Thank you for purchasing the Rural Australia Pack!

All assets were made in Perth, Australia, in Whadjuk country.

We acknowledge the Whajuk people of the Noongar nation as the traditional custodians of the land and its waters. We pay our respect to Noongar elders past and present.

Asset notes

Windmill

The windmill comes with a set of animations, please set the animation to match the wind level in your project.

House

Doors and windows can be moved/placed to adjust the look of the house. You can also mix and match materials between the houses (eg. change the roof colour only)

Shed

The shed is modular, sheeting on the sides can be removed for an open shearing-style shed, or closed for a storage shed. Various colour and texture options are included.

Vegetation Shader

A custom vegetation shader is included that creates wind movement based on mesh vertex colours.

Each plant has a transparent material (leaves, flowers) and solid material (trunk, branches). At least three levels of LOD are included, with the last LOD being a low poly billboard cloud imposter.

Vegetation prefabs are set up with appropriate values for a medium level of wind. The wind movement settings are fully adjustable.

Important: Surface input values (tree sway, wind vector etc.) must match across both materials applied to the plant for movement to be in sync.

Unity trees from the 1.0 version are no longer in the demo scene but can still be used if desired. They can be found under the Eucalypt Trees folder, Depreciated V1 Trees.

Ground cover assets

The 2.0 update includes various rocks, branches, scattered leaves etc. These can be placed by hand, or added as 'trees' to the terrain if their collider is removed.

Many thanks! Also, we love it if developers **leave us a review!**

If you have any questions or have suggestions for assets you'd like to see in the future,
just get in touch at: **pupupproductions@gmail.com**