Catstudio
− Map Series 2 −

Manual

Types of map parts
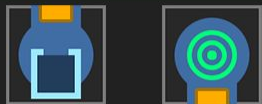
Parts list 1

★ = Variation Number

Composition

wall + pathway + mark =

entrance★_parts

warp★_parts

straight★_parts

curve★_parts

forked★_parts

cross★_parts

stop★_parts

roomgateA★_parts

roomgateB★_parts

roomgateC★_parts
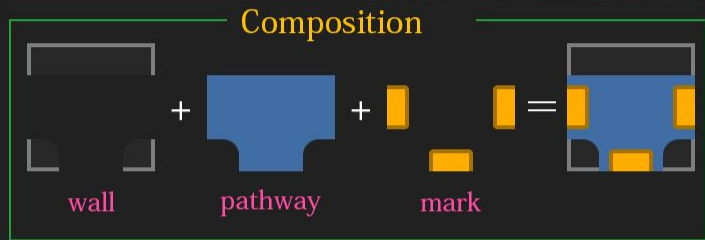
roomgateD★_parts

roomwall★_parts

roomcornerA★_parts

roomcornerB★_parts

roomcornerC★_parts

roomcornerD★_parts

example：

entrance2_parts

forkd1_parts

roadstop1_parts

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
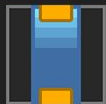
mlcrossingA500cm★_parts

mlcrossingpassA500cm★_parts

mlcrossingB500cm★_parts

mlcrossingpassB500cm★_parts
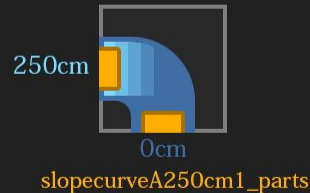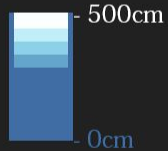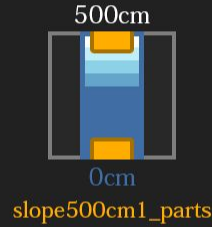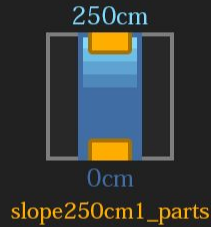
example :

slope250cm1_parts

slopecurveA250cm1_parts
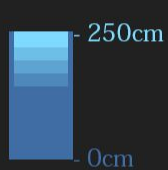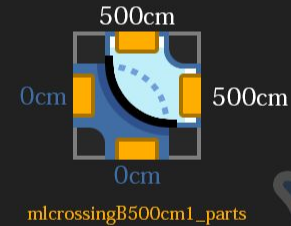
mlcrossingC500cm1_parts

Slope Parts
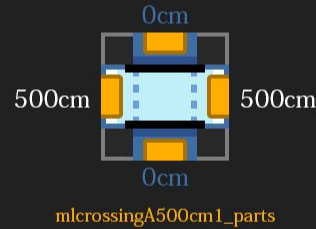
- The brighter the color, the higher the elevation of the ground
- Height information is included in the prefab names (e.g., 250cm)

250cm
0cm

500cm
0cm

250cm
0cm

slope250cm1_parts

500cm
0cm

slope500cm1_parts

250cm
0cm

slopecurveA250cm1_parts

250cm
250cm
0cm

slopeforkedD250cm1_parts

250cm
250cm
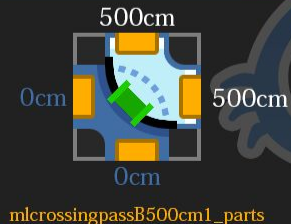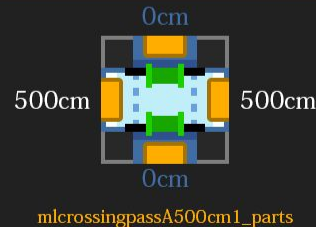250cm
0cm

slopecrossD250cm1_parts

Multi-level crossing Type Parts

- This part features intersecting paths within a single piece
- The prefab names include the height information for intersections (e.g., 500cm)
- The mlcrossingpass part allows you to descend from the top to the bottom (mlcrossing parts do not allow descending)

Can not descend :

0cm
500cm   500cm
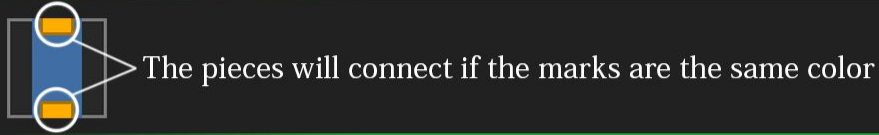0cm
mlcrossingA500cm1_parts

500cm
0cm   500cm
0cm
mlcrossingB500cm1_parts

Can descend from the green areas :

0cm
500cm   500cm
0cm
mlcrossingpassA500cm1_parts

500cm
0cm   500cm
0cm
mlcrossingpassB500cm1_parts

2 Map Series

Rule of arrangement　Part 1

The pieces will connect if the marks are the same color

Can be rotated and placed in 90-degree increments

0　90　180　270

✓OK

✓OK

✓OK

×NG

×NG

×NG
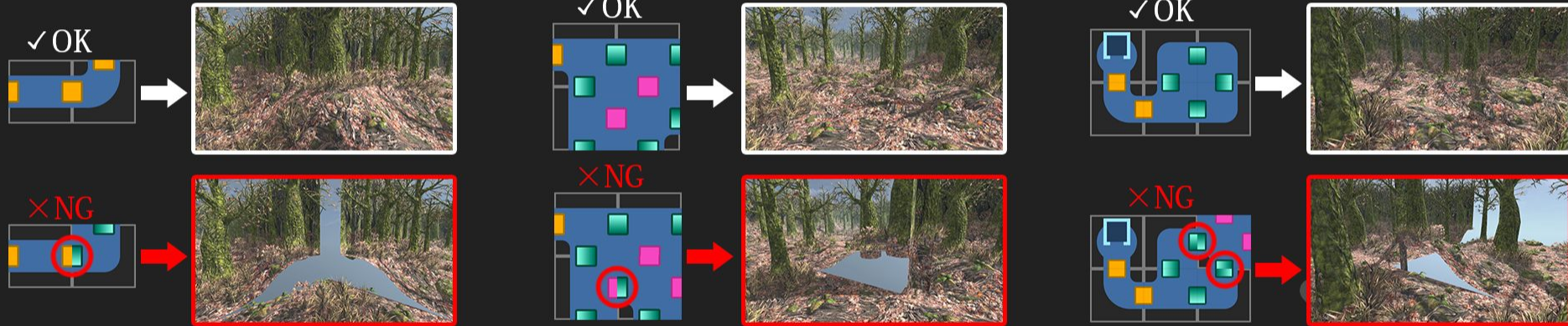
Type placed

Angle of the placed part

270　90　90　180　180　270　0

90　270　90　90　　90　270　0　0　[0]

270　90　0　　90　270　　0　270　90　270

[0]　180　90　90　270　180　90　0　270　180
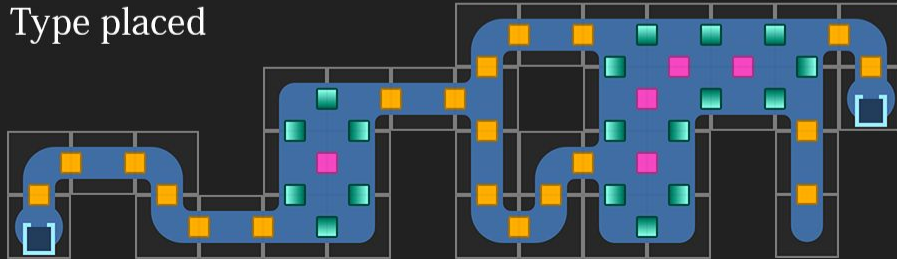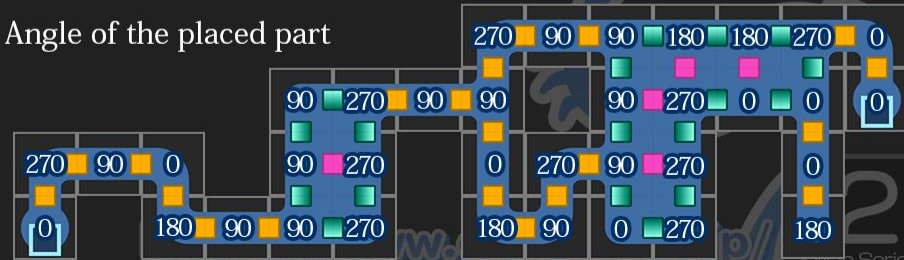
Rule of arrangement　Part 2

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

When using slope parts, pay attention to the height of the connecting parts

An example of connecting six "slope250cm" parts, which have a height difference of 250cm

Height
1500cm
1250cm
1000cm
750cm
500cm
250cm
0cm

✓OK

500cm　250cm
250cm　250cm
750cm　750cm
250cm　500cm　250cm　500cm
250cm
0cm　250cm
250cm　0cm

×NG

500cm　250cm
250cm　250cm
750cm　750cm
250cm　500cm　250cm　500cm
250cm
500cm→　←750cm
0cm　250cm
250cm　0cm

https://www.catstudio.jp/

2
Map Series
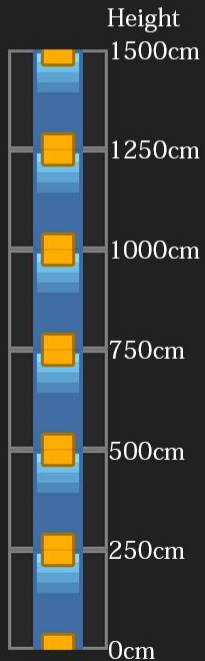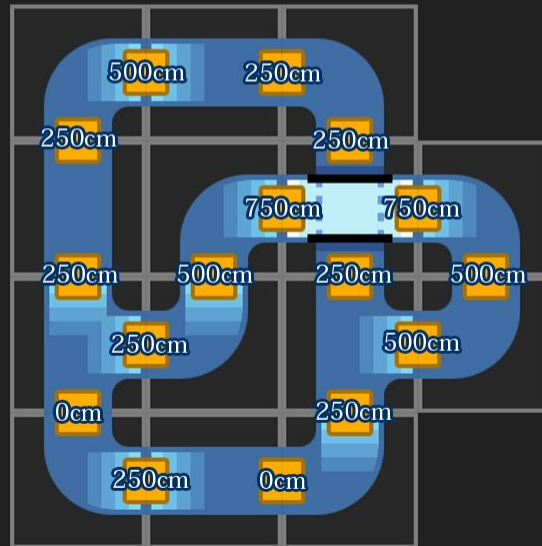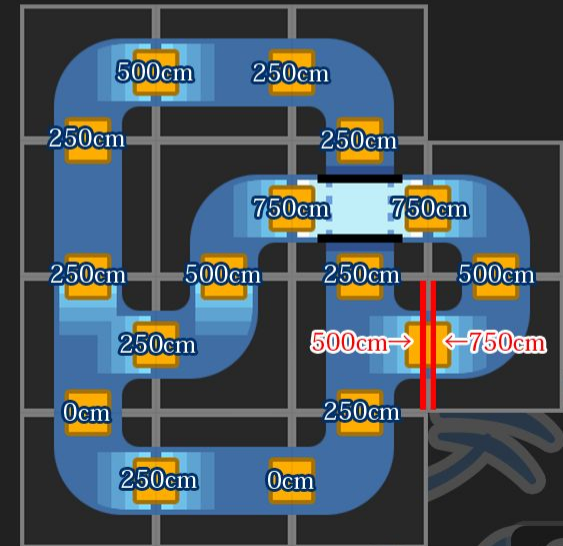
Rule of arrangement　Part 3

Placement example

（ Please pay attention to the "file name" and "marks")
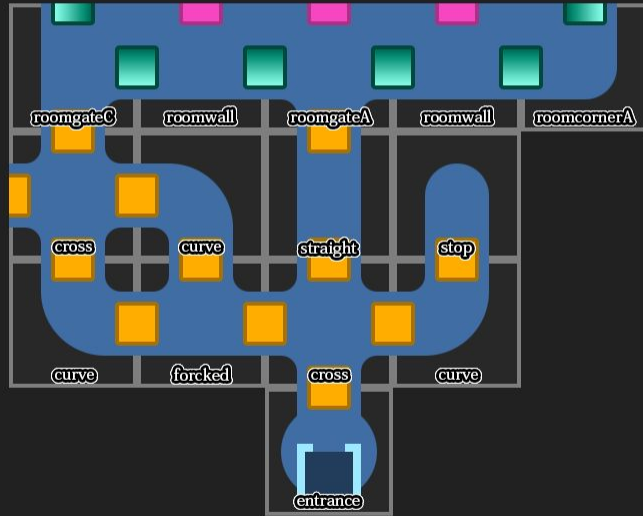
An example of placing prefab files by referring
to the image on the left

Collision

Render

Object Collision(col_o)

Wall Collision(col_w)
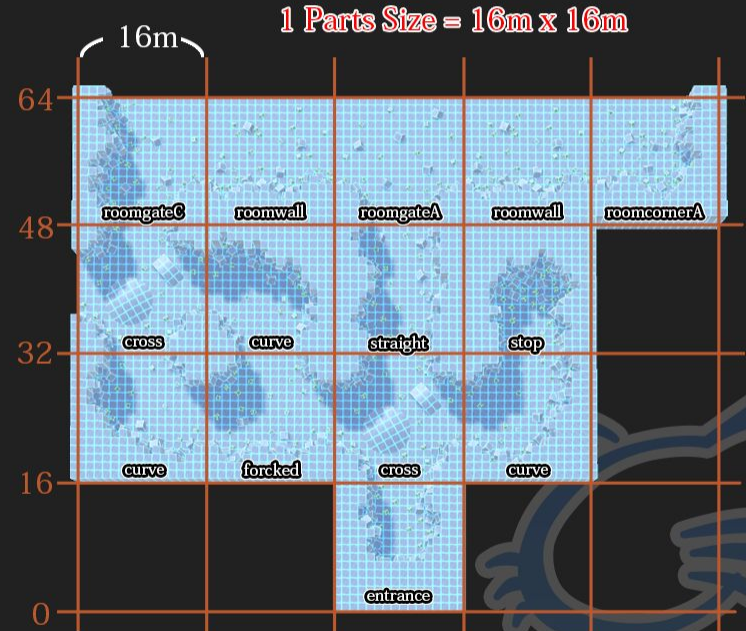
Partition Collision(col_p)

Object Collision（Name：col_o）：A collision that closely matches the visible shape

Wall Collision（Name：col_w）：A collision that serves as a wall

Partition Collision（Name：col_p）：A collision that blocks areas such as entrances and exits that are usually inaccessible
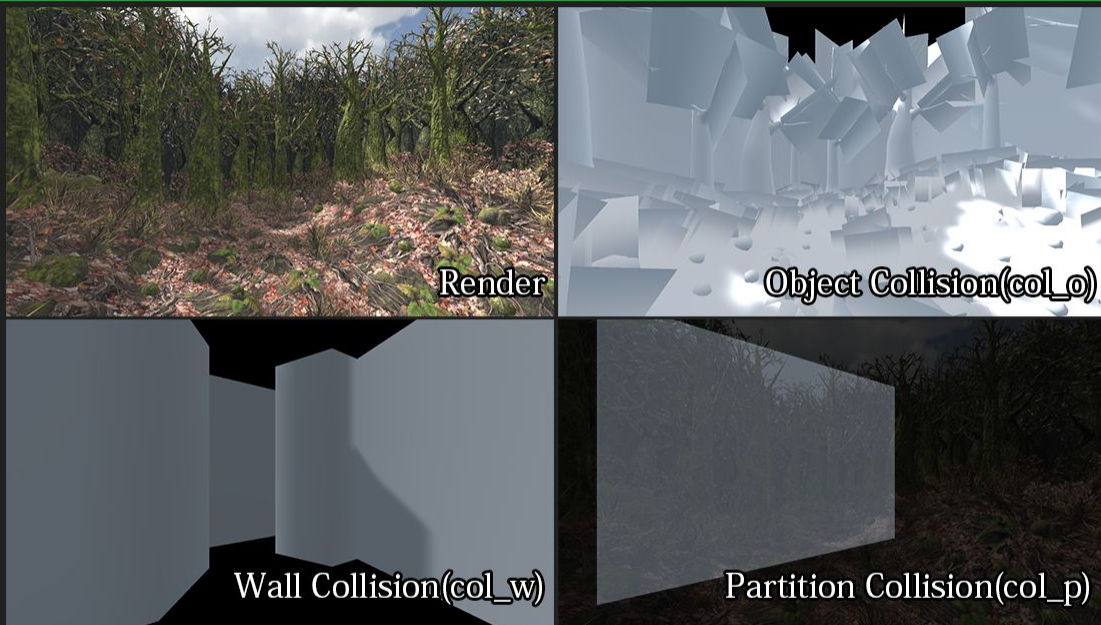
Usage example:
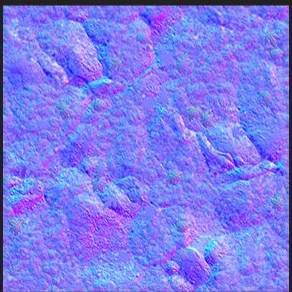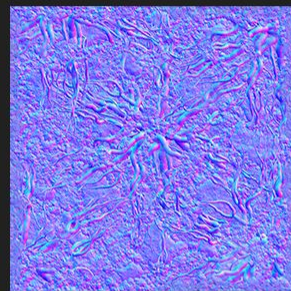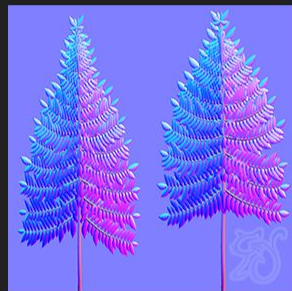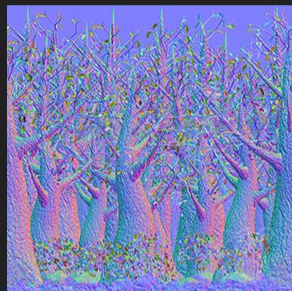col_w can be used for collision detection when the character hits anything other than the ground.
col_o can be used for collision detection for bullets or magic spells.

Texture
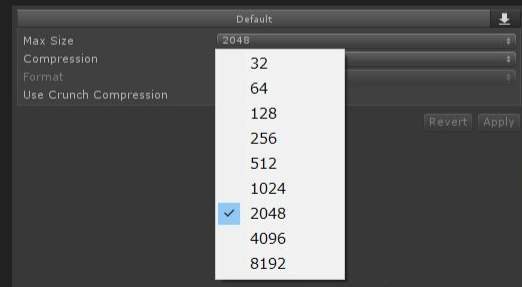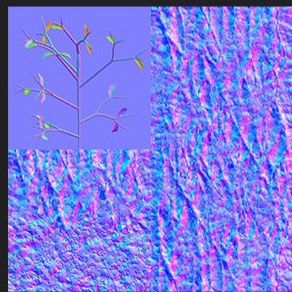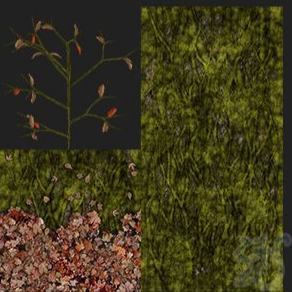
Size：Max 2048 × 2048
Type：Color Texture, Normal Map

Texture size can be changed
in Unity's Inspector

Folder structure

- ▼ 📂 **Assets**
  - ▼ 📂 **CatStudio** ———————————— When the CharacterSeries asset is purchased and imported, it will be added under this folder
    - ▶ 📁 **Maps** ———————————————— When the MapSeries1 asset is purchased and imported, it will be added under this folder
    - ▼ 📂 **MapSeries2** ————————————— When the MapSeries2 asset is purchased and imported, it will be added under this folder
      - ▶ 📁 GreatDragonWall ┐
      - ▶ 📁 MiningTunnel ——————————— Other MapSeries2 assets will be added under this folder when imported
      - ▼ 📂 SadForest ————————————— This folder contains dedicated data for each map set
        - ▶ 📁 Document ————————————— Contains Readme and manuals
        - ▶ 📁 Effect ————————————————— Contains materials and textures for effects
        - ▶ 📁 Model ————————————————— Contains FBX files, materials, and textures for terrains and placements
        - ▼ 📂 Prefab ———————————————— Files pre-converted to prefabs are located under this folder
          - ▶ 📁 Effects ——————————————— Contains files pre-converted to effect prefabs
          - ▶ 📁 Map ————————————————— Contains sample map prefabs with layout parts
          - ▶ 📁 MapParts ———————————— Contains 16m x 16m prefab files with pre-laid parts for immediate use
          - ▶ 📁 Objects ——————————————— Contains FBX files pre-converted to object prefabs
        - ▶ 📁 Sample ————————————————— Contains sample scenes
      - ▶ 📁 SampleContents ——————————— Contains scripts and files used in common sample scenes

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

Universal Render Pipeline(URP) shader

・Compatible with URP

・Not compatible with Built-in and HDRP

Series comparison

	- Map Series 1 -	- 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	✓
Compatible with Unity 2018.3 and later prefab workflow	✓	✓
Compatible with Universal Render Pipeline (URP)	✓	✓

※1 Some map parts are supported, but please primarily use the dedicated map parts.

https://www.catstudio.jp/

CatStudio
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