



Documentation & Quick Start



Thank you!

Thank you for choosing this pack! We hope you create something really special with it.

Please consider rating the package through your download list or leave a review at the store page once you're familiar with it. Feedback and suggestions can be made in the Unity Forums. You will find the link to it on the store page of the pack. Your feedback helps us focus on the right updates for the future which will be free for existing users!

*Enjoy, your **Tidal Flask** team! 🎉*





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Quick Start

Lightweight Render Pipeline (LWRP) and Universal Render Pipeline (URP)

This package is made using **Lightweight Render Pipeline**. If you want to find out exactly what it can and can't do please visit this page:

<https://unity.com/lightweight-render-pipeline>

Since **Unity 2019.3** the **LWRP** is renamed to **Universal Render Pipeline (URP)**. For more information please visit this page:

<https://docs.unity3d.com/2019.3/Documentation/Manual/universal-render-pipeline.html>

Importing

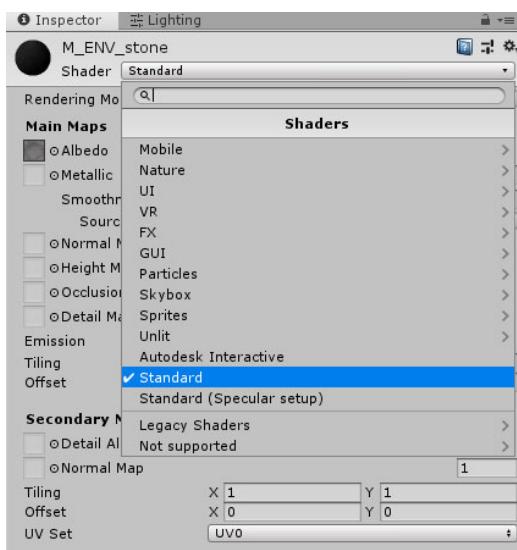
You will find detailed steps on how to import the package below. Please note that since this package was made using **LWRP** you will need **Unity 2019.1.0 or above**. If you want to use **URP** you will need **Unity 2019.3 or above**.

IMPORTANT!!! *LWRP is not compatible with other render pipelines. You can convert from the Unity Built-In Render Pipeline to LWRP. To do so, you'll have to rewrite your assets and redo the lighting in your game or app. You can use the upgrader to upgrade Built-in Shaders to LWRP Shaders (Edit > Render Pipeline > Upgrade Project Materials to LightweightRP Materials). For custom Shaders, you'll have to upgrade them manually.*



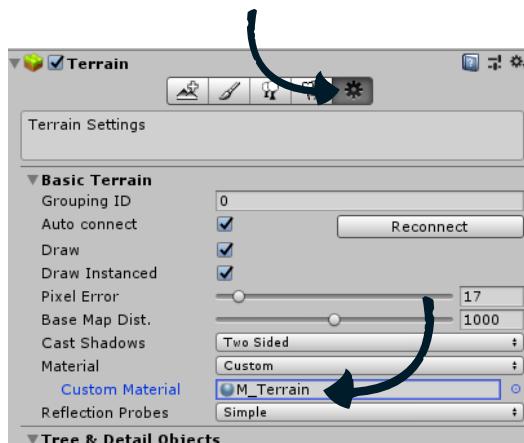
Using the Built-in Render Pipeline

When using the built-in RP you will have to adjust the materials, lighting etc. accordingly. Go to the /Materials folder, select the Materials and change their shaders to something which works with the built-in pipeline (e.g. “Standard” Unity Shader). For the Fire FX you can use the Particles/Standard Unlit Shader. Some textures might have to be relinked manually.



Shaders made with Shader Graph will have to be changed or recreated. (e.g. wind or water shaders). This is because Shader Graph is only compatible with the Scriptable Render Pipelines (SRPs) namely the High Definition Render Pipeline (HDRP) and the Lightweight Render Pipeline (LWRP or URP from Unity 2019.3 on).

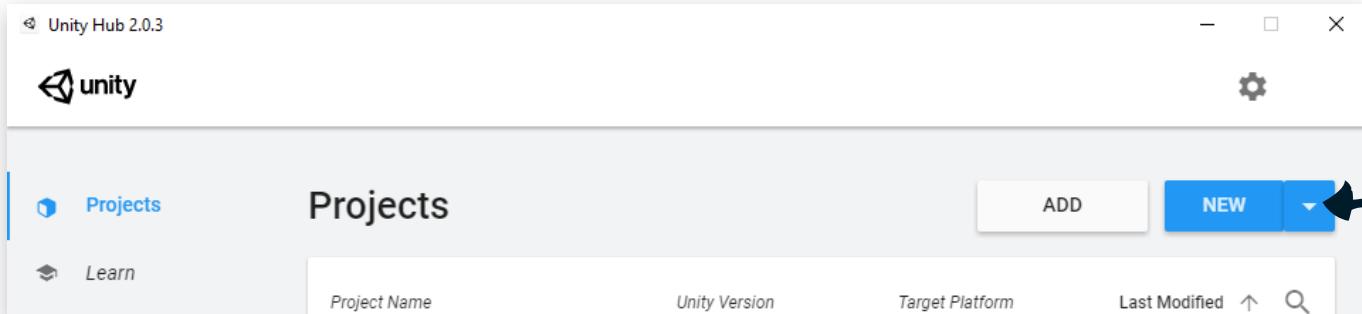
To make the Terrain compatible with the built-in RP, create a Material using a Nature/Terrain/Standard Shader. Select the Terrain in the scene and drag&drop the material onto the Custom Material slot within the Terrain Settings.



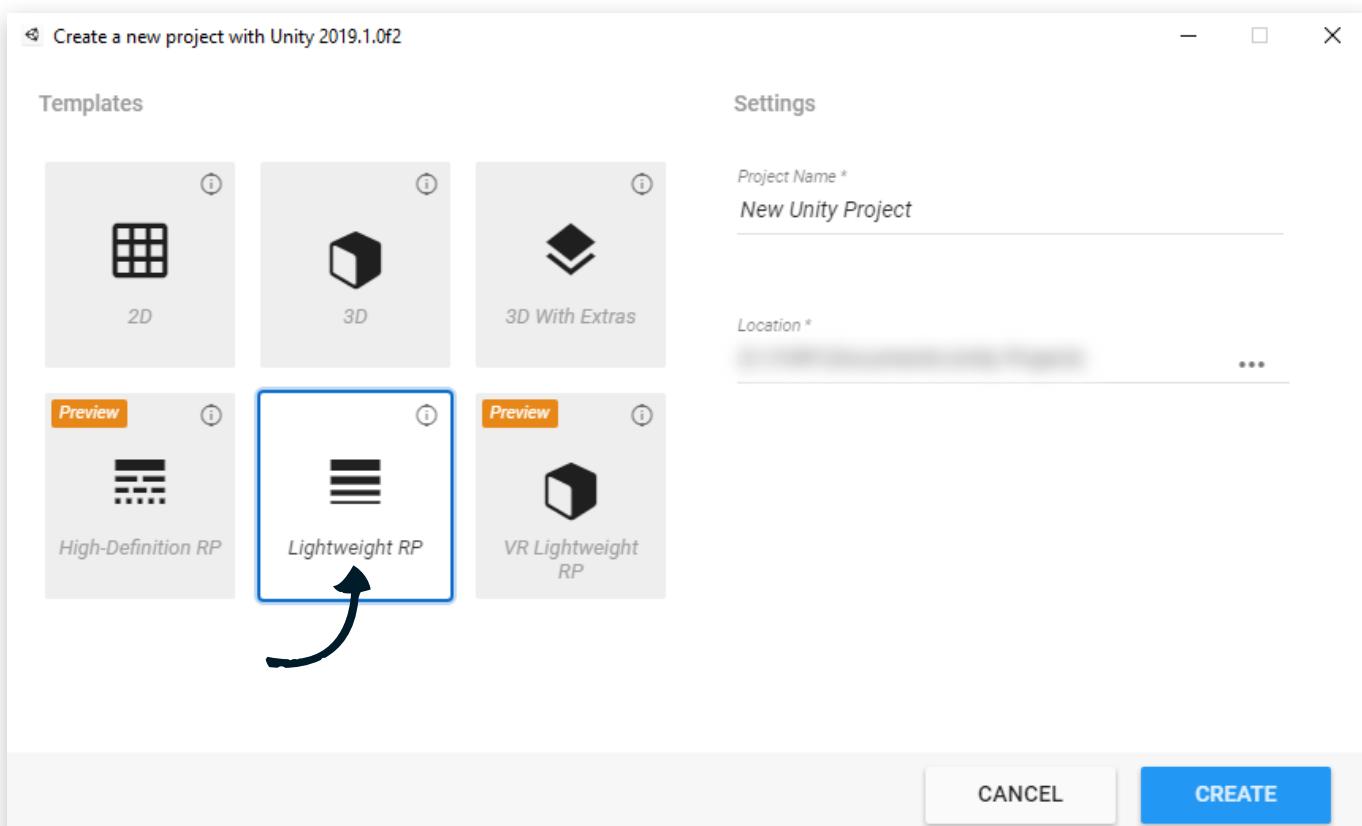


How to set up your project for LWRP (option 1)

We recommend to create a **clean project** and install the **LWRP** via the **Package Manager** or via **Templates** and import our package to this project.
To do so follow the steps below:



Step 1: Click “**NEW**” to create a new project (for LWRP pick **Unity 2019.1.0 or above**).



Step 2: In the “**Templates**” select “**Lightweight RP**”, this way everything you need for this package will be preinstalled.

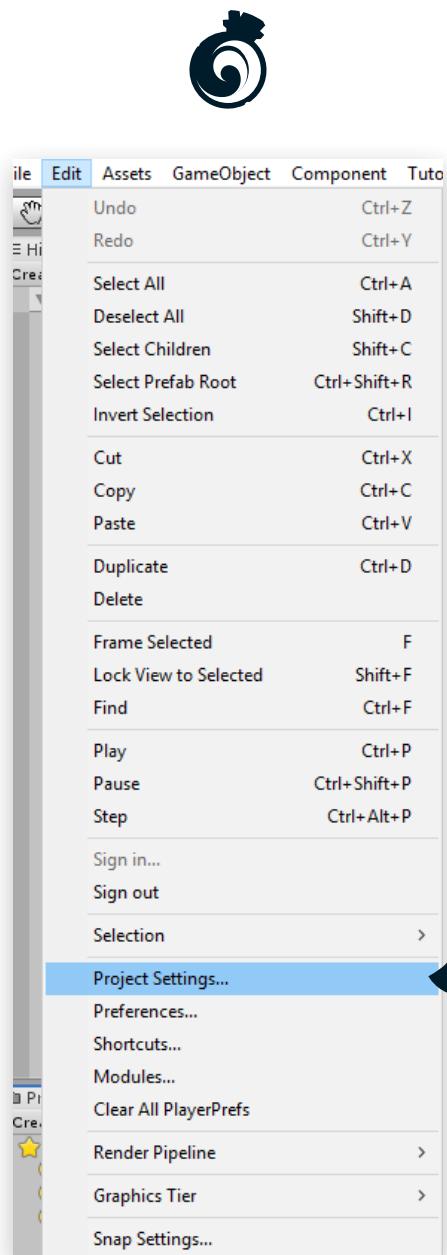


Step 3: Download the “**FANTASTIC - Nature Pack**” from the Asset Store and integrate it into your project.

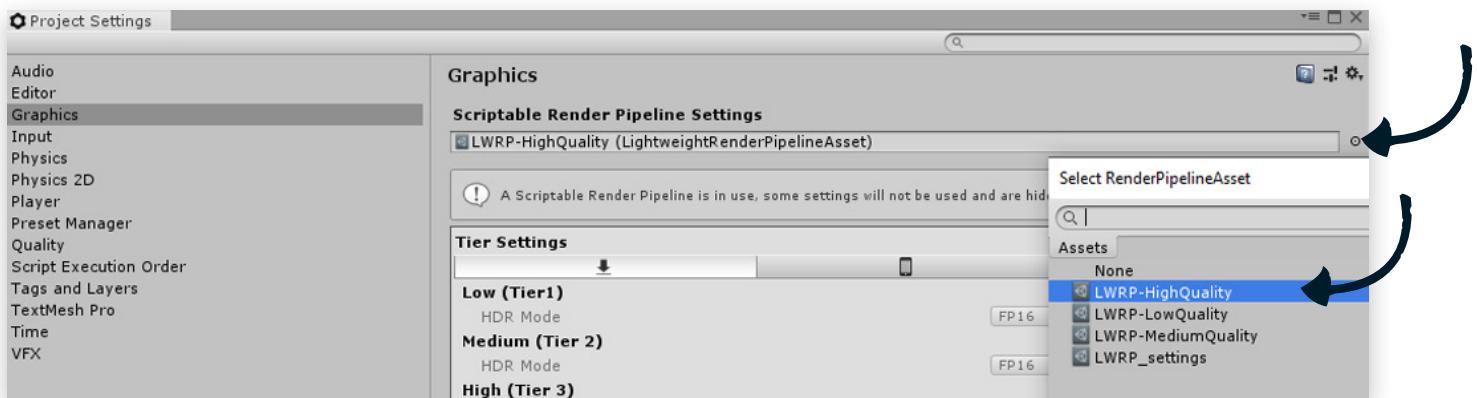
At this point you already can go to **\Fantastic Nature Pack\scenes** and select any of the scenes.

If you see any errors in the “**Console**”, try the “**Clear**” button. If the errors don’t disappear consult the **FAQ** or drop us an **Mail**.

If you see any pink assets inside the **Project** window or inside the “**Terrain**”-object in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > **right click > Reimport** and it should fix it.



Step 4: After the project is loaded, go to **Edit > Project Settings...**

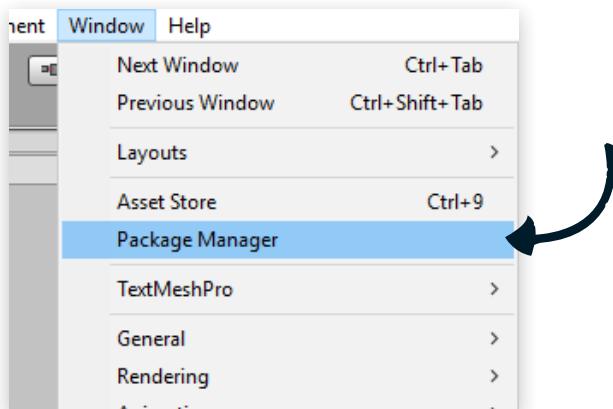


Step 5: For the Scriptable Render Pipeline Settings select “**LWRP_HighQuality**”.



How to set up your project for LWRP (option 2)

If you imported the “**FANTASTIC - Nature Pack**” before you installed the LWRP please follow the steps below:



Step 1: go the Window > Package Manager.

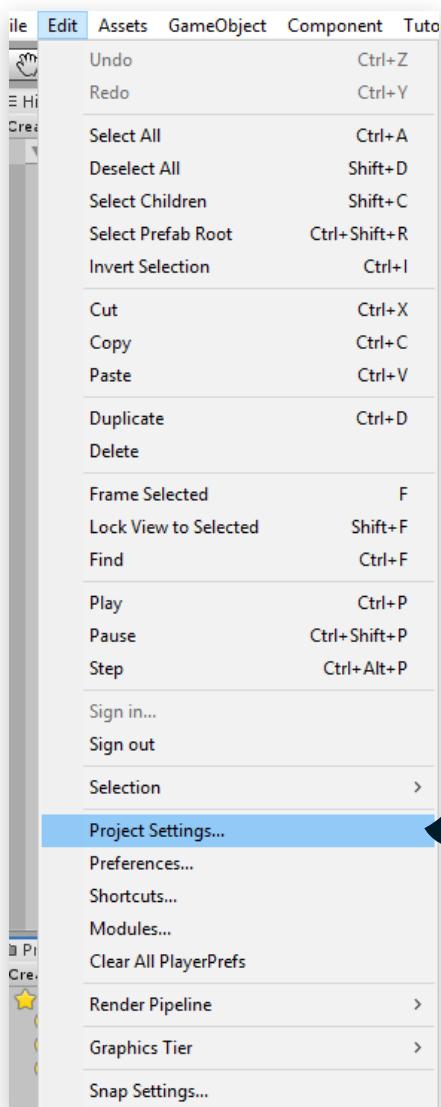
Packages	Version
Ads	2.0.8
Alembic	1.0.5
Analytics Library	3.3.2
Asset Bundle Browser	1.7.0
Burst	1.1.1
Cinemachine	2.3.4
Core RP Library	5.7.2
Google Resonance Audio	1.18.3
Google VR Android	1.18.4
Google VR iOS	1.18.5
In App Purchasing	2.0.6
Lightweight RP	5.7.2
Mathematics	1.1.0
Mobile Notifications	1.0.2
Multiplayer HLAPI	1.0.4
Oculus (Android)	1.36.0

Lightweight RP
Version 5.7.2 (2019.1 verified)
[View documentation](#) - [View changelog](#) - [View licenses](#)
com.unity.render-pipelines.lightweight
Author: Unity Technologies Inc.
The Lightweight Render Pipeline (LWRP) is a prebuilt Scriptable Render Pipeline, made by Unity. The technology offers graphics that are scalable to mobile platforms, and you can also use it for higher-end consoles and PCs. You're able to achieve quick rendering at a high quality without needing compute shader technology. LWRP uses simplified, physically based Lighting and Materials. The LWRP uses single-pass forward rendering. Use this pipeline to get optimized real-time performance on several platforms.

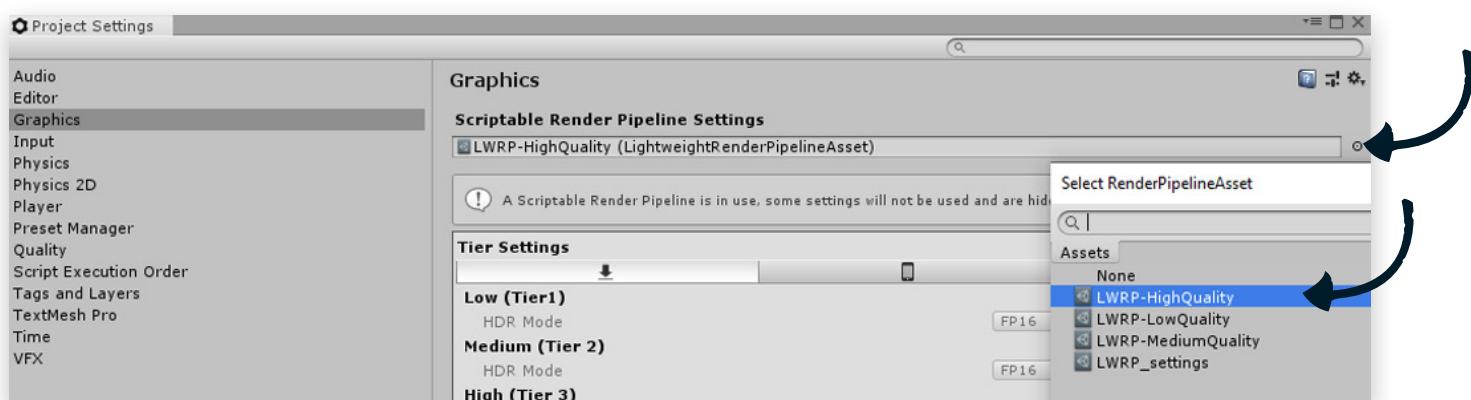
Last update Jul 17, 22:26

Install

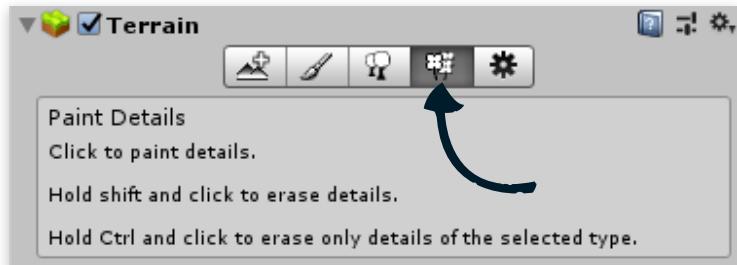
Step 2: Select “Lightweight RP” asset and click “Install”.



Step 3: After the package is loaded, go to **Edit > Project Settings...**



Step 4: For the Scriptable Render Pipeline Settings select “**LWRP_HighQuality**”.



It is possible that if you open any of the scenes, that some assets still appear pink. If that is the case do the following:

- In the “Hierarchy” tab select “Terrain”
- In the “Paint Details” tab double click on any asset
- Click on the circle next to the asset which was added in the “Detail” panel
- Re-add the same asset and the scene should look normal again



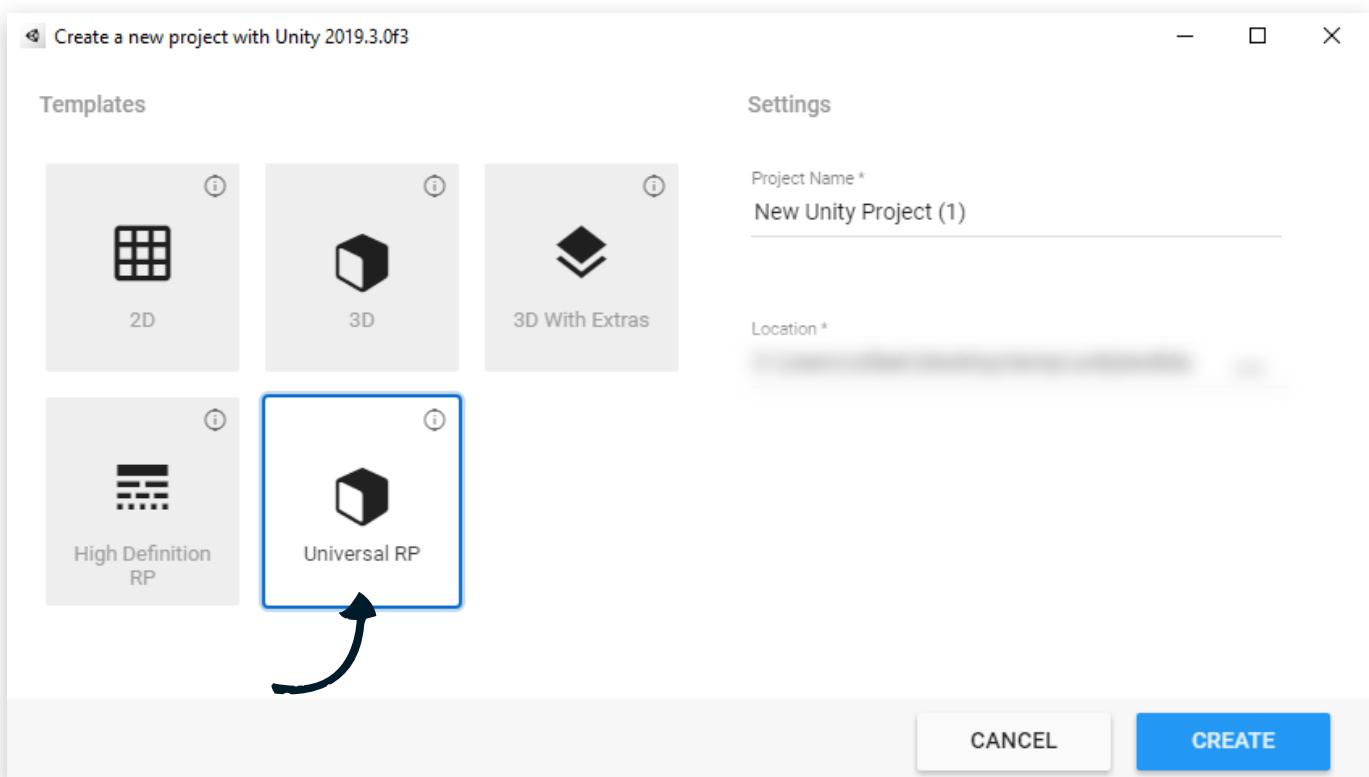


How to set up your project for URP (option 1)

We recommend to create a **clean project** and install the **URP** via the **Package Manager** or via **Templates** and import our package to this project.
To do so follow the steps below:



Step 1: Click “**NEW**” to create a new project (for **URP** pick **Unity 2019.3 or above**).



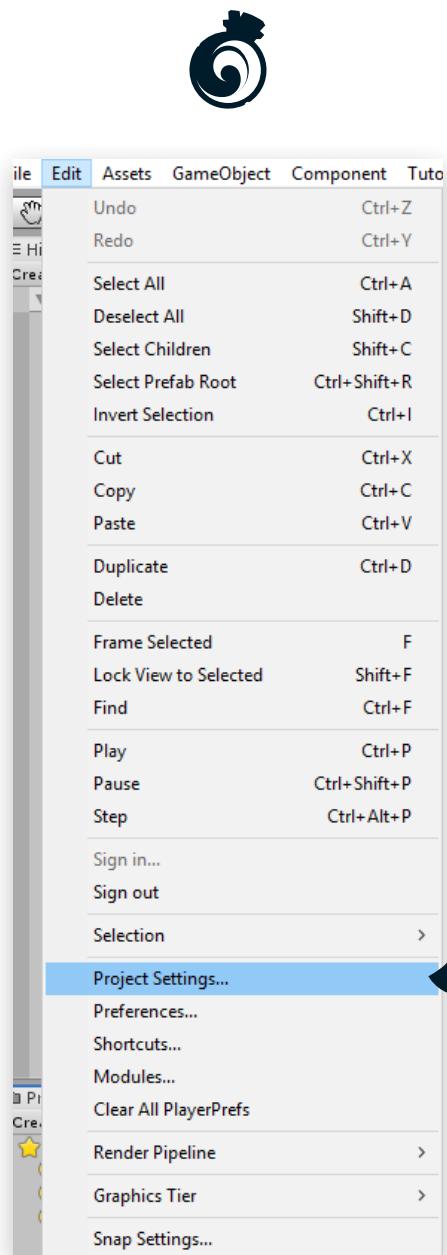
Step 2: In the “**Templates**” select “**Universal RP**”, this way everything you need for this package will be preinstalled.



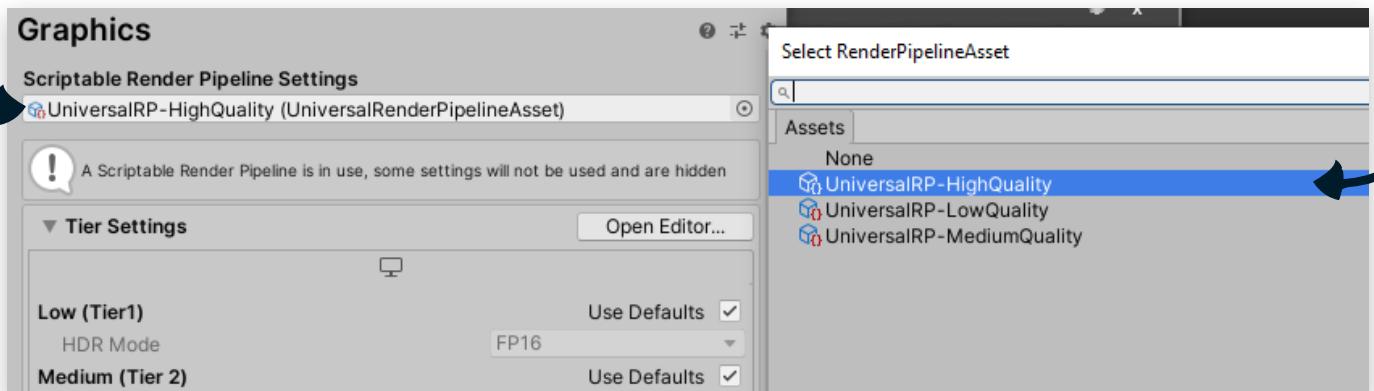
Step 3: Download the “**FANTASTIC - Nature Pack**” from the Asset Store and import it into your project.

At this point you already can go to **\Fantastic Nature Pack\scenes** and select any of the scenes.

If you see any errors in the “**Console**”, try the “**Clear**” button. If the errors don’t disappear consult the **FAQ** or drop us an **Email**.



Step 4: After the project is loaded, go to **Edit > Project Settings...**

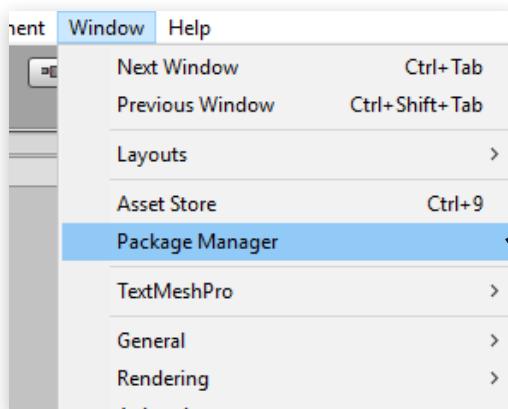


Step 5: For the Scriptable Render Pipeline Settings select “**UniversalRP_HighQuality**”. These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.

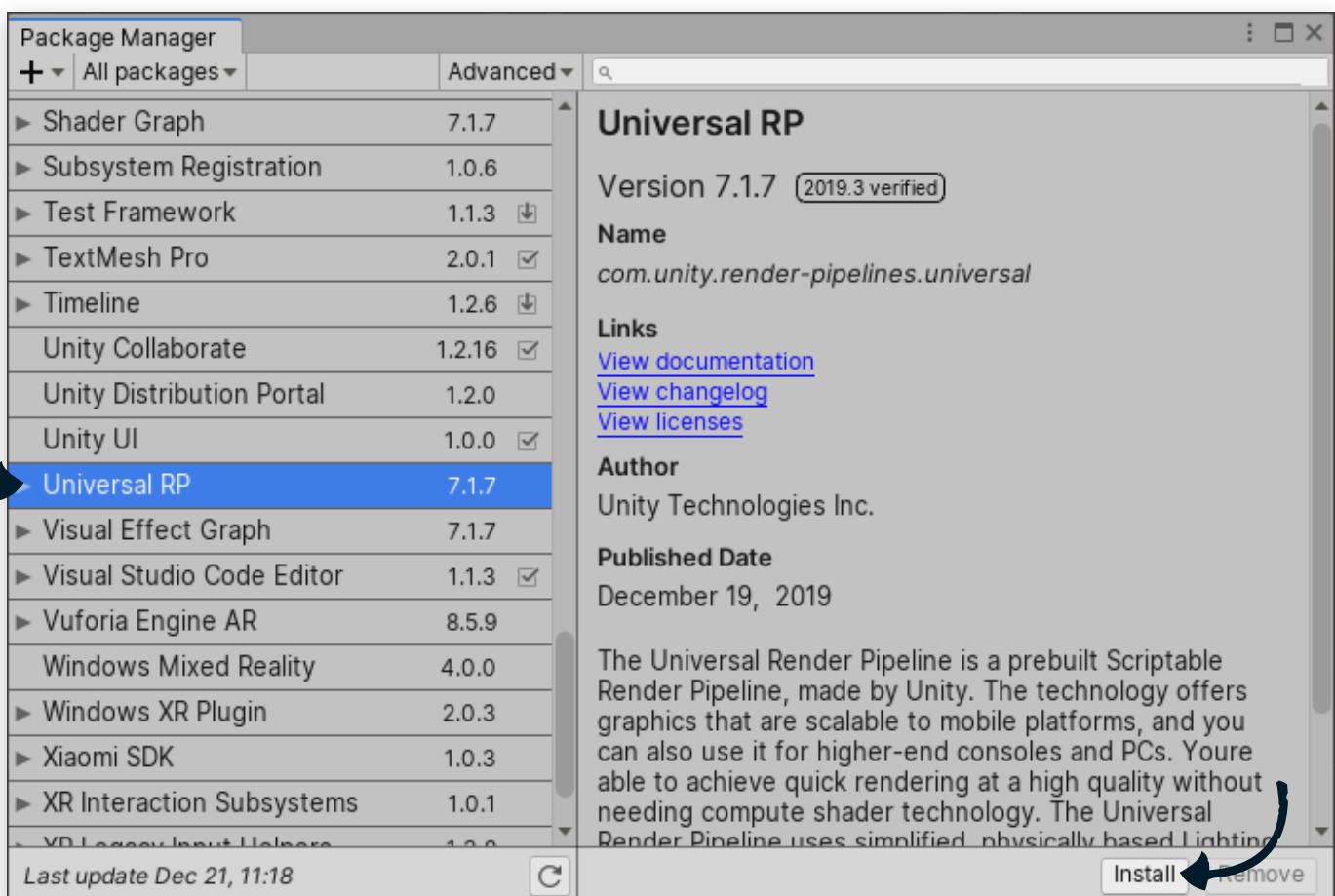


How to set up your project for URP (option 2)

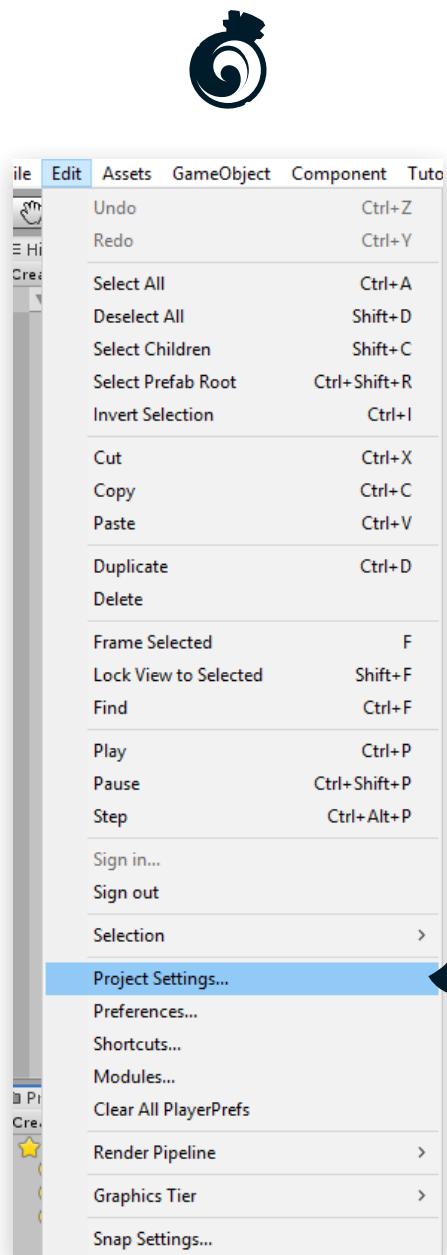
If you imported the “**FANTASTIC - Nature Pack**” before you installed the URP please follow the steps below:



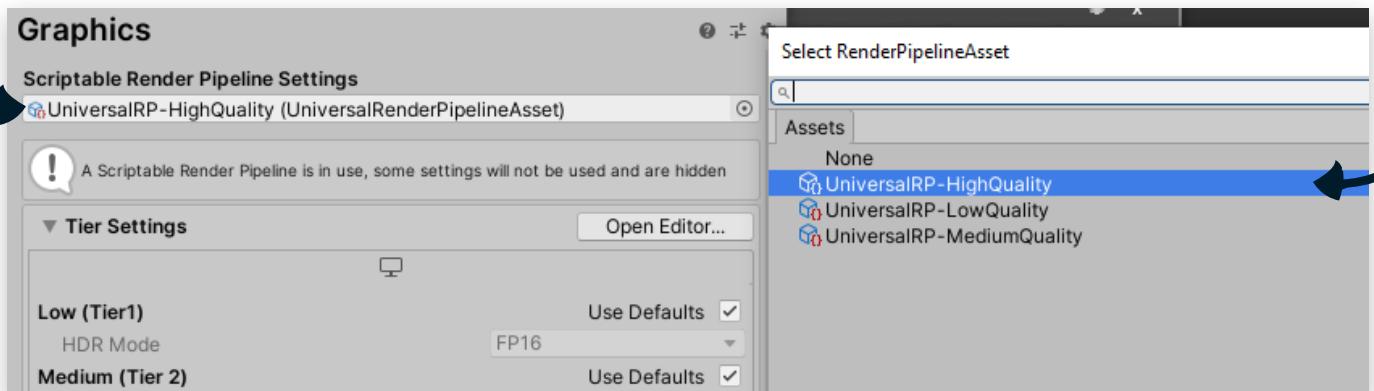
Step 1: go the Window > Package Manager.



Step 2: Select “Universal RP” asset and click “Install”.



Step 3: After the project is loaded, go to **Edit > Project Settings...**



Step 4: For the Scriptable Render Pipeline Settings select "**UniversalRP_HighQuality**". These are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, imported LWRP settings technically would also work.



How to set up Post Processing for URP

Since the Post Processing has changed since 2019.3.0 and is included in URP you will have to do the following steps:

Step 1: Inside “**Window**” > “**Package Manager**”, make sure that the “Post Processing Package” is **NOT** installed.

Step 2: Open the Demoscene from the package.

Step 3: In the Hierarchy Tab of the scene delete the “**Post Processing Volume**” object.

Step 4: Select the camera. In the Inspector Tab remove the “**Missing Script**” component. (this is the post processing layer from LWRP)

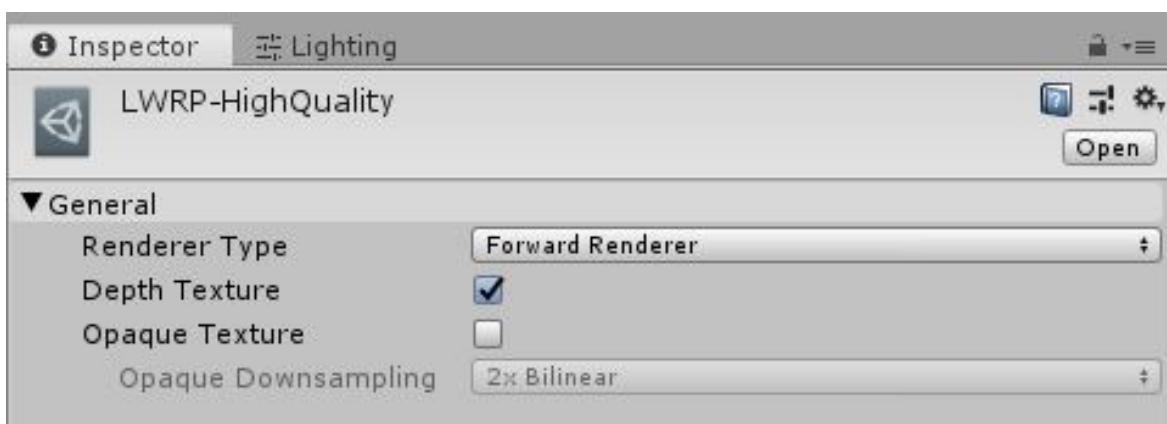
Step 5: In the Hierarchy Tab of the scene create a new “**Global Volume**”. (right click > Volume > Global Volume)

Step 6: Select the “**Global Volume**”. In the Inspector Tab of the “**Volume**” component click “**New**” at the Profile. Then click on the newly created profile to reveal it inside your project.

Step 7: After selecting the new profile, click on “**Add Override**” in the Inspector Tab, select “Post-processing” and select your desired effect.

Step 8: Additionally you will have to activate Post-processing here: in your Camera Inspector Tab go to “**Rendering**” and enable Post-processing there.

Note: Make sure to enable “Depth Texture” in the render pipeline settings.





Demo scenes

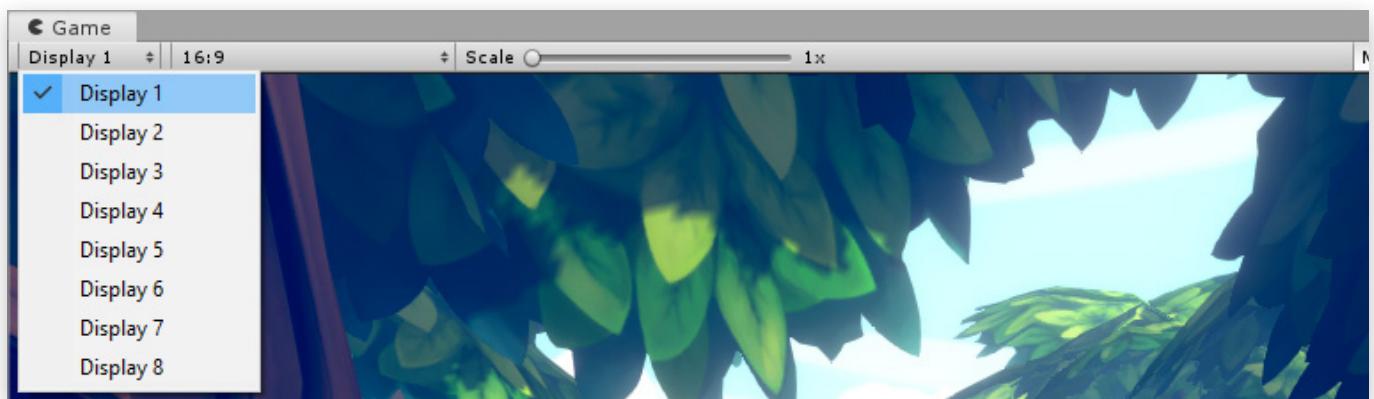
Demoscene_fantastic_nature_day: daylight scene with different sceneries (see screenshots below)

Demoscene_fantastic_nature_night: night scene with the same sceneries like the daylight scene (see screenshots below)

Demoscene_fantastic_nature_assets: in this scene you will find all the assets within the package

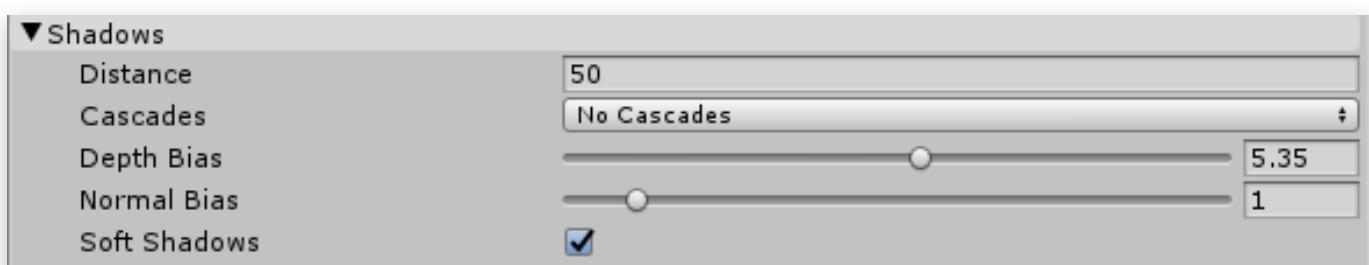
All the sceneries you see in the trailer were recorded directly out of these 2 scenes.

Simply select the different displays from the dropdown to see where the cameras were placed:



Settings for LWRP/URP

To quickly adjust any quality settings for LWRP/URP please find the **LWRP-HighQuality** or **UniversalRP-HighQuality** inside the **\Assets\Settings** folder.



Example settings for shadows

Post Processing

Inside ...\\Fantastic Nature Pack\\settings you will find 3 **PPP_** files for day, night and the assets scenes.

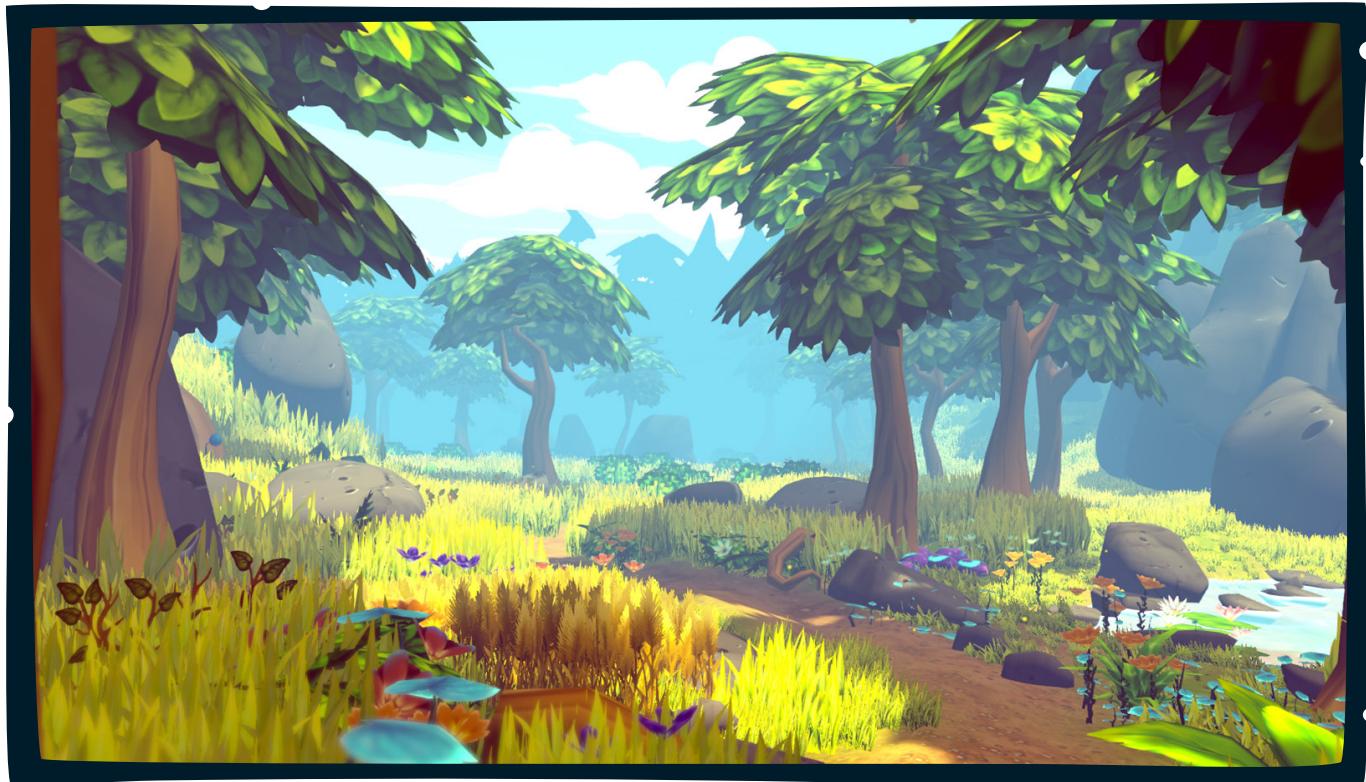


Demoscene day & night

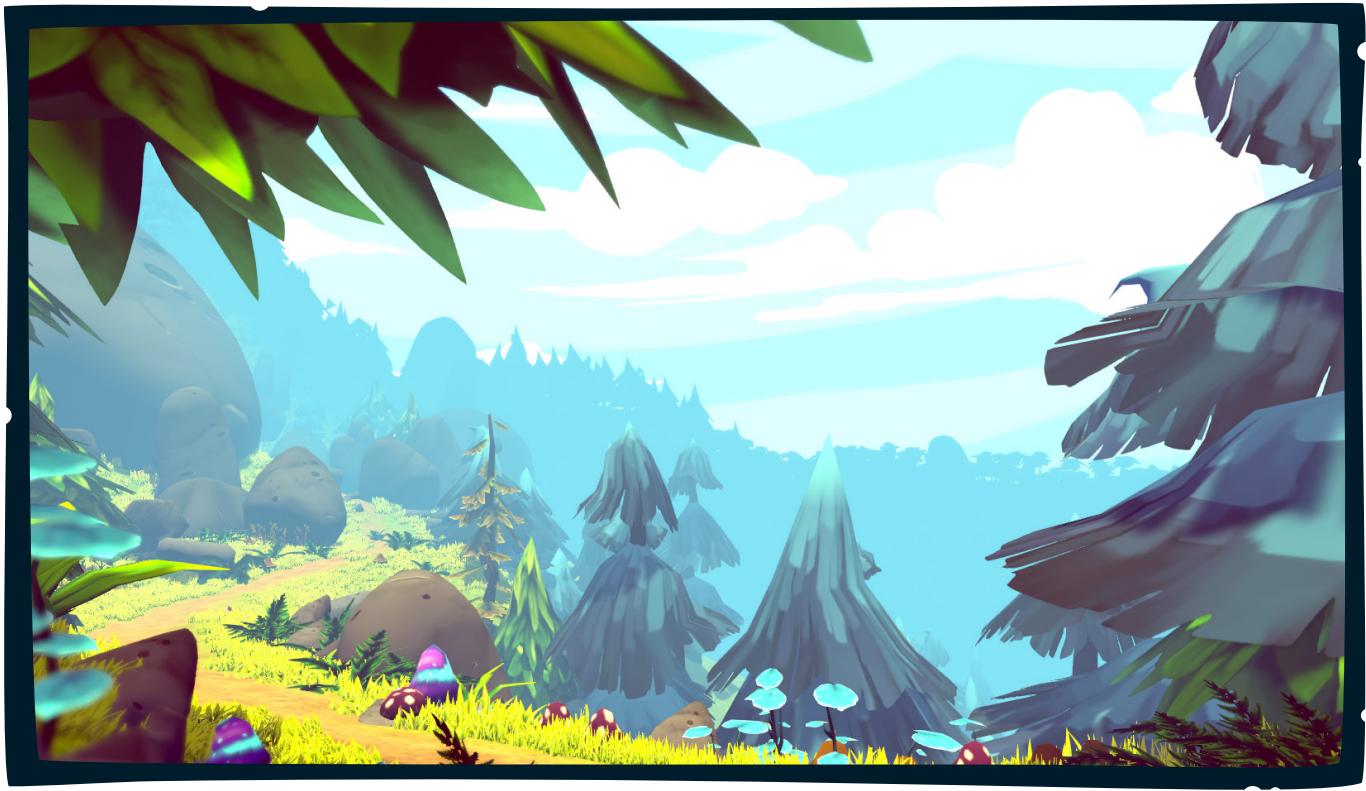
Both scenes are the same asset-wise. The only things that were changed are Skybox, lighting, particles and water material setup (see “**Shaders**” chapter).



River - Day



Forest - Day



Mountain - Day



Field - Day



Beach - Day



Camp - Day



Camp - Night



Field - Night





Demoscene assets

In this scene you will find all the assets within this package. For trees and stones you can already check out the LODs.



Trees (3 LODs each)



Logs & stumps



Stones (3 LODs each)



Bushes, plants, flowers, grass, mushrooms



Bonus asset “Camping Set”





Assets

Meshes

Vertex maps

A specific set of meshes have vertex maps to be able to work with “**Wind settings for Grass**”. If you are asking yourself why we added these assets to “**Detail Objects**” please read through **Environment setup - Terrain Tool** chapter.

The following set of assets have vertex maps:

SM_ENV_PLANT_bush_...

SM_ENV_PLANT_flower_...

SM_ENV_PLANT_leaf_...

The screenshot shows the Unity Editor's Inspector window for a terrain asset. The top bar has tabs for 'Inspector' and 'Lighting'. Below the tabs, there are checkboxes for 'Terrain' (checked), 'Static' (checked), and 'Untagged' tag. Under the 'Terrain' checkbox, there are buttons for 'Transform' and 'Terrain'. The 'Terrain' button is checked. Below these are two sets of buttons for terrain settings. The first set is labeled 'Terrain Settings'. The second set contains buttons for 'Basic Terrain', 'Tree & Detail Objects', 'Physics (On Terrain Data)', and 'Wind Settings for Grass (On Terrain Data)'. The 'Wind Settings for Grass' section is expanded, showing sliders for 'Speed' (1), 'Size' (0.347), 'Bending' (0.097), and a 'Grass Tint' color bar. The 'Wind Settings for Grass' section is highlighted with a blue arrow pointing from the text above.

Set the desired wind movement of the assets with vertex maps under “**Wind settings for Grass**”

The screenshot shows the Unity Editor's Inspector window with several numerical fields for wind simulation. At the top is a row of fields for 'Wind Movement' with values X: 0.67, Y: 0, Z: 0, W: 0. Below that is a row for 'Wind Density' with a value of 1.64. Underneath the density is a row for 'Wind Strength' with a value of 0.15. The entire window has a light gray background.

For trees and grass the wind simulation is solved with the shader. For more information please see chapter “**Shaders**”



LODs

All the trees and stones have 3 LODs levels. These are already set up for you inside the corresponding prefabs. You will find all the prefabs in **\prefabs** folder.

Highest polycount for trees LOD0: 964

Lowest polycount for trees LOD2: 19

Highest polycount for stones LOD0: 872

Lowest polycount for stones LOD2: 18

Collision

The trees have a custom collision mesh called ***treename*_COLLISION**.

The stones have their **_LOD1** or **_LOD2** set as their collision.

Since trunks, stumps and roots are rather low poly, they have a mesh collider referencing themselves.

Lightmaps

All assets have a custom lightmap UV in the second channel.



Textures & Materials

You can find all the textures in the **\2d\textures** folder. The materials are in the **\materials** folder.

Tileable materials

Environment:

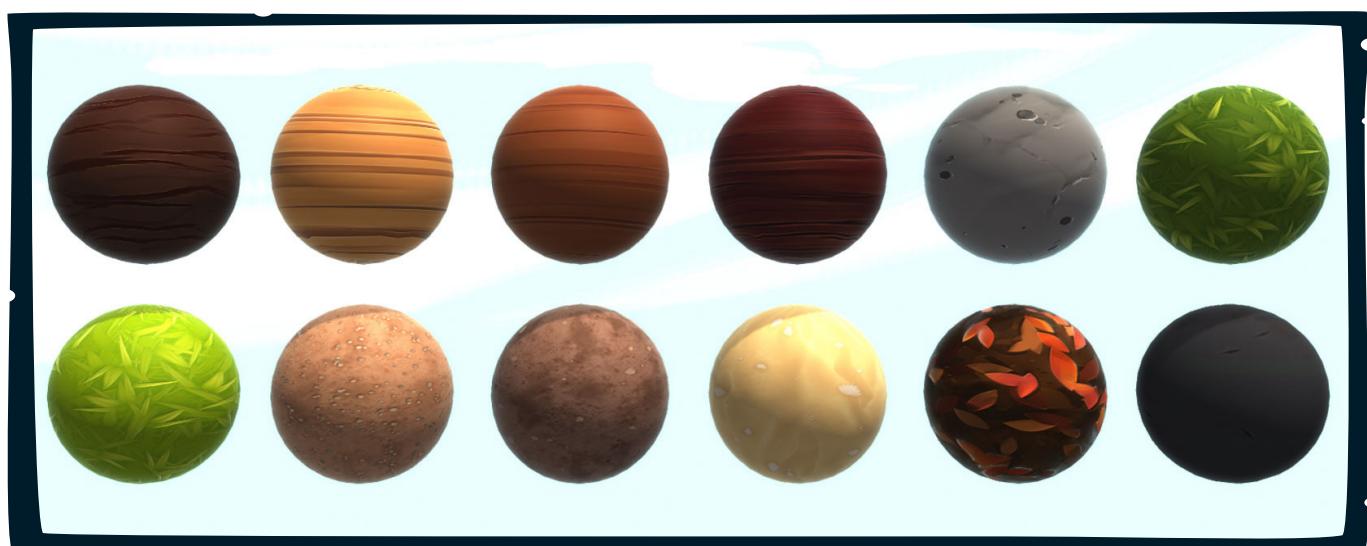
These materials are only for the preview. To adjust the look of these materials on the terrain please adjust the terrain layers directly in this folder:

\2d\textures\terrain_layers

- M_ENV_TERRAIN_grass_01
- M_ENV_TERRAIN_grass_02
- M_ENV_TERRAIN_dirt
- M_ENV_TERRAIN_gravel
- M_ENV_TERRAIN_leaves
- M_ENV_TERRAIN_sand
- M_ENV_TERRAIN_stone

Trees:

- M_wood_01
- M_wood_02
- M_wood_03
- M_wood_04



Tileable materials



Atlases

There are multiple reasons why we wanted the plants texture to be an atlas.

Firstly for performance reasons and secondly, this way you can easily add seasonal changes by simply changing one single texture, or add other kind of flora and fauna to the same meshes without adjusting the mesh or the UVs.

Plants:

- M_PLANT_atlas_anim_FNP
- M_PLANT_atlas_static_FNP
- M_PLANT_grass_anim_FNP
- M_wood_log_burn
- M_wood_stump

FX:

- M_FX_fire
- M_FX_glow
- M_FX_leaf
- M_FX_steam

Bonus asset “Camping Set” specific materials

For more information about the bonus asset “Camp” please read the “**Bonus Assets**” chapter.

- M_set_camping
- M_cloth
- M_metal



Shaders

Grass, water and the plants shaders were made with the **Shader Graph**. For more information about Shader Graph and how to use it visit this site:

<https://unity.com/shader-graph>

Rest of the shaders are all standard LWRP.

We recommend to install the **Shader Graph** via the **Package Manager** or via **Templates**. To use the Shader Graph in your project either start a new project using a template that includes Shader Graph or download a **Render Pipeline** package from the **Package Manager**. The Shader Graph will be downloaded automatically for your use in either of these cases.

Packages that contain Shader Graph:

- Lightweight Render Pipeline
- HD Render Pipeline

Templates that contain Shader Graph:

- Lightweight 3D Template
- HD 3D Template



Water shader

The screenshot shows the Unity Inspector window for the 'M_FX_water' shader. The top bar has tabs for 'Inspector' and 'Lighting'. The main area displays various shader parameters:

Parameter	Type	Value	Color
Metallic	Float	0.1	
Gloss	Float	1.3	
Transparency	Float	4.56	
BaseColor	Color	(HDR)	Blue
RipplesColor	Color	(HDR)	Blue
RippleSpeed	Float	1.99	
RippleScale	Float	1.27	
RipplesDissolve	Float	10.92	
NormalStrength	Float	0.4	
NormalSpeed	Vector (X, Y, Z, W)	X: 0.05, Y: -0.01, Z: 0, W: 0	
FoamColor	Color	(HDR)	Blue
FoamOffset	Float	0.49	
EmissionIntensity	Color		Black
Render Queue	Dropdown	From Shader	3000
Enable GPU Instancing	checkbox		<input type="checkbox"/>
Double Sided Global Illumination	checkbox		<input type="checkbox"/>

- Metallic: metalness amount
- Gloss: gloss amount
- Transparency: transparency amount
- Base Color: base color of the water
- Ripples Color: color of the ripples
- Ripple Speed: defines the movement speed of the ripples
- Ripple Scale: defines the scale of the ripples
- Ripples Dissolve: contrast of the noise which is used for the ripples
- Normal Strength: normal for the waves
- Normal Speed: speed of the waves
- Foam Color: color of the foam where the meshes intersect with the water
- Foam Offset: size of the foam
- Emission Intensity: emission of the water (the hex values we used in the videos are **#959595** for the day and **#252525** for the night scene)



Plants and grass - wind movement

M_PLANT_atlas_anim_FNP and **M_PLANT_grass_anim_FNP** are both meant to be used for wind movement of the plants. In both materials you will find the same settings for **wind movement, density and strength**.

Wind Movement	X <input type="text" value="0.67"/>	Y <input type="text" value="0"/>	Z <input type="text" value="0"/>	W <input type="text" value="0"/>
Wind Density	1.64			
Wind Strength	0.15			

- Wind Movement: movement direction of the noise (only edit the **x** and **y** values, it displays a vector4 inputfield, **z** and **w** components are **not** used)
- Wind Density: density of the noise applied to the mesh
- Wind Strength: strength of the deformation

Plants and grass - color adjustment

Underneath the wind adjustments you can change Hue and/or Color.

Hue	<input type="range"/>	0
Color	<input type="color"/>	

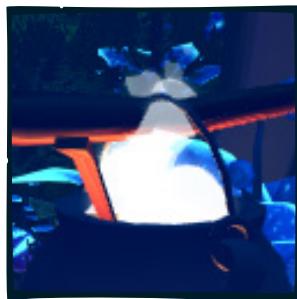
You can either use one of the two or combine them. Combining works best when you pick a grey value between white and black for the color and change the Hue to your liking. If you have a grey texture for grass or plants you can use the Color to tint your asset.

FX

Inside the \Assets\prefabs\FX folder you will find some particle effects to decorate your scenes. We added the following effects:



Fire



Steam



Particles Glow



Leaves



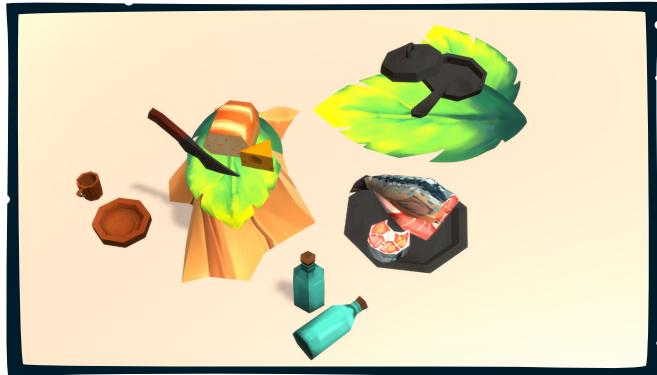
Customizing Assets

We have added multiple prefab versions for trees to have 4 different variation in their materials. You can easily do that for other assets like roots, tree trunks and stumps.

As explained in the “**Textures & Materials**” chapter, you can work on one single texture to make adjustments or even seasonal changes.

Bonus Asset - Camping Set

As a bonus for this pack we have included a camping set with some extras.
You will find it in **\Assets\prefabs\props**.





Scene setup

Environment setup - Terrain Tool

It's important to note that **trees and stones** will **not** work on the terrain as "**Detail Objects**". This is because they have LODs, which is incompatible. Instead, add these assets as "**Tree Objects**".

Additionaly any **assets with emission** and **grass** should be added as "**Tree Objects**", because the built-in grass shader would otherwise override the custom shaders.

This is not a limitation of the package, but rather a limitation of Unity. Here is a sheet to help you decide where to add the assets:

Detail Objects

Assets without emission

Assets without LODs

No prefabs

"Grass texture"

single texture (no atlas) which will be displayed as such (can be a billboard)

"Detail Mesh" - vertex lit

does not move with wind & has no transparency

- Mushrooms without emission

"Detail Mesh" - grass

assets with vertex map that should move with wind

- Bushes
- Leaves
- Flowers
- Fern

Tree Objects

Assets with emission

Assets with LODs

Prefabs

Assets with custom shaders

- Trees
- Stones
- Grass





Support

FAQ

Will there be updates to the package?

Yes. We plan to update all our packages as soon as there is a relevant update or if the community asks for adjustments.

Can you give support to users if something doesn't work?

Yes, but first please read through this document and if you still need help with something related to this package, feel free to contact us.

Does the package only work with Lightweight Render Pipeline (LWRP)?

Yes and no. The package is set up using LWRP and all the materials are LWRP. BUT you can always change the render pipeline, you will just have to adjust the materials, lighting etc. accordingly.

To do this - first go to the \Materials folder and change all the materials to something which works with your render pipeline (for example the “Standard” Unity Shader).

All the shaders made with Shader Graph will have to be changed.

Shader Graph is only compatible with the Scriptable Render Pipelines (SRPs) namely the High Definition Render Pipeline (HDRP) and the Lightweight Render Pipeline (LWRP or URP from Unity 2019.3 on).

What's the deal with Universal Render Pipeline (URP)?

With Unity 2019.3 the Lightweight Render Pipeline is renamed to Universal Render Pipeline. If you set up your project using LWRP you can change to URP and everything should work from the getgo - shaders, materials, lighting and the renderpipeline setting assets are compatible with URP.

A list of errors shows up in a shader.

Try reimporting the shader (in project tab > right-click on the shader > Reimport). If this doesn't work, open the Shader Graph by double-clicking on the shader. In the Shader Graph then click on “Save Asset” in the top left corner of the window. If you are still having issues with the shader, please contact us.



I opened the project for the first time and everything is pink. When I select a material, the shader says "Hidden/InternalErrorShader"

This is the case when your project is not set up for Lightweight Render Pipeline (LWRP) or Universal Render Pipeline (URP). Starting on page 4 you will find all the steps needed to properly set up your project.

I opened the project for the first time and in the Console I get the error "A tree couldn't be loaded because the prefab is missing"

This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package. Simply press “Clear” in the “Console” tab and it won’t appear again.

I imported the package but some assets still appear pink in the scene...

It is possible that if you open any of the scenes, that some assets still appear pink. If that is the case do the following:

- In the Hierarchy window select “Terrain”
- In the “Paint Details” tab double click on any asset
- Click on the circle next to the asset which was added in the “Detail” panel
- Readd the same asset and the scene should look normal again

I imported the package but some assets still appear pink in the Project window...

If you see any pink assets inside the **Project** window or inside the **“Terrain”-object** in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > **right click > Reimport** and it should fix it.

I imported the package but the assets using your custom Shader Graph shaders have errors and show up pink in the scene...

We are aware of an error which sais the following: *Shader error in ‘Shader Graphs’/ “shader name”: syntax error: unexpected integer constant at line...*

Saidly we could not reproduce it but we very closly follow possible solutions for it.

If you encounter this error please send us the following information:

- Operating system (also tell us if you are up to date with all the updates)
- Your Graphics card (also here please tell us if you are up to date with the drivers)
- Unity version
- Render pipeline type and version(for example LWRP 6.9.0)



Unity Forum

If you want to read up about this package in the Unity Forums:

<https://forum.unity.com/threads/released-fantastic-nature-pack-official-thread.716276/>

Contact & Support

Visit our page for updates and more packages in the future:

<https://tidalflask.com/>

Contact us if you didn't find an answer to your questions:

info@tidalflask.com

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