



# Fantasy Adventure Environment

QUICKSTART GUIDE

STAGGART CREATIONS

[HTTP://STAGGART.XYZ](http://staggart.xyz)

## 1 THANK YOU FOR PURCHASING THE FANTASY ADVENTURE ENVIRONMENT!

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**Note:** This PDF is a quickstart guide, the full documentation can be found at: <http://staggart.xyz/unity/fantasy-adventure-environment/fae-documentation/>

Please consider rating the package through [your download list](#) or leave a review at [the store page](#) once you're familiar with it.

Feedback and suggestions can be made in the forum thread:

<https://forum.unity3d.com/threads/486102/>

## 2 GETTING STARTED

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### Importing

Import the Unity package through the Asset Store download manager (Found under Window->Asset Store).

You may receive a warning message about obsolete APIs, it is completely safe to run the API updater.

### Universal Render Pipeline conversion

Go to Help->Fantasy Adventure Environment to install the URP shaders and upgrade materials.

In your pipeline asset (the one assigned in the Graphics options), be sure to enable the "Depth texture" and "Opaque texture" options, these are required for the water to render properly.

If you intend to move the package folder, that's certainly possible. However, you will need to right-click the "Shaders" folder and choose "Re-import". This'll force Shader Graph to recompile the shaders, and update a file path. Otherwise you'll be posed with "failed to open source file" console errors.

### Demo scenes

FAE\_Demo1: The main demo scene, which is intended to demonstrate the practical uses of the assets. In order to start building your world, you can browse the prefabs in the /Prefabs folder and use them as you see fit.

FAE\_AssetOverview: A scene with all the assets lined up and their LODs

FAE\_RocksDemo: All the rock assets showcased, and some best practice examples.

FAE\_CliffCoverageDemo: A demo scene which makes use of the cliff coverage shader, and a demonstrates the use of a "coverage map".

### Unity terrain

It's important to note that the vegetation items will not work on the terrain as "Detail objects". This is because they have LODs, which is incompatible. It is also undesirable to use the assets in this way, since the shader would be overridden by the built-in terrain grass shader.

Instead, add the vegetation items as "Tree Objects". This also applies to assets like Gaia or Map Magic.

I highly recommend using tools such as [Easy Scatter](#) or [Mesh Brush](#), which have a lot more options for distribution.

### Other topics

- [Environment set up](#)
- [Features](#)
- [Customizing assets](#)
- [Scripts](#)
- [Shaders](#)

## 3 SUPPORT

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Should you run into any issues or have questions/feedback, please do not hesitate to reach out! I will do my best to respond as soon as I can.

Unity forums thread: <https://forum.unity3d.com/threads/486102/>

E-mail: [contact@staggart.xyz](mailto:contact@staggart.xyz)

Twitter: [@\\_staggart](#)