Catstudio

- Map Series 2 -

Manual

Ver 1.0.0

Types of map parts

Parts list 1

★ = Variation Number

entrance★_parts

warp★_parts

straight★_parts

curve★_parts

forked★_parts

cross★_parts

stop★_parts

roomgateA★_parts

roomgateB★_parts

roomgateC★_parts

roomgateD★_parts

roomwall★_parts

roomcornerA★_parts

roomcornerB★_parts

roomcornerC★_parts

roomcornerD★_parts

example :

entrance2_parts

forkd1_parts

roadstop1_parts

https://www.catstudio.jp/

2 Map Series

Parts list 2

★ = Variation Number

slope250cm★_parts

slope500cm★_parts

slopecurveA250cm★_parts

slopecurveB250cm★_parts

slopeforkedA250cm★_parts

slopeforkedB250cm★_parts

slopeforkedC250cm★_parts

slopeforkedD250cm★_parts

slopeforkedE250cm★_parts

slopeforkedF250cm★_parts

slopecrossA250cm★_parts

slopecrossB250cm★_parts

slopecrossC250cm★_parts

slopecrossD250cm★_parts

mlcrossingA500cm★_parts

mlcrossingpassA500cm★_parts

mlcrossingB500cm★_parts

mlcrossingpassB500cm★_parts

example :

slope250cm1_parts

slopecurveA250cm1_parts

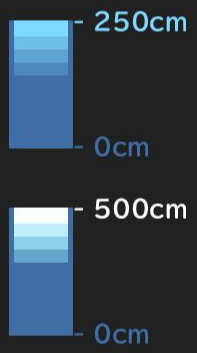
mlcrossingC500cm1_parts

https://www.eaststudio.jp/

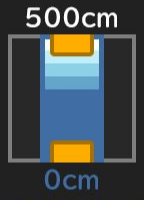
2 Map Series

Slope Parts

- It expresses that the brighter the blue part is, the higher the ground is
- Prefabricated name includes height information (250 cm etc)



slope250cm1_parts



slope500cm1_parts

slopecurveA250cm1_parts

slopeforkedD250cm1_parts

slopecrossD250cm1_parts

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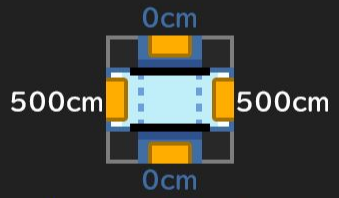
Multi-level crossing Type Parts

- It is the part where the passage crosses in 1 part
- Prefab name contains crossing height information (500 cm etc)
- “mlcrossingpass” can get down from the top
  (“mlcrossing can” not get down)

Can not get down :



mlcrossingA500cm1_parts

mlcrossingB500cm1_parts

Can get down from the green mark :

mlcrossingpassA500cm1_parts

mlcrossingpassB500cm1_parts

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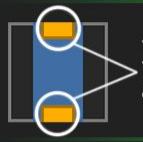
Rule of arrangement Part 1

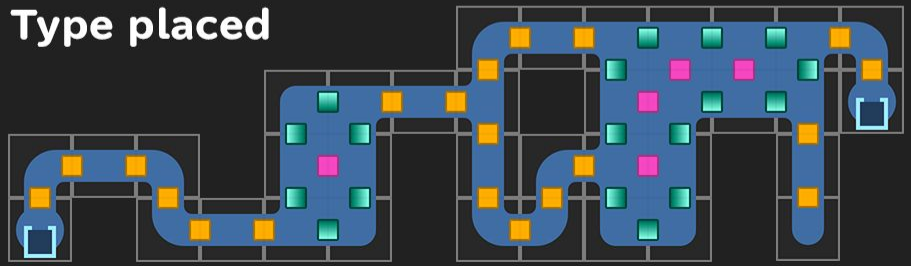
Map Series 2 : https://www.catstudio.jp/ua_mapseries2.html



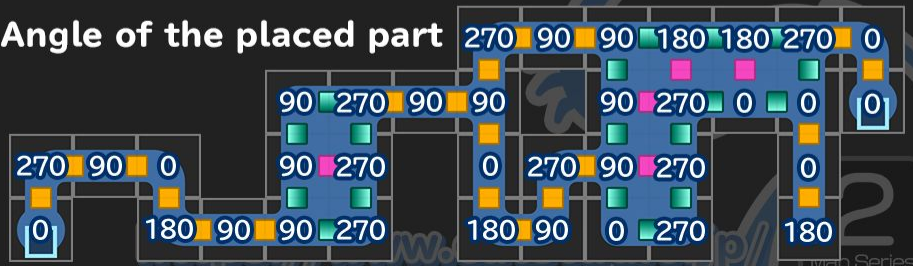
If the marks at the end of the road
are the same color, they will be connected.

It can be rotated
every by 90 degrees and placed.

Type placed



Angle of the placed part

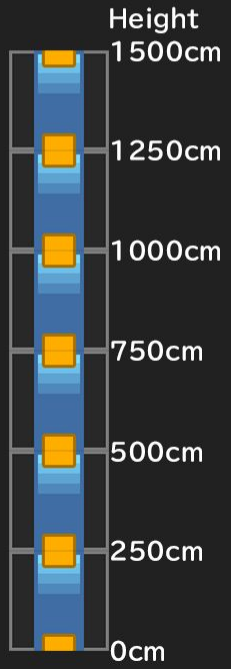


Rule of arrangement Part 2

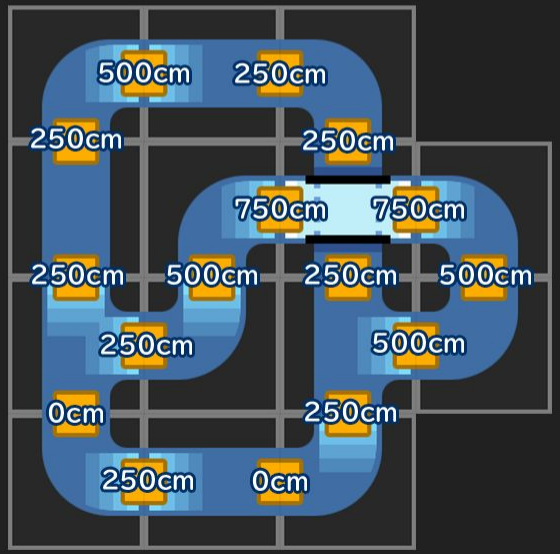
Map Series 2：https://www.catstudio.jp/ua_mapseries2.html

Please be careful about the height of the connecting part when using the slope parts.

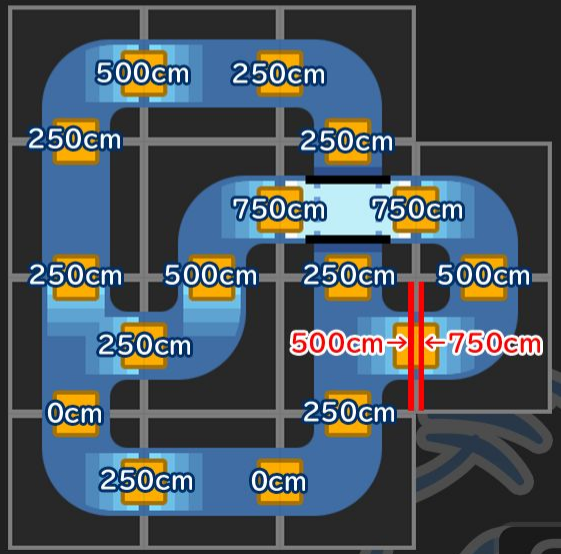
This is an example of connecting six "slope250cm" parts with a height difference of 250cm



✓OK



×NG



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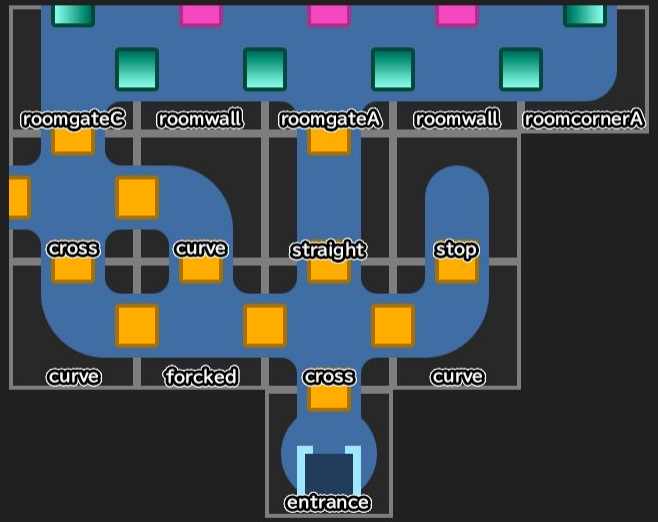
2 Map Series

Rule of arrangement Part 3

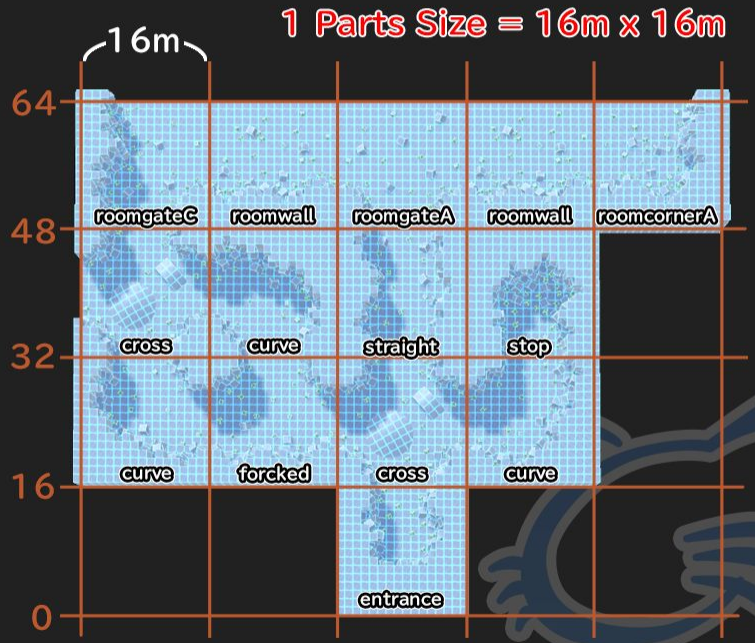
Assets used : Grid Map 2 for FREE - Map Series 2 -
https://www.catstudio.jp/ua_ms2_gridmap2forfree_en.html

Arrangement example

(Please pay attention to "file name" and "mark")



An example in which a prefab file is arranged with reference to the left figure



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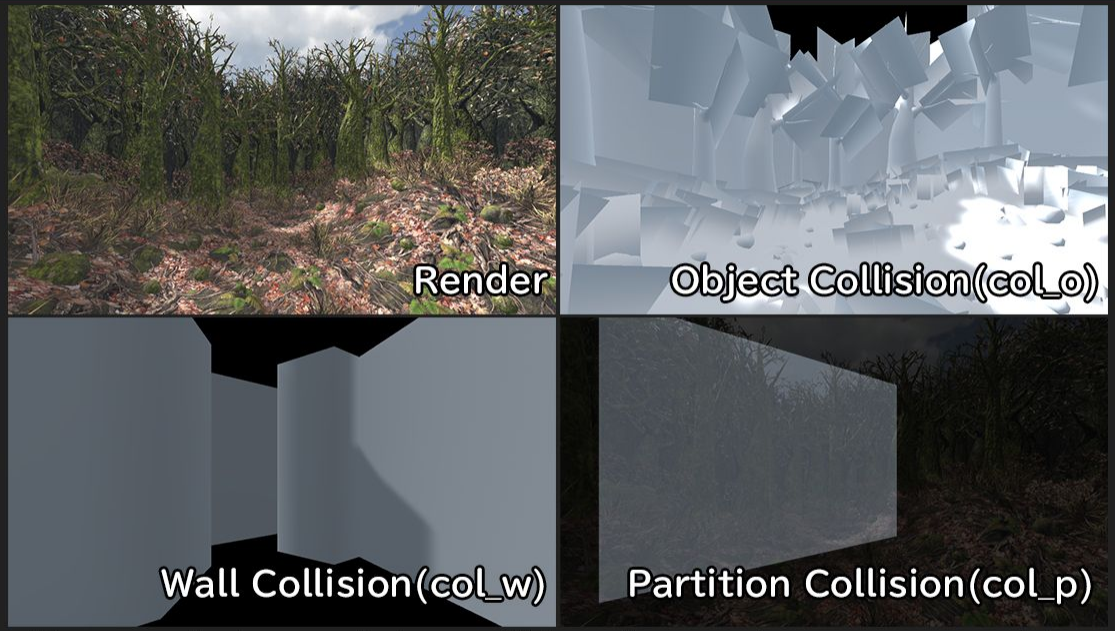
2 Map Series

Collision



Object Collision（Name：col_o）　：It is a collision close to the appearance object

Wall Collision（Name：col_w）　：It is a collision that becomes a wall

Partition Collision（Name：col_p）　：It is a collision that is blocking a place where you can not go, such as a gateway

Example:

col_w can be used to judge that the character strikes the ground and col_o can be used to judge against bullets, magic and the like.

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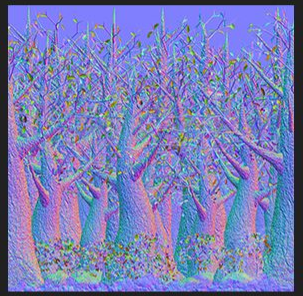
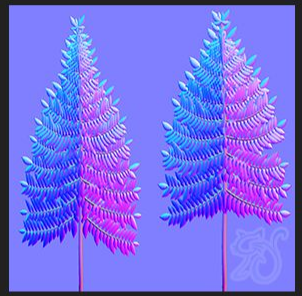
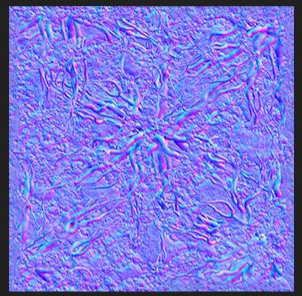
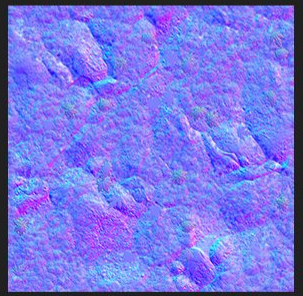
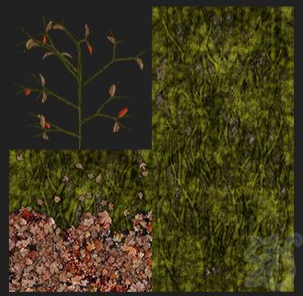
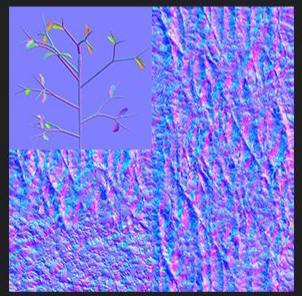
2 Map Series

Texture



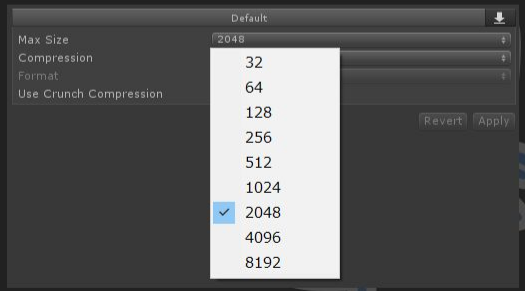




Size : Max 2048 × 2048

Type : Color Texture, Normal Map



You can change the texture size with Unity's Inspector

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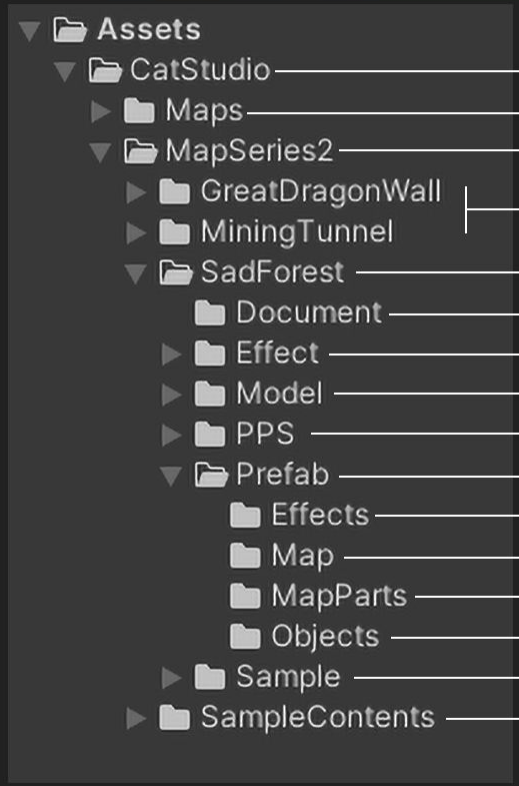
Folder structure



- CatStudio — Purchased and imported Character Series assets will be added here
- Maps — Purchased and imported Map Series 1 assets will be added here
- MapSeries2 — Purchased and imported Map Series 2 assets will be added here
- GreatDragonWall, MiningTunnel — It will be added when you import other map series
- SadForest — Asset name
- Document — Readme and manual
- Effect — Effect materials and textures
- Model — FBX files, materials and textures such as ground and arranged objects
- PPS — Post Processing Stack data
- Prefab — Prefab files are located under this folder
- Effects — Includes effect prefab
- Map — Includes map prefab file of sample with part prefab file placed
- MapParts — Includes ready-to-use parts pre-assembled in the 16 m x 16 m range
- Objects — Includes object prefab file that prefabricated each fbx file
- Sample — Sample scenes
- SampleContents — Contains scripts and files to share and use in the sample scene

Map Series 2 : https://www.catstudio.jp/ua_mapseries2.html

Universal Render Pipeline(URP) shader

How to convert:

- Since StandardShader is used, please convert it to URP shader using the function of Unity.
  Edit / Render Pipeline / Universal Render Pipline

How to use Post Processing Stack data

1: Import Post Processing from Package Manager
2: Double-click the package file in the PPS folder to import it
3: Change Color Space to Linear (Edit / Project Settings / Color Space)
4: Open the sample scene in the PPS folder

Note:
- PostProcessingStack data was created with version 3.0.1.

Series comparison

	- Map Series 1 -	2 Map Series - Map Series 2 -
Gateway Type	✓	✓
Road Type	✓	✓
Room Gate Type	✓	✓
Room Type	✓	✓
Slope Type		✓
Multi-level crossing Type		✓
0, 90, 180, 270 degrees. 4 rotated map parts	✓	
Map parts can be placed rotated every by 90 degrees	△ ※1	✓
Unity 2018.4 or later		✓

※1 There is also a map part that supports it, but please use a dedicated map part.

https://www.catstudio.jp/

CatStudio

- Map Series 2 -

https://www.catstudio.jp/ua_mapseries2.html