

# CatStudio

## - Map Series 1 -

### Manual

Map Series List: [https://www.catstudio.jp/ua\\_mapseries.html](https://www.catstudio.jp/ua_mapseries.html)

# Types of map parts



×4 (4-way)



(Y rot 0 deg)



( 90 deg )



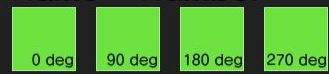
( 180 deg )



( 270 deg )

# Parts list

## Name + Number

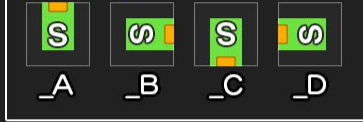


Characters at the end of the word

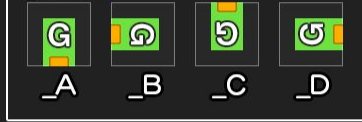
★ = Number (variation)

\_A \_B \_C \_D = Rotation Type

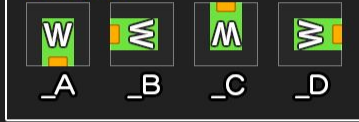
## start★



## goal★



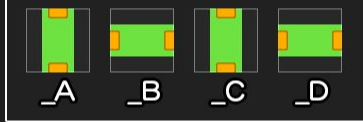
## warp★



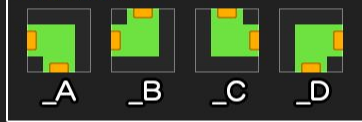
## Structure Diagram



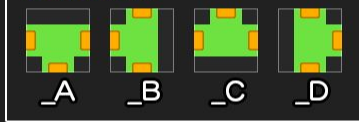
## road★



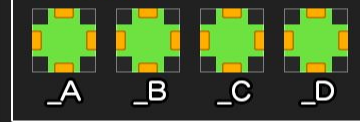
## curve★



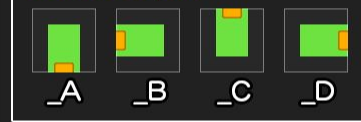
## forked★



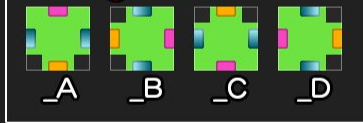
## cross★



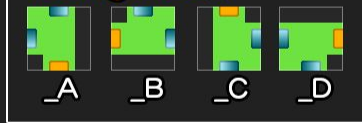
## roadstop★



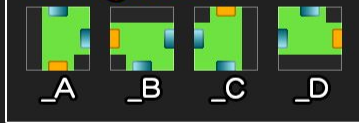
## roomgateA★



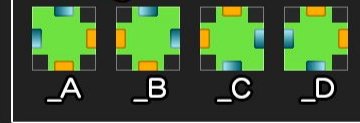
## roomgateB★



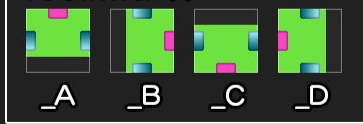
## roomgateC★



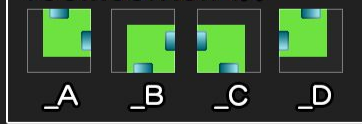
## roomgateD★



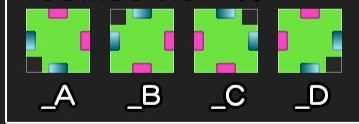
## roomwall★



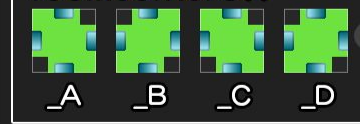
## roomcornerA★



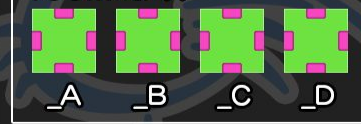
## roomcornerB★



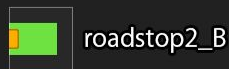
## roomcornerC★



## roomflat★



Example:

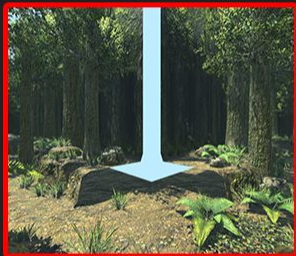


# Rule of arrangement Part 1

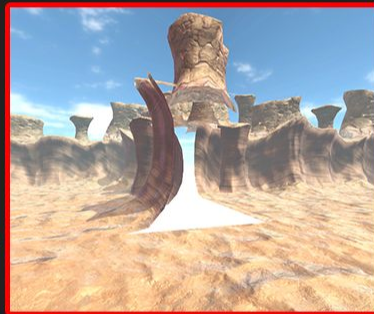
Map Series : [https://www.catstudio.jp/ua\\_mapseries.html](https://www.catstudio.jp/ua_mapseries.html)

 Paths connect if the marks at their ends are the same color.

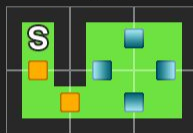
✓ OK



✓ OK



✓ OK



× NG



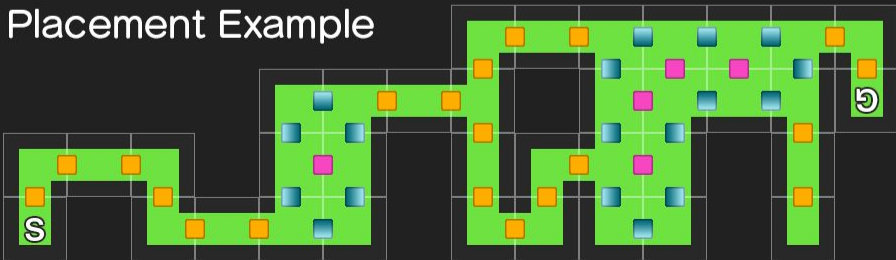
× NG



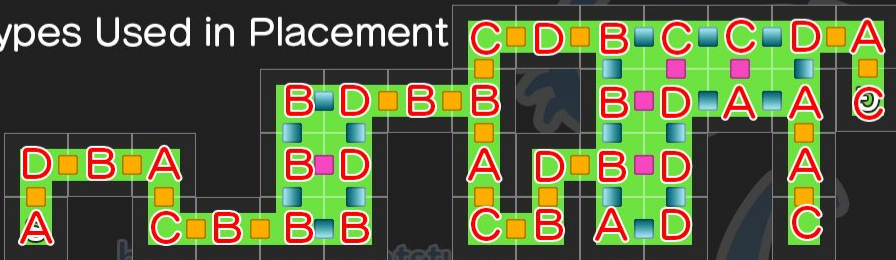
× NG



Placement Example



Types Used in Placement

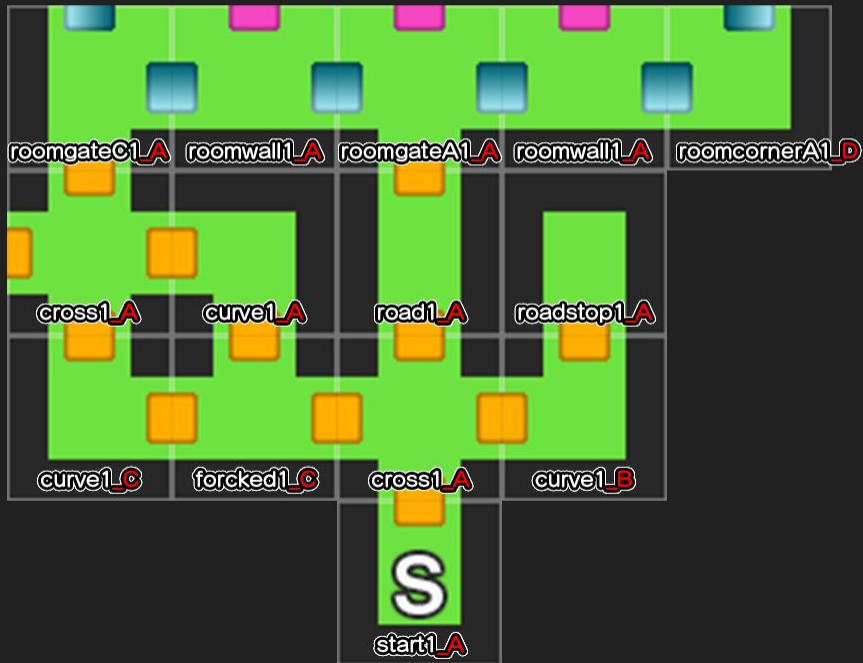


# Rule of arrangement Part 2

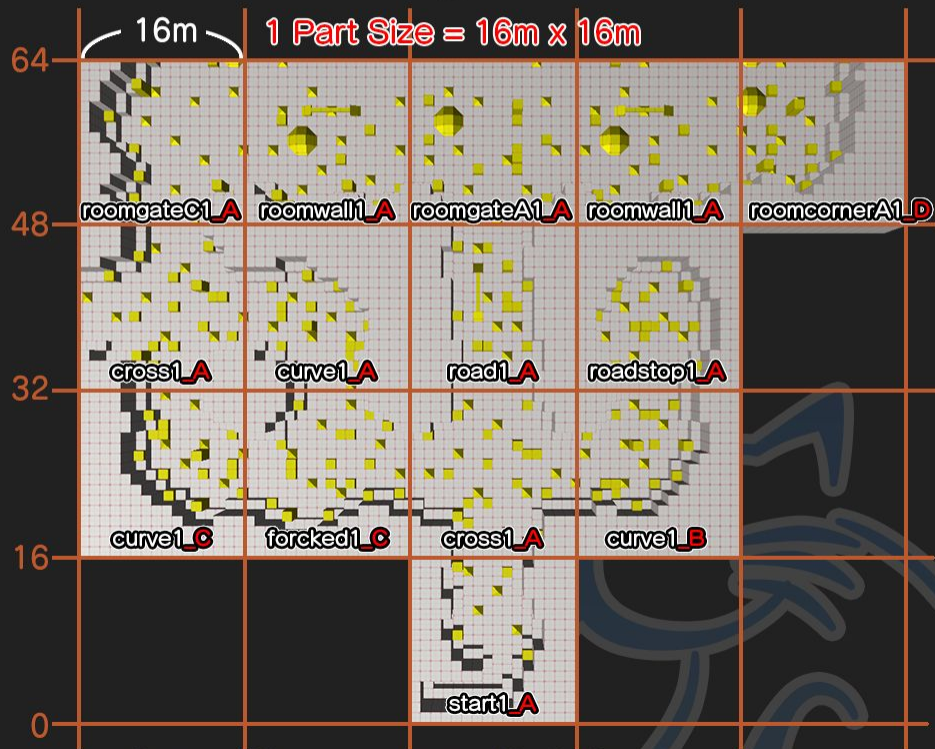
Assets used : Grid Map for FREE  
[https://www.catstudio.jp/ua\\_gridmapforfree\\_en.html](https://www.catstudio.jp/ua_gridmapforfree_en.html)

## Placement Example

(Pay attention to the "File Name" and "Marks")



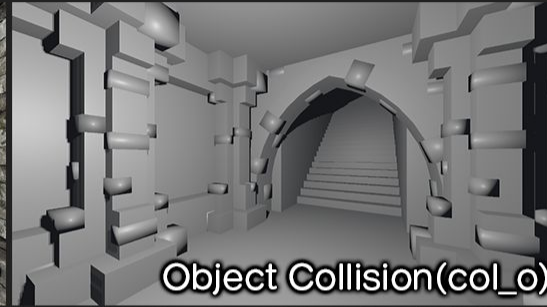
Example of prefab placement based on the diagram on the left.



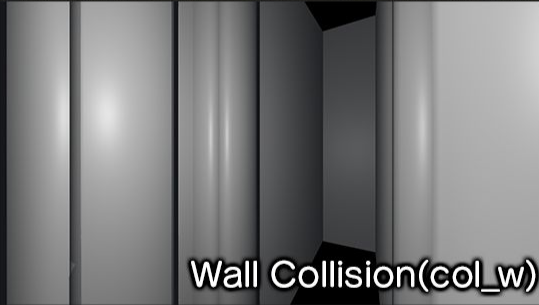
# Collision



Render



Object Collision(col\_o)



Wall Collision(col\_w)



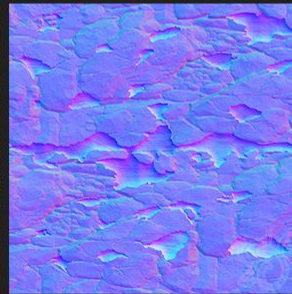
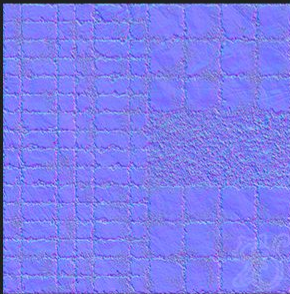
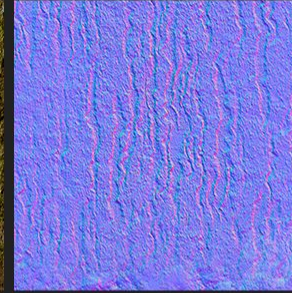
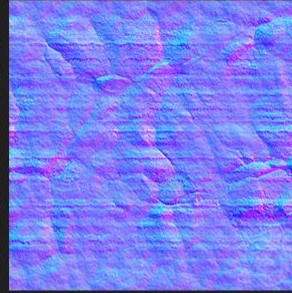
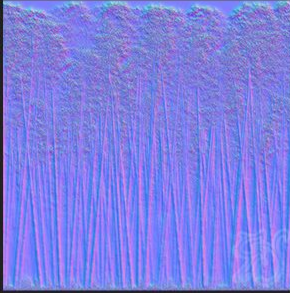
Partition Collision(col\_p)

- Object Collision (Name : col\_o) : Collision that approximates the visible shape of the object.
- Wall Collision (Name : col\_w) : Collision that functions as a wall.
- Partition Collision (Name : col\_p) : Collision that blocks areas that are normally inaccessible, such as entrances/exits.

Usage examples:

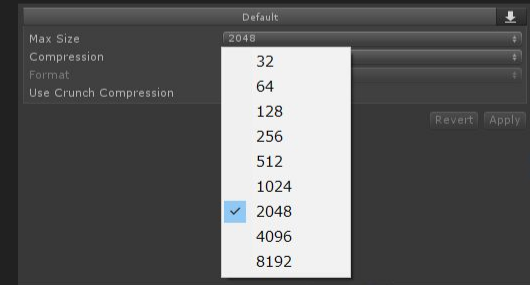
col\_w can be used for collision detection when a character hits objects other than the ground (e.g., walls), while col\_o can be used for hit detection for things like bullets or magic.

# Texture



Size : Max 4096 × 4096

Type : Color Texture, Normal Map



Texture size can be changed in Unity's Inspector.

# Folder structure

[Map Series List: https://www.catstudio.jp/ua\\_mapseries.html](https://www.catstudio.jp/ua_mapseries.html)

▼ Assets	
▼ CatStudio	
▼ Maps	Storage location for imported map series (Added per series)
▶ BambooRoadMap	
▶ BottomlessCaveMap	
▶ CaveMap	
▶ CyberTubeMap	
▶ ForestMap	
▼ LavaMap	
▶ Document	Readme and manuals
▶ Effect	Materials and textures for effects
▶ Model	Model data for terrain and objects (FBX, Materials, Textures)
▼ Resources	Various resource files
▼ Prefab	Various prefabs
▶ Effects	Effect prefabs
▶ Map	Sample maps assembled from MapParts
▶ MapParts	16m x 16m map parts constructed from Objects
▶ Objects	Smallest unit prefabs with LOD settings
▶ Sample	Sample scenes
▶ Shader	Custom shaders (Used only in specific series)
▶ SampleSceneContents	Common scripts and files for sample scenes



# Universal Render Pipeline(URP) shader

URP :

- Now supports URP.
- The original shaders are now compatible with URP.

Note:

- From Ver2.0.0 onwards, compatibility is for Unity 2023.1.22 and later.
- Support for Built-in Shaders will be discontinued, and URP will become the standard.



# How to use Post Processing Stack data

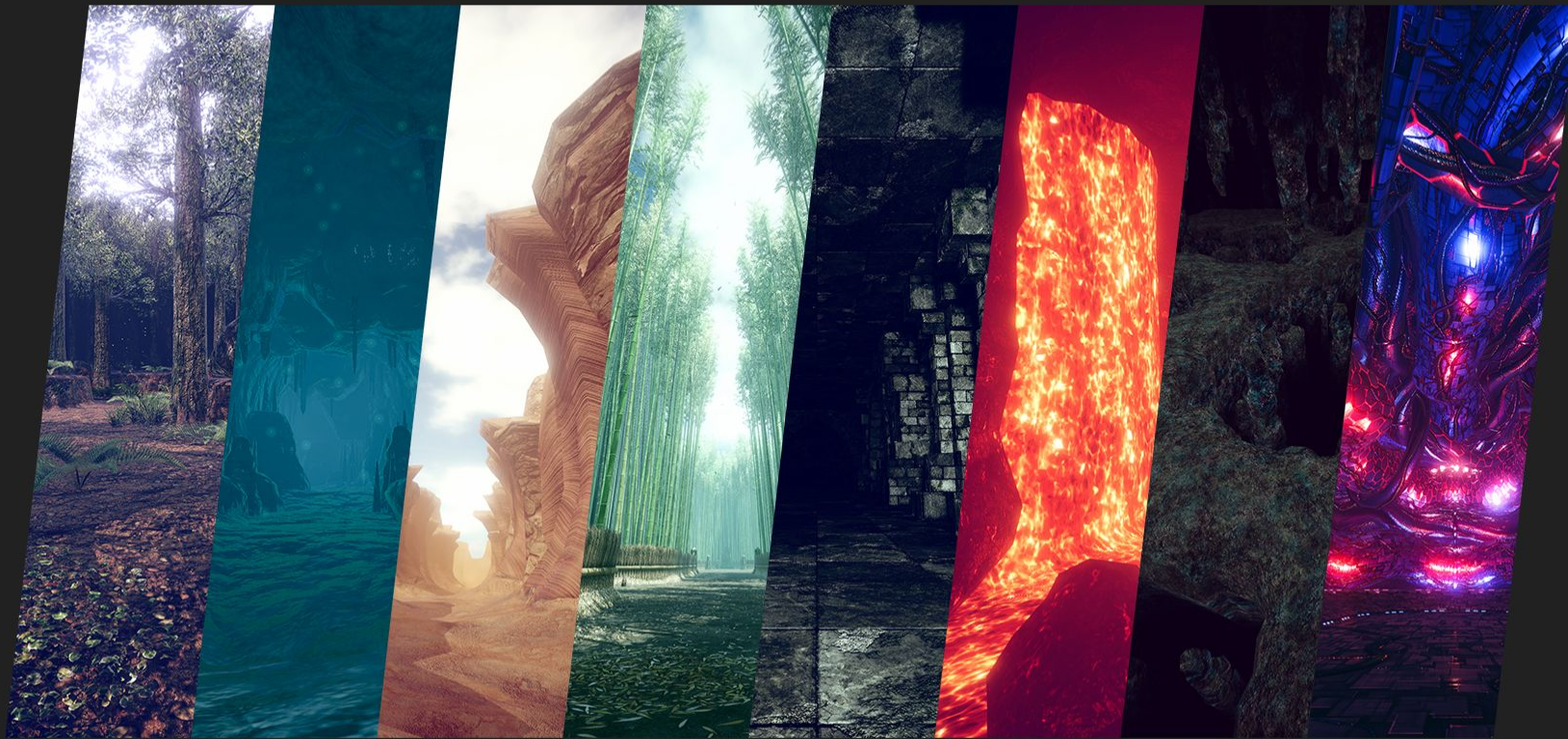
Note:

- From Ver2.0.0 onwards, Replaced Post Processing Stack with Unity's standard Volume system.





# CatStudio - Map Series 1 -



[https://www.catstudio.jp/ua\\_mapseries.html](https://www.catstudio.jp/ua_mapseries.html)