

### Naming convention:

The assets in this package use the “**TSI**” prefix, if you're using other packs from the **ToonScapes Series** in conjunction with this one, you'll be able to easily identify the origin of an asset.

The last letter in the Name, usually is a capital letter, such as: “**TSI\_Bottle\_01A**”. It signifies the color scheme of the asset. For more color schemes of an asset, the naming would continue as follows: “**TSI\_Bottle\_01B**”, “**TSI\_Bottle\_01C**”, etc.

### Prefabs:

If you use assets from the “**Prefabs**” folder, then no further setup is required and you can skip the next paragraph.

The source files are contained in the “**Models**” folder. When needed, custom mesh colliders were used and were exported in the hierarchy of their respective asset. If you plan on using the source .FBX files, then you will need to remove the “*Mesh Renderer*” and “*Mesh Filter*” component from the collider asset.

The Prefabs are structured in multiple folders, like “**Vegetation**”, “**Rocks**”, “**Props**”, etc.

### Demo Scenes:

There are **three** scenes included in this pack, **two** of them sharing the artistic environment, but different lighting settings (**day** and **night**) and another scene, with all the assets placed on a grid and grouped in large categories.

The reflection probes in the scenes have been set to real-time and will need to be enabled from Quality Settings (in Project Settings).

### Shaders:

The assets use **custom shaders** for the most part, but the overall look of the package doesn't change drastically if the shaders are replaced by default Unity shaders (**performance is also similar**).

The **toon shaders** have a custom lighting model which tries to replicate the CEL shaded effect.

The [vegetation shaders](#) have wind effects included. In order to access and edit this effect, a game object with the **“WindManager” script** attached to it is needed in the scene.

You can also disable the wind effect entirely, on each material separately.



You can edit the **“Direction”**, **“Strength”**, **“Scale”**, **“Speed”** and the **“Jitteriness” (mostly visible on trees)** of the wind in the scene.

The **“Noise Texture”** gives the pattern of the wind effect.