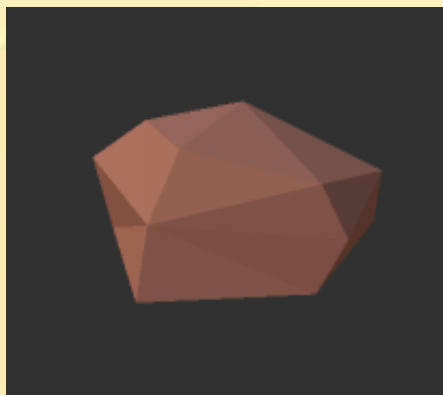
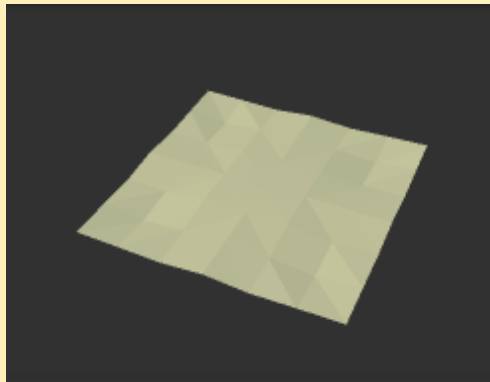


Thank you!

Hello! Thank you for choose the "*Free Low Poly Desert Pack*"! This document has been done for you can take advantage of the package in its entirety and facilitate their use. This package is a free sample of the "**Low poly Desert Starter Kit**", available in Asset Store (<https://www.assetstore.unity3d.com/#!/content/106709>)

The Free Low Poly Desert Pack is a package of assets for those who want to create low poly desert enviroments. The package contain folders that include some FBX files, Unity Prefabs and Basic Materials. In total, are 9 types of assets (9 with flat color and 9 with mixed colors).

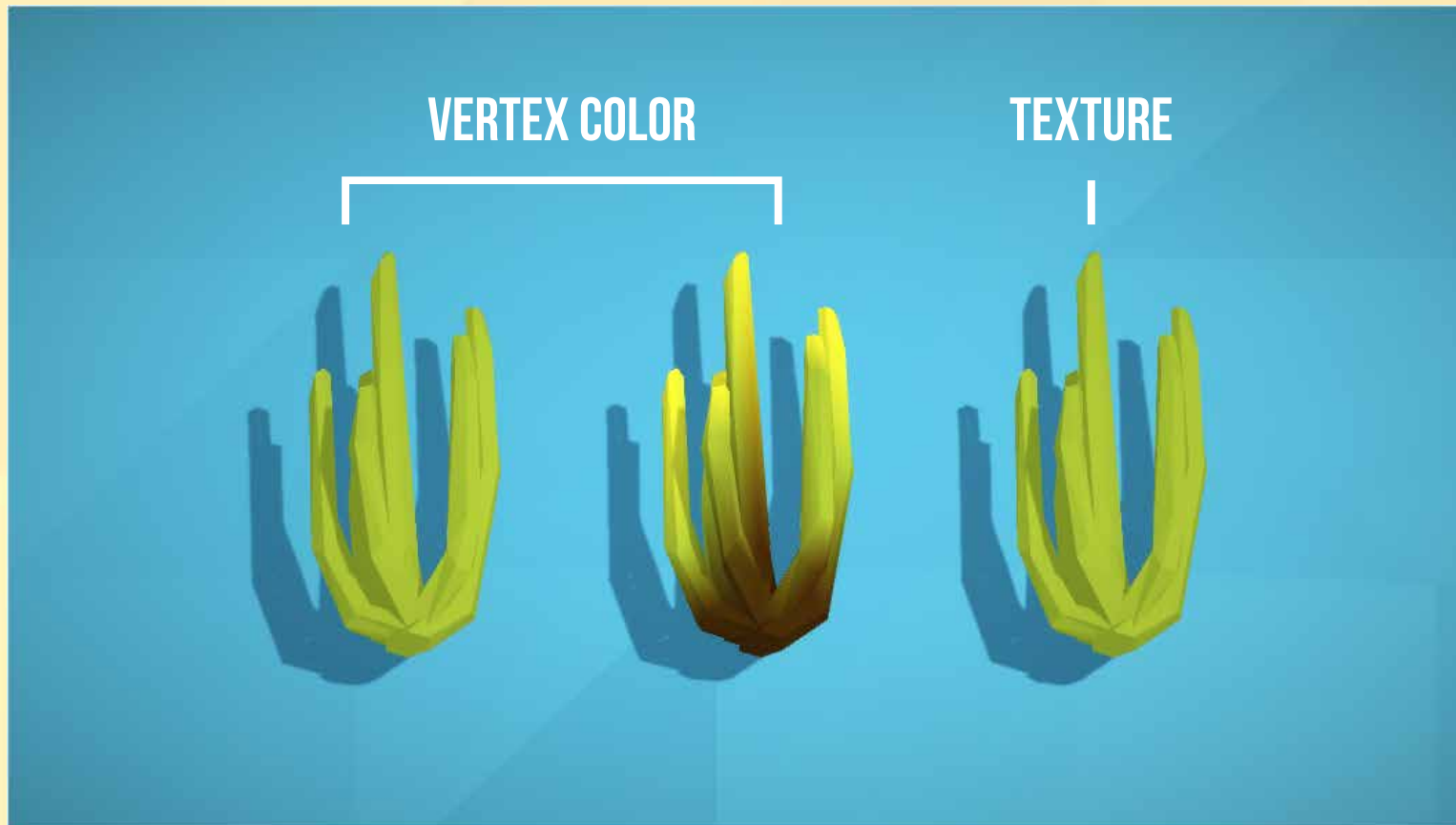
Are included 1 type of bone, 1 type of well, 2 types of cactus, 1 type of plants, 1 type of rocks, 1 types of terrains and 2 types of trees.



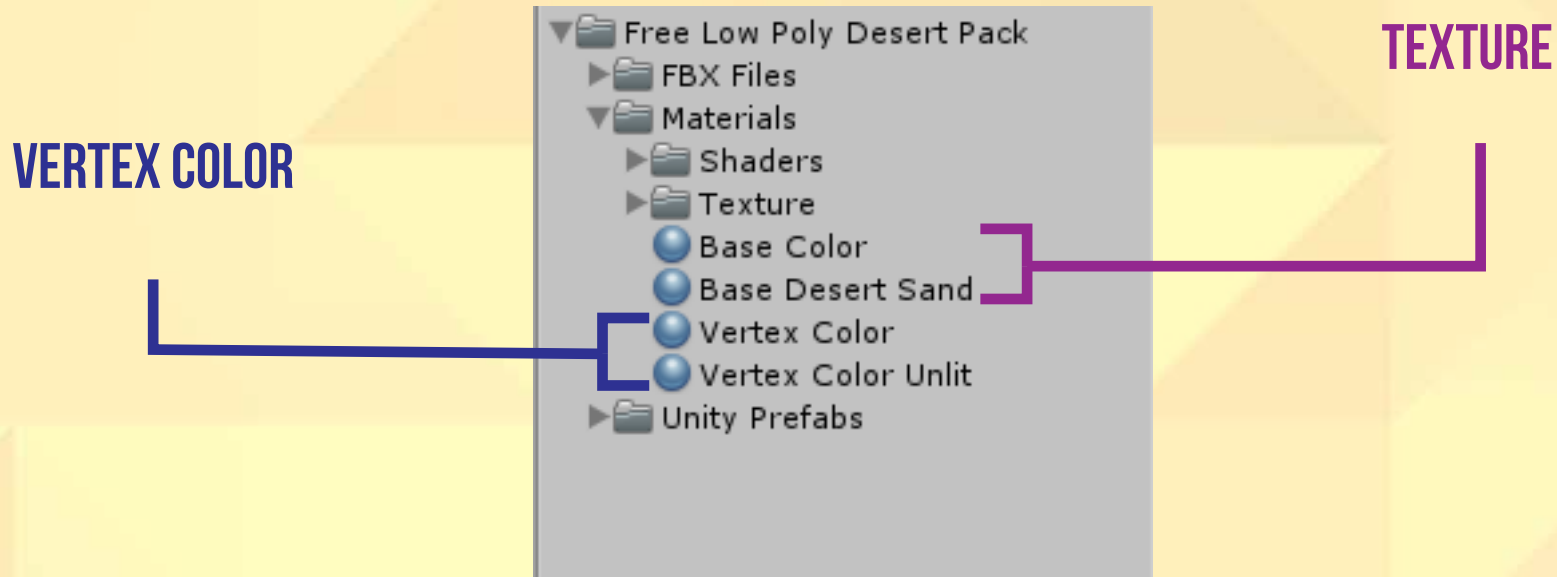
Materials

The package includes 4 types of materials: 2 basic textures materials and 2 types of vertex color materials. All prefabs (Flat_ and Mixed_) are using the material "Vertex Color" as default, ready to use.

The basic shaders are made using the Unity Manual as a reference, which you can check here :
<http://docs.unity3d.com/Manual/SL-Reference.html>



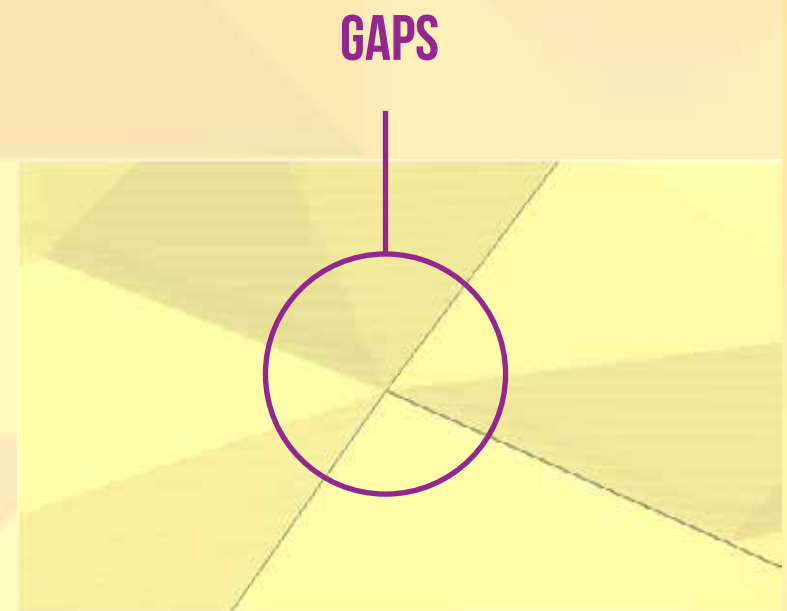
If you want to use the basic texture material ("Base Color" and "Base Desert Sand"), just drag and drop the material to the model. The texture based material can be used in the Flat_ or Mixed_ prefabs. However, if applied in a Mixed_ model, the asset will look like a Flat_ model, with the same appearance. The "Base Color" material can be applied in any models, except in the terrains. For those, use the "Base Desert Sand" material.



Assets Positions

Using the terrains and water assets, pay attention when you add them or move them into a scene. The terrains has the size of 10x10 Unity meters.

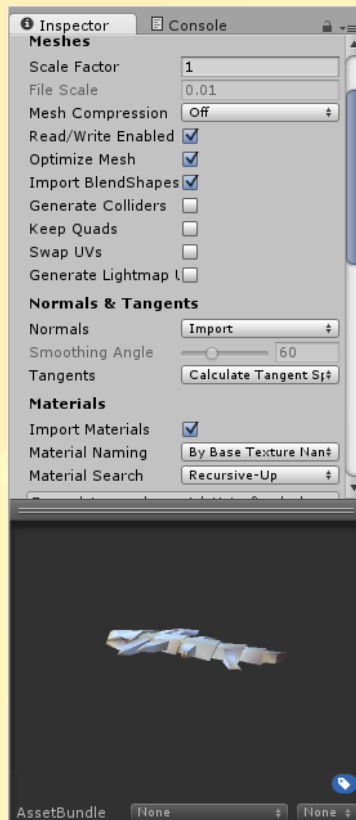
It's more easy to add them into a scene in the position (0,0,0), and, with the CTRL key down, move them to the wanted position. This avoids show little gaps between the meshes.



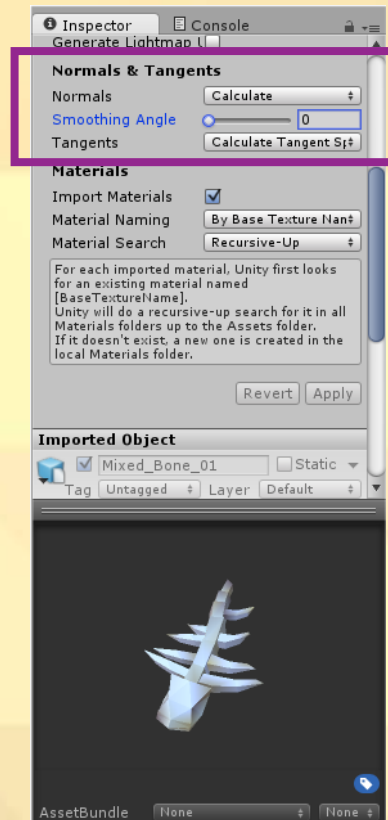
Change your asset

If you want a smoother appearance to your object, you can change it selecting the model in the FBX folder. In the Inspector, change the normals and tangents to calculate and set an intended value. Then, just apply it. The changes are more visible when you use the Mixed_ prefabs.

DEFAULT



VALUE = 0



VALUE = 180



Tip

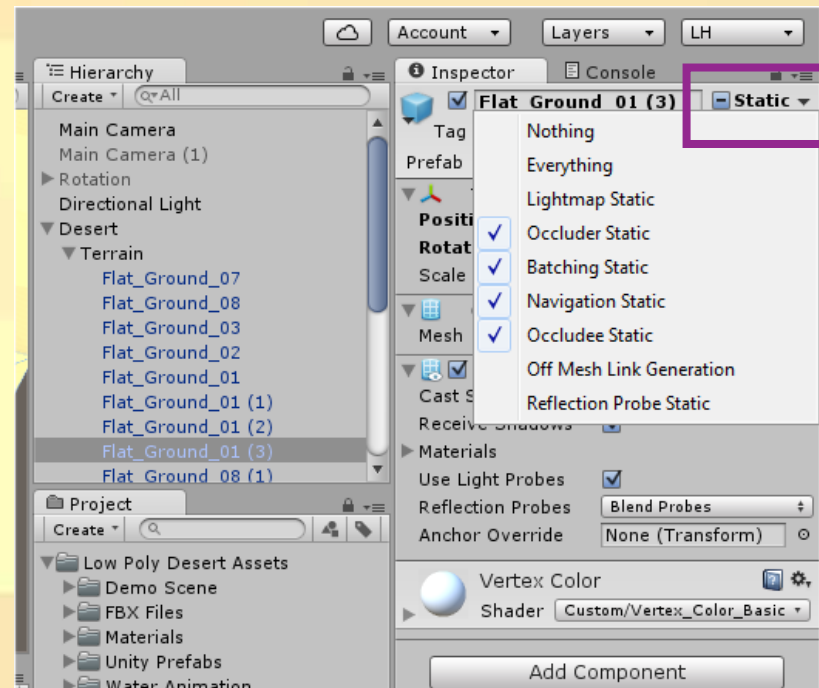
If your object do not move, scale or rotate in the scene, you can use the “Static” flag in the Object Properties panel. Static gives you the best performance for a non-moving objects.

See more in the Unity Manual:

<http://docs.unity3d.com/Manual/OptimizingGraphicsPerformance.html>

<http://docs.unity3d.com/Manual/DrawCallBatching.html>

Remember: Do not use “Static” flag in moving objects, like the water prefab!



Contact

If you had some problems, you missed something in the manual or in the package, have a suggestion or anything else, feel free to contact me at email: (23spacerobots.andcounting@gmail.com)

TWITTER: <https://twitter.com/23SpaceRobots>

TUMBLR: <https://23space-robots-and-counting.tumblr.com/>

Thank you!

