

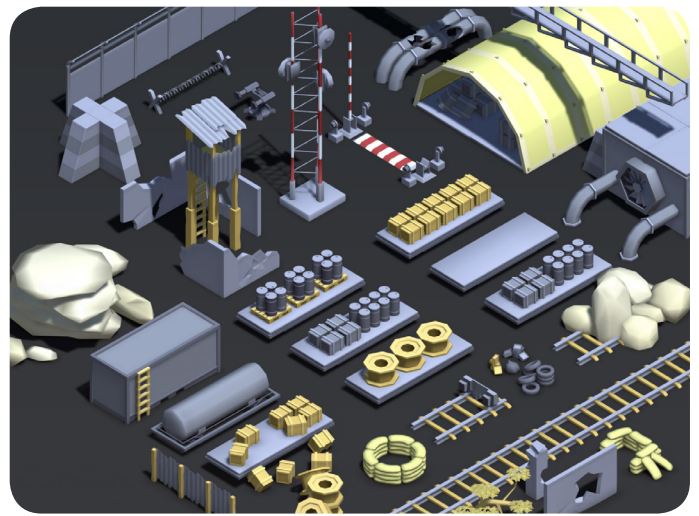


LEVEL KIT

WASTELAND

OVERVIEW

Wasteland package contains over 300 prefabs to create your own stylized wasteland environment. Most of the assets supports the grid snapping to provide a quick level creation.



PACKAGE CONTAINS

- Over 300 assets including props
- Over 150 pre-made prefab packs
- Visual effects (smoke and train lights)
- Animations (rotor and turrets)
- Demo scene
- Atlased textures
- Additional textures (snow, night, forest)

Package contains single models to create custom buildings, towers, environments etc. Also this level kit contains premade prefab packs for quick level creation.

You can easily change, adjust or even create a totally new sets of colors for all of the assets - and super fast!

You can use this package for multiple ways: FPS, 3rd person or even in orthographic game style!

REMEMBER TO RATE THIS PACKAGE!

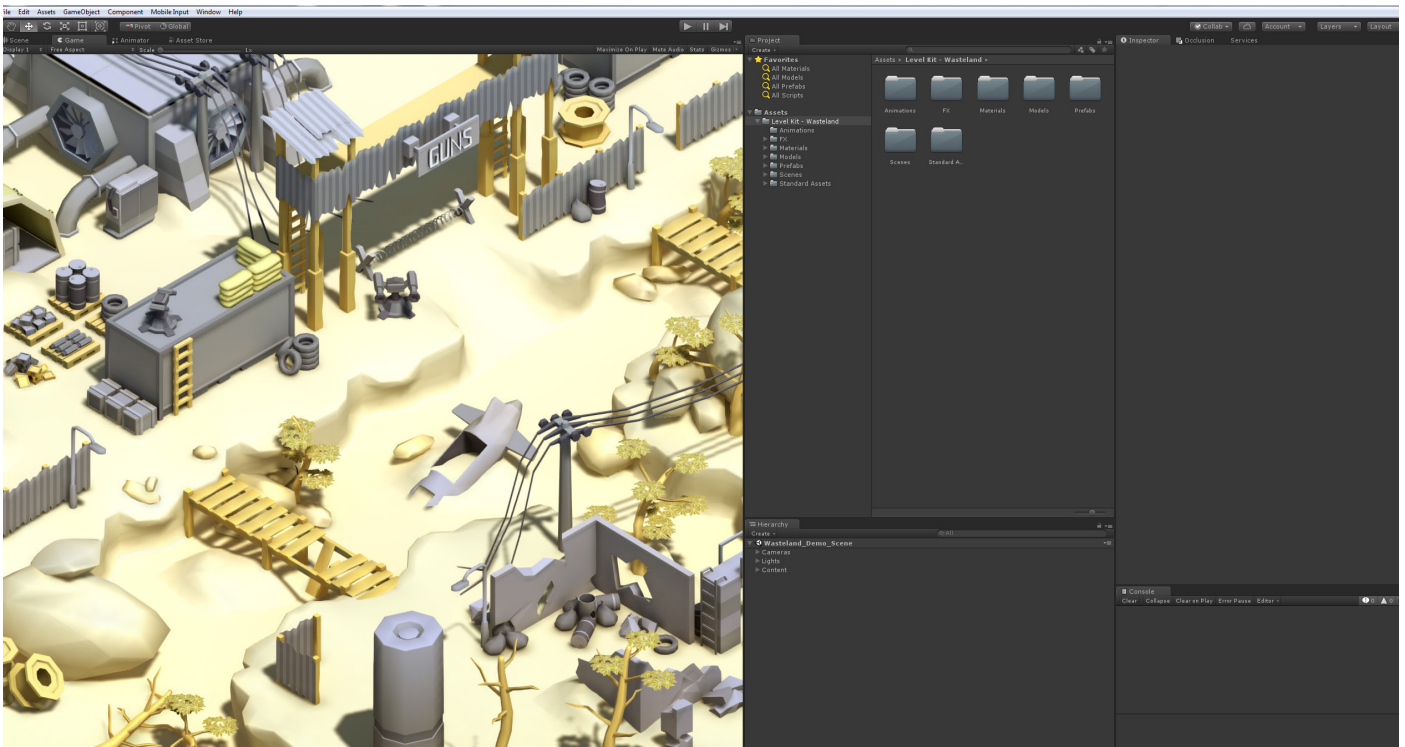
INSTALLATION

IMPORTING FROM UNITY ASSET STORE

- Open Unity and open the Asset Store tab. Click “toggle download manager” and find the purchased “Level Kit - Wasteland” -package in the downloads list. Click “Download” and after it has finished, click “Import”.

IMPORTING OUTSIDE ASSET STORE [LOCAL]

- Open Unity and import the complete asset package: Click in Assets - Import package - Custom package and select “Level Kit - Wasteland” Unity package and import the complete package.



DEMO SCENE

- You can find the demo scene in Assets / Level Kit - Wasteland / Scenes / **Wasteland_Demo_Scene**

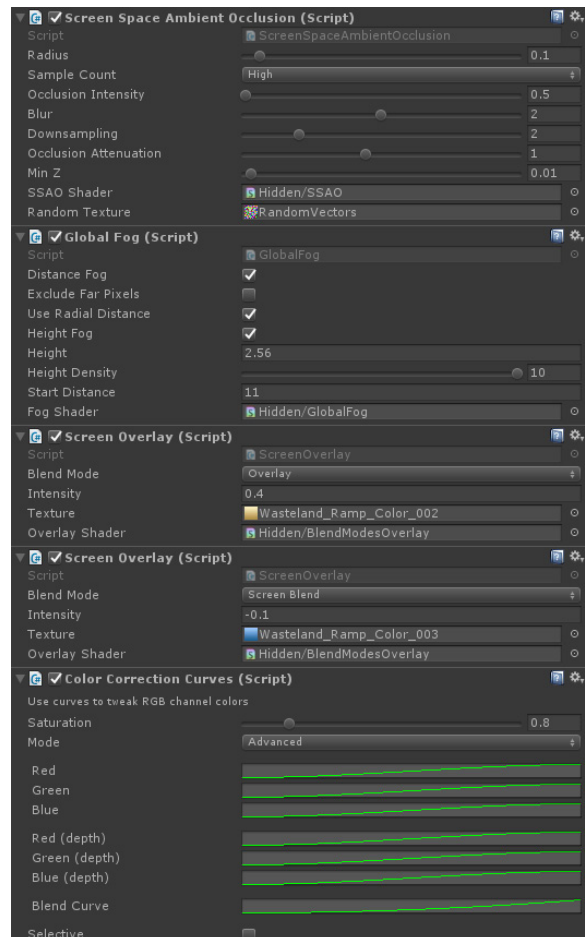
CAMERA SETUP

If you want to modify the visual styles of the camera. Import the “Standard Assets” to Unity from the Unity Asset Store and let’s make some addons for the in game cameras. Here are some basic setups for the perspective and orthographic cameras.

PERSPECTIVE CAMERA

1. Add “Global Fog” and add the image basic values or modify them to fit our scene and view.
2. Add “Screen Overlay” and pick-up texture “Wasteland_Ramp_Color_002” and add the values.
3. Add “Screen Overlay” and add texture “Wasteland_Ramp_Color_003” and add the values.
4. Add “Color Correction Curves” and add the values. Curves are default but you can always modify them.

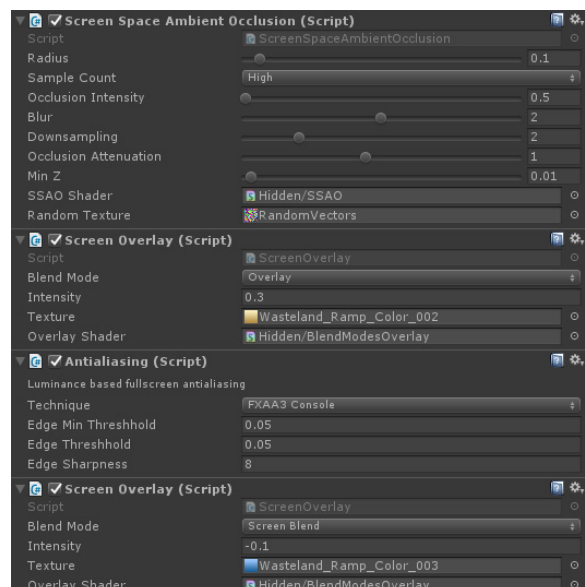
(Notice that high visual effects slows down the fps in mobile use.)



ORTHOGRAPHIC CAMERA

1. Add “Screen Space Ambient Occlusion” and add the values.
2. Add “Screen Overlay” and pick-up texture “Wasteland_Ramp_Color_002” and add the values.
3. Add “Antialiasing” and add the values.
4. Add “Screen Overlay” and add texture “Wasteland_Ramp_Color_003” and add the values.

(Notice that high visual effects slows down the fps in mobile use.)



MODIFY OR ADD NEW MATERIALS

You can easily modify the assets colors or add totally new ones. Here are two easy ways to complete these steps.



MODIFY MATERIALS

1. Locate folder Assets / Level Kit - Wasteland / Materials / Textures and you will find 4 different texture atlases:
 - Wasteland (default): LEVELKIT_Wasteland_Texture_Atlas_2048x2048.jpg
 - Forest: LEVELKIT_Wasteland_Texture_Atlas_Forest_2048x2048_001.jpg
 - Night: LEVELKIT_Wasteland_Texture_Atlas_Night_2048x2048_001.jpg and
 - Winter: LEVELKIT_Wasteland_Texture_Atlas_Winter_2048x2048_001.jpg
2. For easy modifying - just open one of the images and updated the colors at left up corner.
3. Inside Unity: Open material "Wasteland_Atlas_2048x2048" and change the texture to new one. By updating this material source - it will update the texture to all the asset.

ADD NEW MATERIALS

1. Locate LEVELKIT_Wasteland_Texture_Atlas_2048x2048.jpg and duplicate it to create new.
2. Open the image and change the colors at left up corner to match your new colors.
3. Inside Unity: Open material "Wasteland_Atlas_2048x2048" and change the texture to new one. By updating this material source - it will update the texture to all the asset.

SUPPORT

If you need any kind of support related to this package. Contact us via email: service@bugshell.fi and we will reply you back soon as possible.

Notice that we are not serving support during weekends.

Customer service
mon-fri 8.00-17.00

service@bugshell.fi

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