

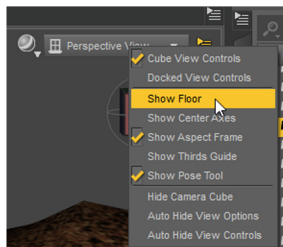
INSTRUCTIONS

"The Secret Beach" environment set

Click on The Secret Beach Full icon to load the full environment set with a number of decals loaded on the sand prop.



FULL SET MAP



Water level is below the ground, so switch off the floor for easier getting around the scene.

The set will load with the environment rendering settings applied (the Daytime Sky Preset), to change to sunset just click on the Sunset Sky Preset (nothing needs to be selected in the scene to apply these settings).

If you want to adjust these settings you can find them in the Render Settings/Environment.

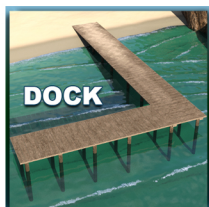


This full set is optimised, which means some of the props are merged into one object. Rocks and plants of the same type will appear as one object and you will not be able to move them separately, the wooden props (sunbeds, tables and benches) although merged will still be possible as separated props.

In the Props folder you will find all of the separated props used to create the full set, this allows you to build the environment however you like. In this folder, you will find the rocks as separate props that you can load and move around the scene as you like.



MERGED AND OPTIMISED VERSION



SINGLE PROPS

NOTE: If you decide to load all of the props separately it might be too heavy for some computer configurations (lagging in the scene or taking a very long time to start rendering), for that reason you have the optimised version which should work on an average machine with no problems.

If the optimised full set has some rocks or plants that you don't want in your scene but they are merged with other props you like, you can go to Tool Setting/Geometry Editor and switch off the visibility of that particular surface.

DECALS: You can find the decals inside the Decals folder. There are 3 decals - Dried Leaves Decal, Shells and Seaweed Decal, and Wet Sand Decal. The Wet Sand Decal will load in the position on the edge of the water to represent the sand that got wet from the waves.

The dried leaves, shells and seaweed decals can be positioned on any part of the sand and in any number you like. When you load them just move them where you like.

IMPORTANT: Make sure to select the All Sand prop in the scene when you load the decals so they load parented on the sand prop.

When you move the decals make sure that you always have the blue arrow (when the universal tool is selected you can see the blue, red and green arrows) pointing directly away from the sand surface, also make sure that the bounding box (the white corners around the decal shown when it's selected) is touching the sand otherwise the decal will not be visible in the render.



CORRECTLY PLACED DECAL

UPPER CORNERS OF THE BOUNDING BOX ARE VISIBLE AND LOWER CORNERS ARE IN THE SAND