Tree Package

Useage

Main Files

The package contains trees for use as GameObjects and trees for the terrain engine.
In the asset browser navigate to: **Assets/Numena/Plants/[Tree Name]**.
You'll find the main prefabs there.
If you want to use the trees on a terrain, use the prefabs from the "**Terrain Prefabs**" subfolder instead.
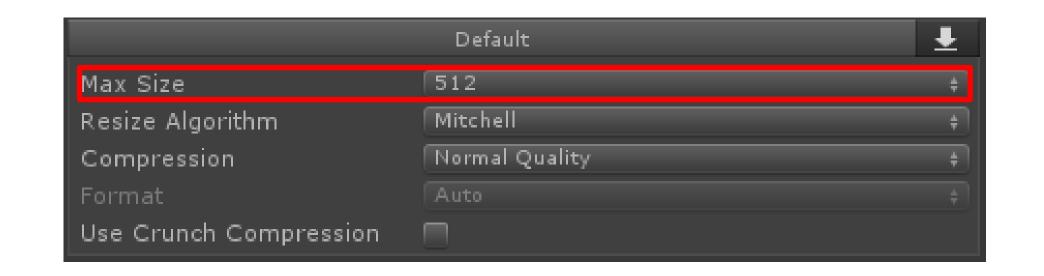
Textures

By default the textures are imported at a low resolution for an optimized balance between visual quality and performance.
If you want to increase the resolution, navigate to:
Assets/Numena/Plants/[Tree Name]/Source/Textures.
After selecting one or more textures, you can adjust the resolution by using the "Max Size" drop-down in the inspector.

Default	
Max Size	512
Resize Algorithm	Mitchell
Compression	Normal Quality
Format	Auto
Use Crunch Compression	☐

Support

E-Mail

If you need help with an asset package, please send an e-mail to: **assets@numena.de**

Please provide the following information to help us solve the issue faster:
• Invoice number of your purchase (helps us verify and identify the purchased package)
• Installed Unity version
• Rendering pipeline (if not default)
• Detailed description and screen-shots of the issue

We'll get back to you as soon as possible.