ReadMe Notes:

- **Props are Parented as Follows:**
    - The 2 Globes will parent to the stands. Make sure you have the stand selected when you add the globe to the scene.
        - The closed globe parents to the Water Globe Stand.
        - The lidded globe parents to Water Globe Stand 2.
        - Each will parent to the opposite stand, but may need manual adjustment after.
    - The lids and skies are parented to the globes and terrarium. Make sure you have the respective containers selected when adding either of these to the scene.
    - The tabs are parented to the terrarium. Select the terrarium before adding the tabs to the scene.
- **Working with the Props:**
    - Parenting items to the containers will keep things together if you need to reposition the containers in your scene.
    - When moving the containers, select the Stand, which will be the root node.
    - You can scale the whole set (and any content you added) by selecting the Stand and scaling it. Everything parented to the stand will scale accordingly.
- **Materials and Shaders:**
    - To apply the materials, select the appropriate container, click and apply.
        - For water, select the Globe.
        - For Skies, select the Globe Lid.
    - To apply shaders, select to appropriate surface.
        - Water shaders only change the color of the water.
        - To get the surface patterns for the globes, use the water materials instead.
        - To adjust the amount of surface wave, raise or lower the value of the Normal Map on the "water_top" surface.
    - Use the "Hide Material" shader to hide the water in the globes or the water and dirt in the terrarium.
        - The water in the terrarium can be hidden without affecting the dirt surface.
    - You can use any tiled dirt, sand or other ground shader you want on the "soil" surface.
- **General Notes:**
    - Most content will need to be scaled, on average, down to 1-3% of actual size. Some things may need to scale down to as small as .5% of the original size.
    - In order to get good reflective glass results, be sure to use an HDRI or other full environment so the glass has something to reflect.
    - Turn Caustics Sampler on in "*Render Settings > Optimization*" if you want the caustic effects to show in your scene. Please note, this can add to your render times.