ASSET BY HIPERNT

UNIVERSAL RENDER PIPELINE

ANIME NATURE

Contents

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.Want to insert a picture from your files or add a shape, text box, or table? You got it! On the Insert tab of the ribbon, just tap the option you need.

Demo:

The included demo lets you explore the prefabs

The Included Lens Flare only Works in Unity 2023+

Models:

There is total 08 different Trees and 04 different bush Models. Here is the Poly-count of every single prefab:

MODELS	TRIANGLES	VERTEX
Tree_01	87K	56K
Tree_02	16K	19K
Tree_03	28K	41K
Tree_04	9K	15K
Tree_05	28K	40K
Tree_06	17K	18K
Tree_07	22K	28K
Tree_08	23K	32K
Bush_01	1K	3K
Bush_02	3K	6K
Bush_03	4K	9K
Bush_04	4K	8K

Textures:

All the Diffuse and Normal Maps are in PNG format Here is the list of textures and their details:

NAME	DIMENSION
Bark	256X256
Grass	256X256
LeafMain	256X256

Rendering:

For better rendering add a Global Volume and use the "Sample Scene Profile" provided in the scenes folder. Be sure to enable Post Processing in the Camera setting.

Optimization:

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.

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