



Thank you!

First of all, we'd like to thank you for your purchase and your trust in our products!

We love what we do and hope you enjoy the package.

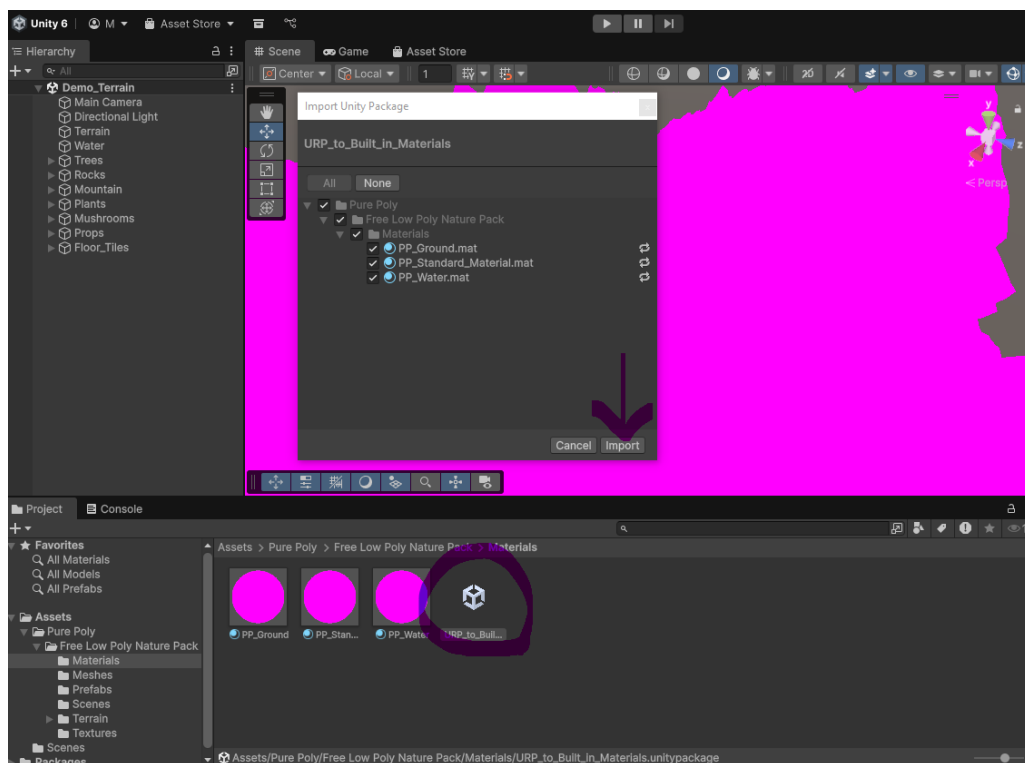
For more assets visit our [Store](#).

USING THIS PACKAGE WITH THE BUILT-IN RENDER PIPELINE

This package uses the Universal Render Pipeline (URP) shaders as default. In case you want to use the Built-In Render Pipeline, please follow these two steps:

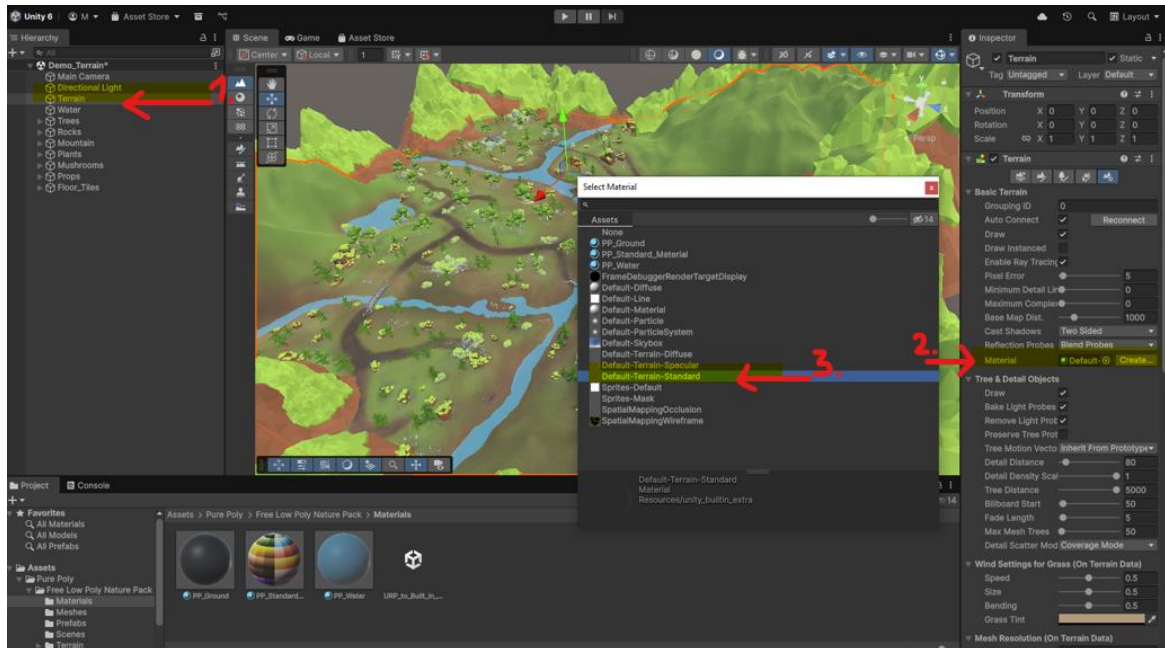
1. EXTRACT BUILT-IN MATERIALS

- Go to Assets → Pure Poly → Free Low Poly Nature Pack → Materials
- Double-click on the package 'URP_to_Built_in_Materials' and click 'import' in the appearing window:



2. CHANGE TERRAIN SHADER

- With Terrain Demo Scene open, in the Hierarchy window, unfold the Game Object 'Terrain' and select the terrain object (1)
- In the Inspector window, go to the 'Basic Terrain' section, then to 'Material' (2) and select the 'Default-Terrain-Standard' Shader from the 'Select Material' window (3):

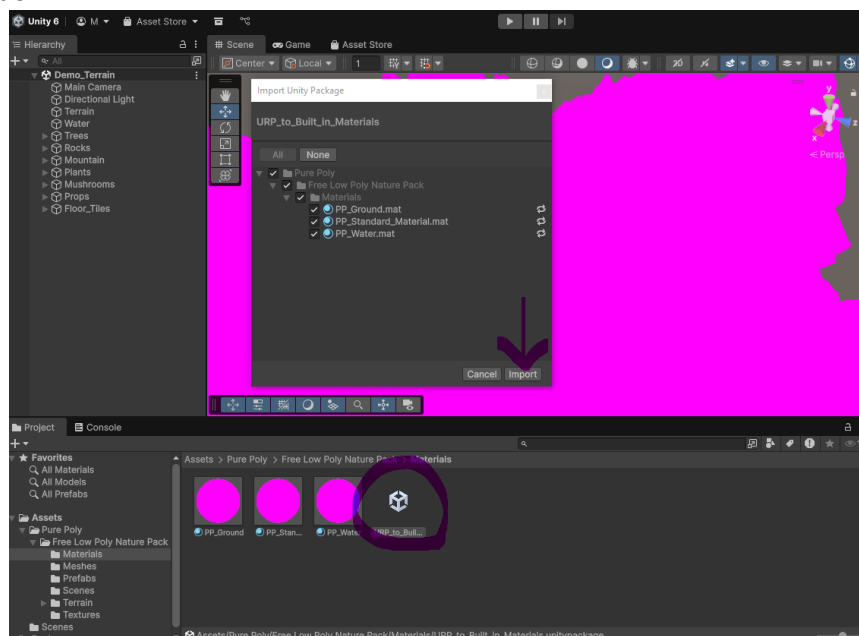


USING THIS PACKAGE WITH THE HIGH-DEFINITION RENDER PIPELINE (HDRP)

In case you want to use the High-Definition Render Pipeline (HDRP), please follow these three steps:

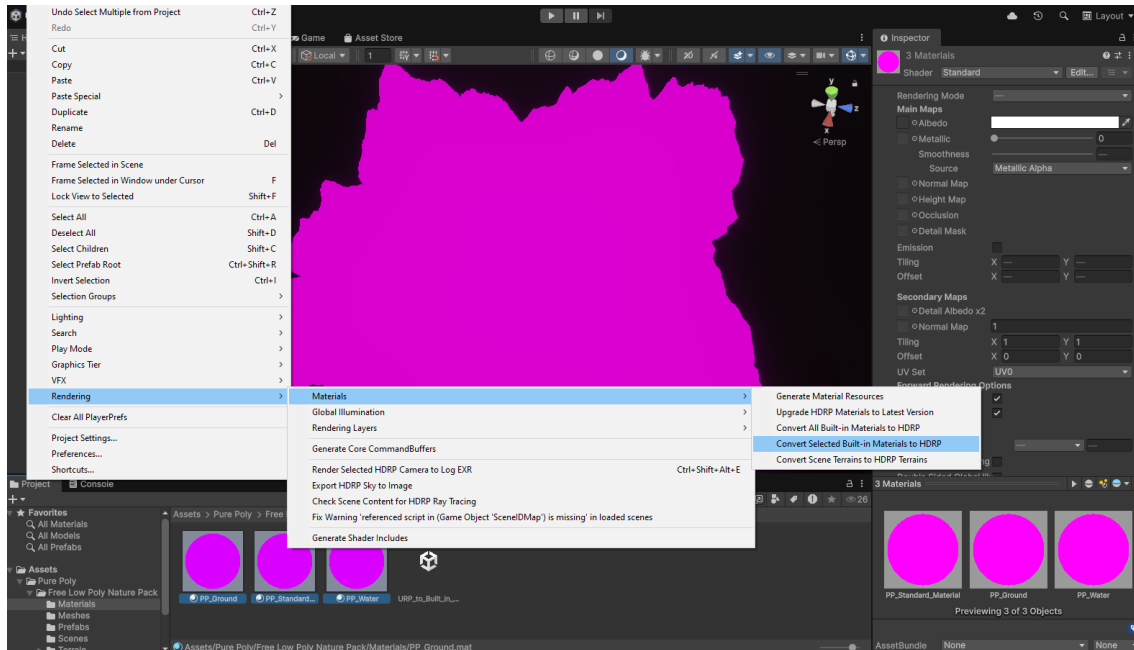
1. EXTRACT BUILT-IN MATERIALS

- Go to Assets → Pure Poly → Free Low Poly Nature Pack → Materials
- Double-click on the package 'URP_to_Built_in_Materials' and click 'import' in the appearing window:



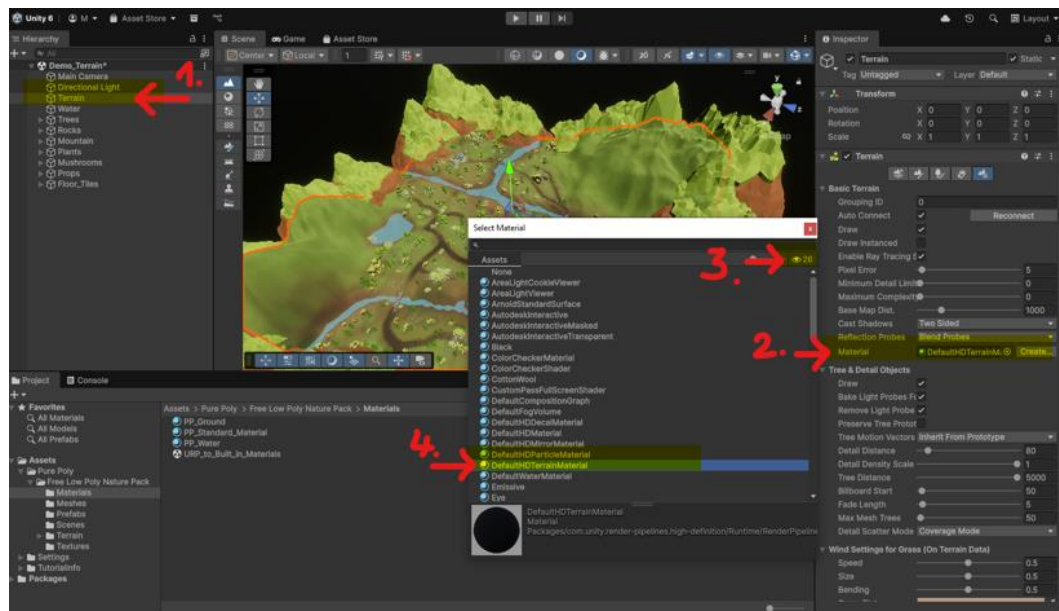
2. CONVERT MATERIALS TO HDRP MATERIALS

- go to Assets → Pure Poly → Free Low Poly Nature Pack → Materials folder
- in the Material's folder, select the 3 pink materials
- with the 3 materials selected, go to 'Edit' → Rendering → Convert Selected Built-In Materials to HDRP:



3. CHANGE TERRAIN SHADER

- With Terrain Demo Scene open, in the Hierarchy window, unfold the Game object 'Terrain' and select the terrain object (1)
- In the Inspector window, go to the 'Basic Terrain' section, then to 'Material' (2)
- In the appearing 'Select Material' window, click on the eye icon to make all materials visible (3), and select the 'DefaultHDTerrainMaterial' Shader from the 'Select Material' window (4):



AUTOMATED LODs (LEVEL OF DETAIL) – ONLY APPLICABLE FOR UNITY VERSION 6000.2 OR HIGHER

We have pre-generated LODs since Unity 6000.2.

Please be aware that automated LODs are only available starting from Unity 6000.2 (or higher) and are not available in previous Unity versions.

Using automated LODs can reduce the vertices/triangles up to 80% with increasing camera distance.

In case you want to disable LODs, please follow these steps:

- In the meshes folder, select the meshes you want to disable the LODs for
- With the meshes selected, uncheck the 'Generate mesh LODs' checkbox in the Mesh LODs section in the Inspector window
- Click 'apply' to discard the LOD models

