



POLYSETS

Chest Pack

User Guide for Prefabs, Demo Animation, Shaders, and Customization

Thank You for Choosing PolySets!

This guide is for game developers who want to place the chests in a project, adjust their look, tune the showcase animation, or connect the included scripts to a game. It explains the package at a practical level without requiring you to read the source code.

Package scope: 50 stylized chest prefabs, four LOD levels per chest, presentation-ready materials, 2,000 icons, and an interactive showcase demo.

Version 1.0.0 | Universal Render Pipeline (URP) | Unity 2022.3.22f1 or newer

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1. Getting Started

Requirements

- Unity 2022.3.22f1 LTS or newer.
- A Universal Render Pipeline project. The materials are authored for URP 14.0.10.
- The built-in render pipeline and HDRP are not supported by the included materials.
- For the demo controls, use the Input System package and set Active Input Handling to Input System Package (New) or Both. A legacy input fallback is also included.

Quick start: place a chest in your game

- 1. Find a prefab.** Open Assets/PolySets/ChestPack/Prefabs/ChestPack and choose one of the 50 chest prefabs.
- 2. Add it to the scene.** Drag the prefab into the Hierarchy or Scene view, then position and rotate the root object.
- 3. Check the material.** The prefab is ready for URP. If it appears magenta, follow the URP setup advice in Troubleshooting.
- 4. Open the lid.** For a fixed pose, rotate the Top child around its local Z axis. For animation, use the included ChestLidAnimator or your own Animator, Timeline, or tween system.
- 5. Place rewards.** Use the SpawnPoint child as the natural origin for coins, gems, particles, or gameplay loot.

Try the demo first: Open Assets/PolySets/ChestPack/Demo/Scenes/SC_ChestShowcase_Demo.unity. It is the fastest way to preview every chest, compare animation styles, and see the included VFX.

2. Working with Chest Prefabs

Prefab layout

Every chest uses a predictable hierarchy so it is easy to replace models or connect gameplay logic.

Part	Purpose
Prefab root	Contains the LOD Group and a fitted Box Collider. Move, rotate, scale, or instantiate this object.
Top	The lid hierarchy. Its pivot is placed at the hinge so rotating it opens the chest.
Bottom	The stationary body of the chest.
SpawnPoint	The intended location for reward objects and opening effects.

Opening a lid without the demo

The default open pose is approximately 86 degrees around the lid local Z axis. You can animate the Top transform with an Animator clip, Timeline, or code. Keep the lid pivot at the hinge; changing that pivot changes the arc of the opening motion.

Custom chest compatibility: A custom chest can use the demo systems when it has a child named Top with a hinge-friendly pivot and a SpawnPoint where rewards should appear.

LOD behavior

Each chest contains four mesh levels. The LOD Group automatically swaps them as the chest becomes smaller on screen. This gives close-up detail while reducing geometry at a distance.

LOD level	Typical triangle range across the pack
LOD0	2,284 to 8,213 triangles; highest detail for close views.
LOD80	1,826 to 6,569 triangles; a light reduction for near views.
LOD50	1,140 to 4,106 triangles; useful at medium distance.
LOD25	621 to 2,051 triangles; lowest detail for distant views.

To change transition distances, select the prefab root and edit the LOD Group screen-percentage handles. Test the result with the camera and platform used by your game. Shadows, small screens, and mobile hardware can justify earlier transitions.

Colliders

The included Box Collider is intended as a practical starting point for placement, selection, and broad interactions. If a game needs precise physical contact, add child colliders around the body and lid or replace the box with a custom compound collider.

3. Changing the Open Animation

Choose an animation style

The showcase supports two styles. Simple opens the lid directly and is appropriate for responsive gameplay. Exaggerated adds squash, lift, stretch, shake, landing, and settling for a more playful reveal.

Style	Best use
Simple	Inventory screens, repeated interactions, or games where the reward must appear quickly.
Exaggerated	Store previews, rare loot, victory moments, or any reveal that should feel weighty and celebratory.

Edit one chest

Create or select its Chest Showcase Chest Profile in Demo/Settings/Chests. These are ScriptableObject assets, so each chest can have different timing, lid angle, bounce, rewards, and ray spread.

Profile control	What changing it does
Opening Amount	Controls how far the lid travels toward its open rotation. 1.0 reaches the configured open pose; values above 1.0 can overshoot slightly.
Lid Open Euler	Defines the open rotation. The supplied chests use local Z near 86 degrees. Adjust this if a custom hinge uses another axis or angle.
Open Tween Duration	Sets the time taken by the opening transition. Lower feels snappy; higher feels ceremonial.
Lid Spring Frequency	Controls how quickly the lid spring reacts. Higher values move and settle faster.
Lid Spring Damping Ratio	Controls bounce. Values below 1 bounce; about 1 settles cleanly; above 1 feels heavier and slower.
Motion Intensity	Scales the chest-specific animation energy without changing the global animation recipe.
Switch Bounce Multiplier	Changes how strongly this chest bounces when cycling between showcase entries.
Many God Ray Spread Multiplier	Widens or narrows the multiple-ray VFX for unusually large or small chests.

Edit the feel of every chest

Open the Chest Showcase Global Settings asset in Demo/Settings. Switch Motion changes how a chest enters the display. Open Animation changes the selected opening style. Item settings control reward travel, launch, spin, bounce, and lifetime.

Global control	Practical effect
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Switch Duration	How long the incoming chest takes to settle.
Spring Frequency	How quickly position and scale chase their target.
Damping Ratio	How much the switch motion overshoots or bounces.
Bounce	Extra vertical lift during a switch.
Slide	Horizontal travel used when moving to the previous or next chest.
Idle Rotation	Adds a gentle display rotation. Set it to zero for a static product view.

A useful tuning order

- 1. Set the open angle.** Make sure the lid ends where you want without intersecting the body.
- 2. Set the duration.** Choose the overall pace before changing spring behavior.
- 3. Tune frequency.** Raise it for a quicker response or lower it for a broad, slow motion.
- 4. Tune damping.** Lower it for bounce; move toward 1 for a controlled stop.
- 5. Add rewards and VFX.** Once the lid reads well, time the visual payoff around the opening apex.

4. Using the Showcase Scripts

ChestShowcaseController: the main coordinator

ChestShowcaseController selects the active profile, creates the matching chest, plays switch motion, opens and closes the lid, and tells the reward and VFX systems when to run. This is the main script to call from buttons, input actions, quests, or another UI.

Common call	What it does
ShowPrevious() / ShowNext()	Cycles through the configured chest profiles and animates the change.
ShowChestAt(index)	Shows a specific profile by list index.
ToggleActiveChest()	Opens a closed chest or closes an open chest.
OpenActiveChest()	Starts the configured open animation, rewards, and VFX.
CloseActiveChest()	Closes the current lid and returns it to its resting state.
PreviewOpeningAmount(value)	Moves the current lid to a normalized preview position without running a full reveal.
RefreshMotionConfig()	Applies changed motion settings to the active spring animation.

The ActiveChestChanged event is useful when another system must update a title, description, price, audio cue, or selection highlight whenever the showcased chest changes.

ChestLidAnimator: lid movement

This component finds and binds the lid transform, remembers the closed pose, calculates the configured open pose, and drives the movement with a spring. PlayOpen and PlayClose run animated transitions; SetOpenAmount is useful for previews or a custom scrubber; Close with immediate enabled snaps back without a transition.

ChestItemDropper and ChestRewardDrop

ChestItemDropper creates the reward objects at SpawnPoint, launches them with variation, applies spin and bounce, and cleans them up after the configured lifetime. Drop begins a reward burst and ClearSpawned removes any items left from an earlier preview. ChestRewardDrop identifies and manages an individual spawned reward.

ChestOpenVfx

ChestOpenVfx produces the opening flash, glow, light beam or many rays, and sparks. It reads the global VFX settings and chest-specific ray multiplier. Use Single for a focused column of light or Many for a broader magical burst.

Input, drag rotation, and runtime UI

ChestShowcaseInput maps keyboard and pointer actions to the controller. ChestShowcaseDragRotator turns the displayed chest while the pointer is dragged and can reset it to its starting angle.

InputModuleSelector chooses the compatible UI input module. ChestShowcaseRuntimeUI builds the demo control panel and sends slider and dropdown changes to the active preview.

Using the demo scripts in a game: You can keep the complete showcase controller for a chest-selection screen, or use only the parts you need. A gameplay chest often needs ChestLidAnimator plus your own loot and save logic; the visual reward dropper should not be treated as an inventory authority.

5. Materials and the Universal Polygon Shader

Included material presets

Material	Purpose
M_UniversalPolygonShader	The normal opaque material and the best starting point for most chests.
M_UniversalPolygonShaderFlat	A flatter, more graphic variation with stronger face definition.
M_UniversalPolygonShaderTransparent	A transparent preset for ghostly or magical variants.

All three use PolySets/ChestPack/Universal Polygon Shader. Duplicate an included material before creating a custom look so package-wide defaults stay available.

A safe material workflow

- 1. Duplicate a preset.** Place the copy in your own Materials folder and give it a descriptive name.
- 2. Assign it.** Open a prefab variant or instance and assign the copied material to its renderers.
- 3. Adjust one group at a time.** Start with Base and Polygon Finish, then lighting, then polish and special rendering options.
- 4. Test in game lighting.** Scene-view lighting can differ from the camera and post-processing used by the final game.

Base and polygon finish controls

Control	What the slider changes
Palette / Base Texture	Supplies the pack color palette. Keep the included palette assigned unless the model was authored for another texture.
Base Tint	Multiplies the palette color. White preserves the original; a color shifts the full chest toward that hue.
Flat Face Strength (0-1)	Blends from imported vertex normals to geometric face normals. Raise it for crisp polygon faces; lower it for smoother shading.
Saturation (0-2)	Controls color intensity. 1 is neutral, lower values mute colors, and higher values make them more vivid.
Contrast (0.5-1.6)	Separates light and dark palette values. Use small changes to avoid crushing detail.

Vertical gradient controls

The vertical gradient adds a controlled top-to-bottom color treatment. The supplied models contain baked UV4 data so the gradient follows each color region consistently instead of using only world height.

Control	What the slider changes
Enable Vertical Gradient	Turns the height-based treatment on or off.
Midpoint (0-1)	Moves the center of the gradient. Lower values affect more of the model; higher values confine the effect toward the top.
Softness (0.001-1)	Widens the transition. Low is a sharp band; high is a gentle blend.
Strength (0-1)	Controls how visible the gradient is.
Use Baked Color Regions	Uses the pack UV4 gradient data. Keep this enabled for the supplied chest models.

Gradient not behaving as expected: Make sure the included palette texture remains readable and run Tools > PolySets > Chest Pack > Bake Polygon Gradients if model data needs to be rebuilt.

Stylized lighting controls

Control	What the slider changes
Lit Color	Tints surfaces that face the main light. Warm tones create a friendly, golden presentation.
Shadow Color	Tints the stylized shadow side. Cool tones help separate it from warm lit faces.
Shadow Threshold / Break (0-1)	Moves the light-to-shadow boundary. Higher values put more of the model into shadow.
Shadow Softness (0.001-1)	Controls how sharp that boundary looks.
Cast Shadow Strength (0-1)	Controls how strongly received real-time shadows darken the material.
Light Wrap (0-1)	Lets illumination bend farther around forms, keeping shadows readable and colorful.
Ambient (0-2)	Adds overall environment brightness. Raise it when unlit sides are too dark.
Fill (0-1)	Adds a softer secondary lift to dark-facing surfaces.

Specular, rim, and emission controls

Control	What the slider changes
Specular Color	Colors the highlight. A warm pale color suits polished gold; a neutral color suits steel.
Specular Strength (0-2)	Controls highlight brightness. Keep it low for wood or cloth and raise it for polished metal.
Smoothness / Tightness (0-1)	Makes highlights tighter as the value rises. Low values produce broad, soft light.
Specular Cutoff (0-1)	Restricts the highlight to its brightest portion. Higher values make the visible highlight smaller.
Specular Softness (0.001-0.5)	Softens the edge of the stylized highlight.
Rim Color	Sets the color visible along grazing edges.
Rim Strength (0-2)	Controls the intensity of the edge light.
Rim Width (0.001-1)	Higher values create a broader rim; lower values keep it close to the silhouette.
Emission Color	Sets the glow color. This is an HDR color and can feed bloom when post-processing is enabled.
Emission Strength (0-5)	Scales the glow. Zero disables the effect.

Cutout, transparency, and double-sided rendering

Control	Use it when...
Alpha Clip	The texture contains hard cutouts such as holes, cards, foliage, or torn edges. Alpha Cutoff decides which pixels remain.
Transparency	You want a ghost, hologram, glass-like preview, or fading object. Transparency Amount controls visibility.
Double Sided	Both sides of thin geometry must render. It is usually unnecessary for closed solid chest parts.

Transparent materials can show sorting artifacts when several transparent surfaces overlap. Prefer opaque or alpha-clipped rendering whenever the intended look allows it.

Automatic render setup: The custom material inspector updates blending, depth writing, culling, keywords, and render queue when these options change. Use the checkboxes in the inspector instead of manually changing hidden render-state values.

6. Shader Recipes

Crisp low-poly look

- Start with the opaque material.
- Raise Flat Face Strength toward 1.
- Keep Contrast only slightly above 1 and use moderate Saturation.
- Use a fairly sharp Shadow Softness and a clear Shadow Threshold.
- Keep Specular Strength low unless the surface should read as metal.

Polished treasure chest

- Use a warm Lit Color and a slightly cool Shadow Color.
- Raise Specular Strength and Smoothness for metal bands, then adjust Cutoff until highlights stay graphic rather than realistic.
- Add a restrained warm Rim Color to separate the silhouette.
- Use a small amount of Emission on runes, gems, or magical details; bloom will make high HDR values more visible.

Soft toy-like style

- Reduce Flat Face Strength for smoother forms.
- Raise Shadow Softness and Light Wrap.
- Use higher Ambient and a small Fill value so the dark side remains colorful.
- Use broad highlights by lowering Smoothness and Cutoff.

Ghost or magical chest

- Duplicate the transparent preset.
- Choose a colored Base Tint and reduce Transparency Amount until the silhouette reads clearly.
- Raise Rim Strength and use a complementary rim color.
- Add emission, then test from several camera angles for transparent sorting issues.

Color variation without repainting

Base Tint is the quickest whole-object variation. For a more controlled family, duplicate the material and combine a subtle tint with Saturation, Contrast, Lit Color, and Shadow Color. This preserves the palette texture while creating biome, rarity, faction, or seasonal versions.

7. Demo Controls and Runtime Tuning

Default controls

Input	Action
Left Arrow or A	Show the previous chest.
Right Arrow or D	Show the next chest.
Space or Enter	Open or close the active chest.
Left mouse drag	Rotate the displayed chest.
Pointer movement over the background	Pushes the animated pattern away from or toward the pointer, depending on its direction setting.

Runtime tuning panel

The demo panel is designed for quickly comparing presentation choices while the scene is running.

Control	What it previews
Animation	Switches between Simple and Exaggerated opening.
Beam	Switches between one focused beam and many rays.
Opening	Scrubs the lid opening amount from closed through a slight overshoot.
Lid Spring	Changes how quickly the lid responds and settles.
Launch	Changes the initial strength of reward items.
Glow	Changes opening-glow intensity.
Duration	Changes chest opening time.
Item Duration	Changes how long reward objects remain visible.
Reset Defaults	Returns the preview controls to their supplied values.

Saving intentional defaults: Treat Play Mode controls as a preview. After finding a look you like, stop Play Mode and enter the chosen values on the relevant profile or global settings asset so the result is deliberate and repeatable.

8. Rewards, VFX, and Background

Reward objects

Each chest profile can provide its own list of drop prefabs and its own Dropped Item Scale and Item Launch Multiplier. The global settings decide how many objects may appear and how the full burst behaves.

Global item control	What it changes
Max Item Count	Limits the number of visual rewards created for one opening.
Travel	Controls how far items move during the burst.
Launch	Controls their initial launch strength.
Spread	Controls horizontal variation. Raise it for a wide shower; lower it for a tight pile.
Lifetime	Controls how long the objects stay before cleanup.
Spin	Controls rotation speed in degrees per second.
Bounce Height	Controls the small landing bounce.
Bounce Duration	Controls how quickly that bounce completes.

The sample system recognizes reward categories by prefab name: names containing coin are treated as coins, while gem, jewel, or crystal identifies the gem family. The Coin Chance setting controls coin probability; the remaining probability selects the gem family.

Gameplay integration: These drops are presentation objects. Award currency or inventory items in authoritative gameplay code, then trigger the visual burst to match the confirmed reward.

Opening VFX

Control	What it changes
Glow Color / Gem Glow Color	Defines the main warm glow and the alternate gem-family glow.
Glow Intensity	Controls brightness of the opening flash and beam.
Glow Duration	Controls how long the reveal light remains visible.
Beam Height	Controls the vertical size of the beam or rays.
Beam Radius	Controls width at the chest opening.
Beam Style	Single creates a central column; Many creates multiple distributed rays.
Sparks	Controls the number of spark particles created during the reveal.

Demo VFX shaders

Shader	Role and useful controls
God Rays	Creates the multi-ray reveal. Color changes the tint; Seed changes the random pattern; Noise Scale changes ray detail; Speed animates the pattern; Edge Softness and Top Fade shape the silhouette.
Light Beam	Creates the focused central light. Color sets the tint, Vertical Fade controls how it disappears over height, and Rim Power shapes brightness toward the beam edge.

Animated shape background

ShapeBackgroundController sends pointer position, screen aspect, and interaction response to the demo background material without changing the shared material asset. ShapeBackgroundBootstrap helps set it up when the scene begins.

Background control	What it changes
Shape Texture	Defines the repeated symbol or tile.
Mask Source	Chooses alpha, luminance, or inverse luminance as the shape mask.
Edge Softness	Softens shape edges.
Background / Shape / Shadow Colors	Builds the three-color presentation palette.
Tile Density / Pattern Rows	Controls how many rows appear on screen.
Shape Scale	Controls each symbol size within its tile.

Row Stagger	Offsets alternating rows to avoid a rigid grid.
Pattern Offset	Moves the complete pattern.
Shadow Distance	Separates the shape shadow from the shape.
Idle Speed	Controls automatic background drift; negative values reverse it.
Pointer Direction	Positive values repel the pattern from the pointer; negative values attract it.

9. Editor Helpers

ChestShowcaseEditorPreview

This editor-only helper refreshes showcase previews when relevant assets or settings change. It lets artists see updated chest choices and presentation values without manually rebuilding the preview each time.

ChestPackUrpConfigurator

Use Tools > PolySets > Chest Pack > Configure Demo URP when the demo scene does not show the intended lighting or post-processing. The tool checks and configures the demo-oriented URP setup; review project-wide pipeline changes if the project already has a custom renderer configuration.

UniversalPolygonShaderGUI

This is the custom material inspector for the Universal Polygon Shader. It groups artist controls and keeps the underlying render state synchronized when transparency, alpha clipping, or double-sided rendering changes.

UniversalPolygonGradientBaker

This editor utility writes local gradient information into UV4 for Chest Pack models. It runs automatically when relevant models are imported and can be run manually from Tools > PolySets > Chest Pack > Bake Polygon Gradients.

10. Script Reference at a Glance

The following overview explains the responsibility of each customer-facing component. Most developers will work with the controller, profile, global settings, lid animator, and VFX or reward components; the remaining scripts support those main systems.

Script	Main responsibility
ChestShowcaseChestProfile	Stores one chest prefab, display information, open pose, per-chest motion multipliers, ray spread, and possible reward prefabs.
ChestShowcaseGlobalSettings	Stores the profile list and shared switch, opening, reward, and VFX behavior.
ChestShowcaseController	Coordinates selection, spawning, switch motion, opening styles, rewards, and effects.
ChestLidAnimator	Binds the lid and provides spring-based open, close, snap, and preview movement.
ChestItemDropper	Creates and animates the visual reward burst, then cleans it up.
ChestRewardDrop	Represents an individual visual coin or gem while it travels, spins, and bounces.
ChestOpenVfx	Creates and times glow, beam or rays, and sparks at opening.
ChestShowcaseInput	Maps keyboard and pointer input to showcase actions.
ChestShowcaseDragRotator	Rotates the displayed chest by pointer drag and restores its starting angle.
ChestShowcaseRuntimeUI	Builds the demonstration panel and applies preview changes.
InputModuleSelector	Selects the UI input module compatible with the project input configuration.
ShapeBackgroundBootstrap	Connects scene references needed by the interactive background.
ShapeBackgroundController	Updates the background shader with pointer and screen information.
SpringTransformAnimator	Provides reusable spring movement for position, rotation, and scale.
SpringMath	Contains the spring calculations shared by animated components.
TweenUtility	Provides reusable timed interpolation and easing helpers.
ChestShowcaseEditorPreview	Keeps the editor showcase preview synchronized after changes.
ChestPackUrpConfigurator	Configures the demo-oriented URP environment from the Tools menu.
UniversalPolygonShaderGUI	Presents shader controls and synchronizes material render settings.

UniversalPolygonGradientBaker Bakes per-region local height information into model UV4.

Reusable motion helpers

SpringTransformAnimator can Snap immediately to a pose, SetConfig to change spring frequency and damping, SetTarget to animate toward a new pose, and Kick to add an impulse. SpringMath performs the underlying damped-spring calculations. TweenUtility supplies duration-based interpolation for motion that should finish on a predictable schedule.

11. Icons

The pack includes 2,000 PNG icons for inventory, store, crafting, quest, or selection interfaces. Each chest has front and side views in both closed and open states.

- Filled and outline styles.
- 64, 128, 256, 512, and 1024 pixel sizes.
- Front closed, front open, side closed, and side open variations.

Use the smallest size that remains sharp at the intended UI scale. This reduces memory and avoids unnecessary texture sampling. Keep consistent style and viewpoint within the same screen so an inventory grid feels cohesive.

Import advice

- Use Sprite (2D and UI) as the texture type for Unity UI Images.
- Disable mipmaps for icons that remain at a fixed screen size; keep them if icons shrink significantly in world-space UI.
- Use an appropriate compression format for the target platform and inspect small text or thin outline details after compression.
- Atlas frequently displayed icons when UI batching and memory usage matter.

12. Troubleshooting

The chest is magenta

The active render pipeline or material setup does not match URP. Confirm that the project uses URP, then use Tools > PolySets > Chest Pack > Configure Demo URP for the demo scene. Reimport the material or shader if Unity imported them before URP was available.

The demo does not respond to keys or clicks

Install or enable the Input System package and set Player Settings > Active Input Handling to Input System Package (New) or Both. Confirm that an EventSystem exists and that the appropriate input module is active.

The lid rotates from the wrong place

The Top transform pivot must sit on the hinge. If this is a custom model, correct the pivot in the model source or create a hinge parent transform and animate that parent.

The lid opens in the wrong direction

Edit Lid Open Euler in the chest profile. The supplied assets generally rotate around local Z, but a custom mesh may use a different local axis or sign.

The opening feels too bouncy

Raise the lid damping ratio toward 1 and reduce motion intensity. If the whole chest bounces during selection, also raise the global switch damping ratio or reduce Bounce.

The opening feels slow even with a short duration

Raise the spring frequency. Duration controls the planned transition, while spring frequency controls how aggressively the lid follows its target.

No rewards appear

Make sure the profile has reward prefabs assigned, a SpawnPoint exists, and Max Item Count is above zero. Also confirm that the controller references its dropper and active profile.

Rewards are the wrong type

Check prefab names. The sample category filter looks for coin, gem, jewel, or crystal. Rename the visual prefabs or adapt the selection logic if the game uses a different naming convention.

The vertical gradient looks wrong

Keep Use Baked Color Regions enabled for the supplied meshes, keep T_ColorPalette.png readable, and run Tools > PolySets > Chest Pack > Bake Polygon Gradients.

Transparent parts sort incorrectly

This is a common limitation of transparent rendering. Avoid overlapping transparent layers, split objects where practical, or use opaque or alpha-clipped rendering when the art direction permits it.

VFX are too bright or barely visible

Adjust Glow Intensity and the VFX colors, then check camera exposure, bloom, and tone mapping. HDR emission values can look very different with and without post-processing.

13. Play Mode Compatibility

Unity 6.6 enables Fast Enter Play Mode by default for new projects. With domain reload skipped, static fields keep their values and static events can keep subscribers between Play Mode sessions. The Chest Pack scripts that own static state are prepared for this behavior.

- ChestShowcaseEditorPreview clears its queued editor-preview state when Play Mode begins.
- ChestOpenVfx resets its shared generated-mesh caches through Unity subsystem registration.
- ChestShowcaseRuntimeUI resets shared sprite caches and removes event listeners before adding them; it also unregisters listeners when destroyed.

If you extend these scripts, reset static state with `RuntimeInitializeOnLoadMethod` using `SubsystemRegistration` where appropriate, avoid duplicate event subscriptions, and always unsubscribe in `OnDisable` or `OnDestroy`. This keeps behavior consistent whether domain reload is enabled or disabled.

Project Auditor: For a broader compatibility check, analyze the package with Unity Project Auditor. It is available as `com.unity.project-auditor` before Unity 6.4 and as a built-in Editor feature in Unity 6.4 and newer.

Where to start

For a fast visual change, duplicate a material and tune the shader. For a different reveal, edit the chest profile and global settings. For gameplay integration, call the controller or lid animator from your own interaction logic and keep actual loot ownership in your game systems.