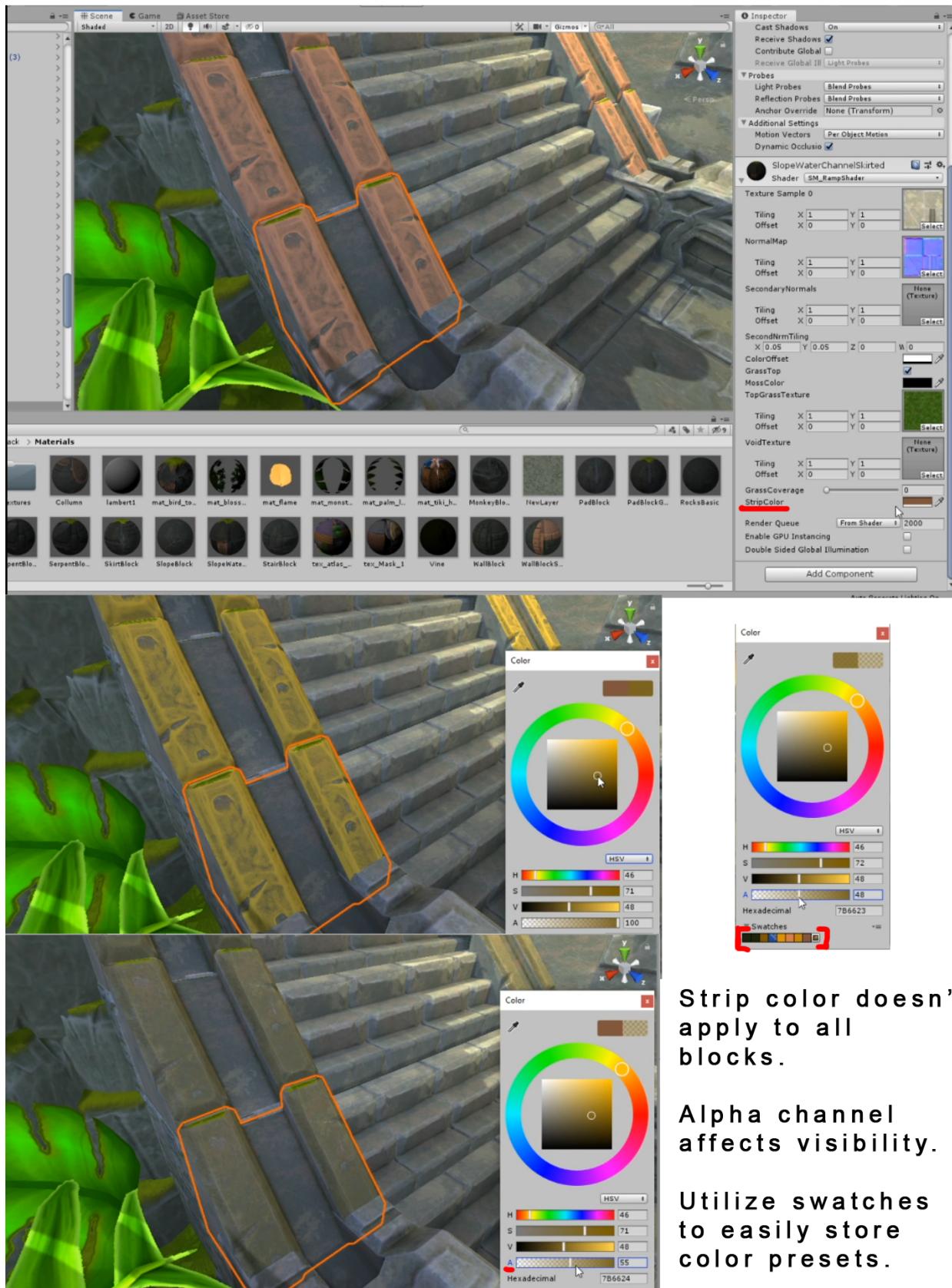
Material Variants:

Material variants allow you to use properties like Grass Top and Strip Color to certain models, while preserving the attributes of the source material. Simply put they are duplicates of the source material with changed properties.



Grass Top always generates on the top of objects using triplanar mapping

Strip Color:



Strip color doesn't apply to all blocks.

Alpha channel affects visibility.

Utilize swatches to easily store color presets.

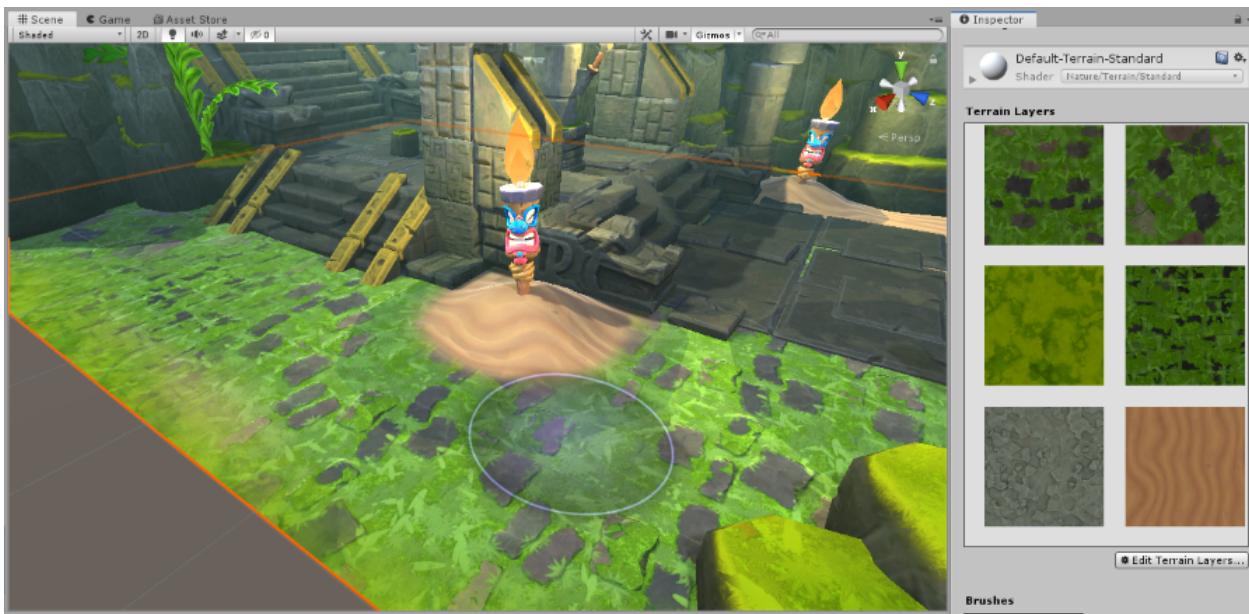
FX Features:



Note that flames have a behavioral script that will lock the y-up rotation as well as particle system for the flame wisps. These are only active in play mode. Geometry with a vertex offset shader makes up most of the effect, making the effect all in all very cheap on memory. They also have an animation that controls the flicker of the light, and a script that offsets flicker animation to neighbouring torches. The fog effect is done with the built in unity fog located in the light settings panel. [Window/Rendering/Lighting Settings](#)



Terrain Features:



This Kit includes a few terrain textures for you to utilize. It's quick and easy to get some nice results with this tool. Bear in mind that terrain can be an expensive feature to Unity's memory. Nonetheless the textures are there for you to utilize.

Concluding & Contact Info:

The rest I feel is fairly straightforward. Feel free to contact me if you have any questions, email is: stewartsm@hotmail.com

Thank you again and please show me what you make with the pack. I'm keen to see your creations!

