Realistic Pine Trees

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Thanks for downloading this package. In order to get your started right away please go to Getting Started.

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Getting started:

In order to get the best visual results please make sure that your project is set to use the linear color space in: Edit → Project Settings → Player

2021.2.8f1 or above

Unity 2018.2 changed the way crossfading is handled by shaders. As the package has been submitted using Unity 2021.2.8f1 you have to import it in the latest version first.

Demo:

The included demo lets you explore the prefabs

Prefabs:

All the models are already optimized so you may not need any lod for that. But if you need them you have to make them your own.

Here is the Poly-count of every single prefab:

Prefab	Triangles	Vertex
Pine1	9.6k	8.5k
Pine2	11.0k	9.7k
Pine3	12.2k	10.6k
Pine4	14.1k	12.3k
Pine5	14.1k	12.3k
Pine6	16.5k	14.2k
Plant1	150	190
Plant2	150	190
PlantFlower	600	505

Textures:

All the Diffuse and Normal Maps are in .png format.

Here is the list of textures and their details:

Maps	Dimensions	Types
bark	512x1024	.png
bark_normal	512x1024	.png
bark01	1024x1024	.png
bark01_normal	1024x1024	.png
flower daisy	256x256	.png
flower daisy_normal	256x256	.png
leaf daisy	512x512	.png
leaf daisy_normal	512x512	.png
pine branch	1024x1024	.png
pine branch_Normal	1024x1024	.png
plant05	1024x1024	.png
plant05_normal	1024x1024	.png
TileFloor	894x894	.png

Rendering:

For better rendering enable post processing in the package manager. Then add a layer call "post process" in the main camera and assign Post process layer and Post process volume in the main camera and customize it in your own way.

Optimizations:

Trees are expensive to render as leaves usually produce a lot of overdraw putting a lot of pressure on the raster units of the GPU (fill rate) and the memory bandwidth. At least latter

can easily be addressed.