

Thank you for purchasing this asset! In this documentation I am going to give you a quick overview about the package content and how to use different settings to your advantage.

First of all, this package consists of 51 individual tree models, splitted into 5 different species:

Ash 9x

Birch 13x

Chestnut 8x

Spruce 13x

Weeping Willow 8x

Each Tree has different levels of detail with the following polygon count (the LOD-Distance can be adjusted how you like):

| Tree | LOD0 | LOD1 | LOD2 | LOD3 |
|---------------|-------|------|------|------|
| Ash1 | 13.1k | 6.5k | 3.2k | 1.6k |
| Ash2 | 13.5k | 6.7k | 3.3k | 2.3k |
| Ash3 | 15.1k | 7.5k | 3.7k | 2.3k |
| Ash4 | 14.7k | 7.3k | 3.6k | 2.3k |
| Ash5 | 14.6k | 7.3k | 3.6k | 2.3k |
| Ash6 | 16.1k | 8.0k | 4.0k | 2.0k |
| Ash7 | 15.9k | 7.9k | 3.9k | 1.9k |
| Ash8 | 15.8k | 7.9k | 3.9k | 1.9k |
| The Great Ash | 14.3k | 7.1k | 3.5k | 1.9k |

| Tree | LOD0 | LOD1 | LOD2 | LOD3 |
|---------------|-------|------|------|------|
| Birch1 | 9.7k | 4.8k | 2.4k | 1.2k |
| Birch2 | 13.5k | 6.7k | 3.3k | 1.6k |
| Birch3 | 15.6k | 7.8k | 3.9k | 1.9k |
| Birch4 | 16.3k | 8.1k | 4.1k | 2.0k |
| Birch5 | 17.6k | 9.0k | 4.5k | 2.2k |
| Birch6 | 17.8k | 8.9k | 4.4k | 2.2k |
| Birch7 | 18.5k | 9.2k | 4.6k | 2.3k |
| Birch8 | 9.4k | 4.7k | 2.3k | 1.1k |
| Birch9 | 9.8k | 4.9k | 2.4k | 1.2k |
| Birch10 | 12.5k | 6.2k | 3.1k | 1.5k |
| Birch_Group_1 | 17.9k | 8.9k | 4.4k | 2.2k |
| Birch_Group_2 | 19.9k | 9.9k | 4.9k | 2.4k |

| | | | | |
|---------------|-------|------|------|------|
| Birch_Group_3 | 19.5k | 9.7k | 4.8k | 2.4k |
|---------------|-------|------|------|------|

| Tree | LOD0 | LOD1 | LOD2 | LOD3 |
|-----------|-------|-------|------|------|
| Chestnut1 | 16.4k | 10.4k | 5.2k | 2.6k |
| Chestnut2 | 17.7k | 10.3k | 5.1k | 2.5k |
| Chestnut3 | 15.7k | 8.4k | 4.2k | 2.1k |
| Chestnut4 | 17.7k | 10.0k | 5.0k | 2.5k |
| Chestnut5 | 21.9k | 10.9k | 5.5k | 3.0k |
| Chestnut6 | 22.9k | 11.4k | 5.7k | 3.2k |
| Chestnut7 | 27.0k | 13.5k | 6.7k | 3.8k |
| Chestnut8 | 28.8k | 14.4k | 7.2k | 3.9k |

| Tree | LOD0 | LOD1 | LOD2 | LOD3 |
|----------------|-------|------|------|------|
| Spruce1 | 15.0k | 7.5k | 3.7k | 1.8k |
| Spruce2 | 17.0k | 8.5k | 4.2k | 2.1k |
| Spruce3 | 17.0k | 8.5k | 4.2k | 2.1k |
| Spruce4 | 16.0k | 8.0k | 4.0k | 2.0k |
| Spruce5 | 17.0k | 8.5k | 4.2k | 2.1k |
| Spruce6 | 18.5k | 9.2k | 4.6k | 2.3k |
| Spruce7 | 18.8k | 9.9k | 4.5k | 2.2k |
| Spruce8 | 17.1k | 8.5k | 4.2k | 2.1k |
| Spruce9 | 17.1k | 8.5k | 4.2k | 2.1k |
| Spruce10 | 11.8k | 5.9k | 2.9k | 1.4k |
| Spruce_Group_1 | 19.8k | 9.9k | 4.4k | 2.2k |
| Spruce_Group_2 | 19.6k | 9.8k | 4.8k | 2.4k |
| Spruce_Group_3 | 19.0k | 9.5k | 4.7k | 2.3k |

| Tree | LOD0 | LOD1 | LOD2 | LOD3 |
|---------|-------|-------|------|------|
| Willow1 | 21.9k | 10.9k | 5.4k | 2.7k |
| Willow2 | 17.1k | 8.5k | 4.2k | 2.1k |
| Willow3 | 17.5k | 8.7k | 4.3k | 2.1k |
| Willow4 | 18.7k | 9.3k | 4.6k | 2.3k |
| Willow5 | 19.5k | 9.7k | 4.8k | 2.4k |
| Willow6 | 17.3k | 8.6k | 4.3k | 2.1k |
| Willow7 | 19.3k | 9.6k | 4.8k | 2.4k |
| Willow8 | 19.0k | 11.1k | 5.5k | 2.7k |

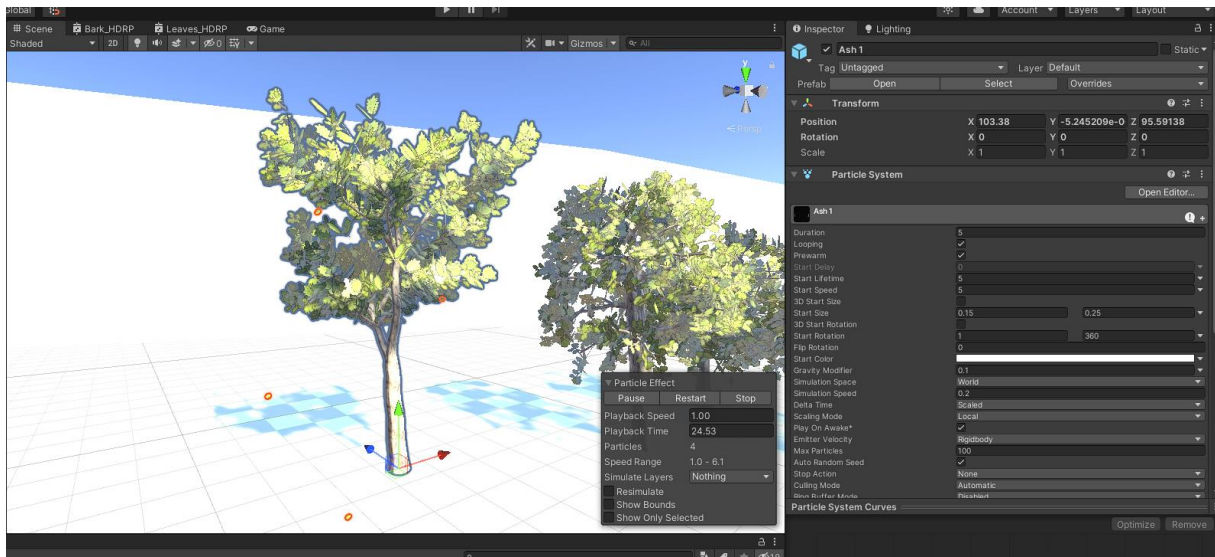
How to use:

I have created a prefab of every tree for every render pipeline. I suggest you to start with the included demo scene (only works for urp at the moment), to get a quick overview on the look of each model.

Make sure you saved your scene properly before you start the demo scene.

Particle System

To get started all you need to do, is drag the corresponding prefab onto your scene. On the inspector you should be presented with the default particle system

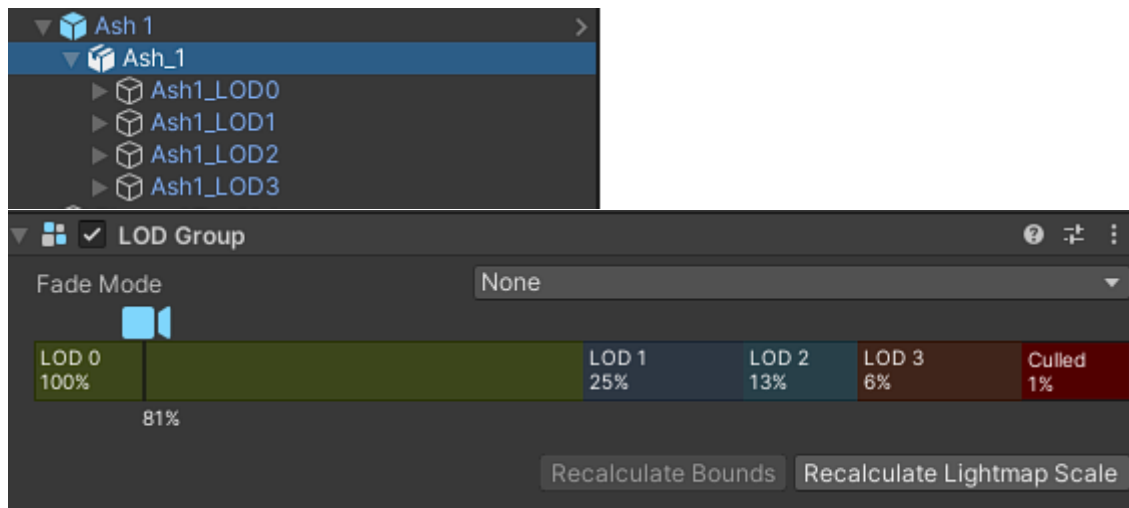


Here you can adjust the size, amount, life length etc. of your particles (fallin leaves). If you don't know how particle systems work, I suggest you to check out the documentation on:

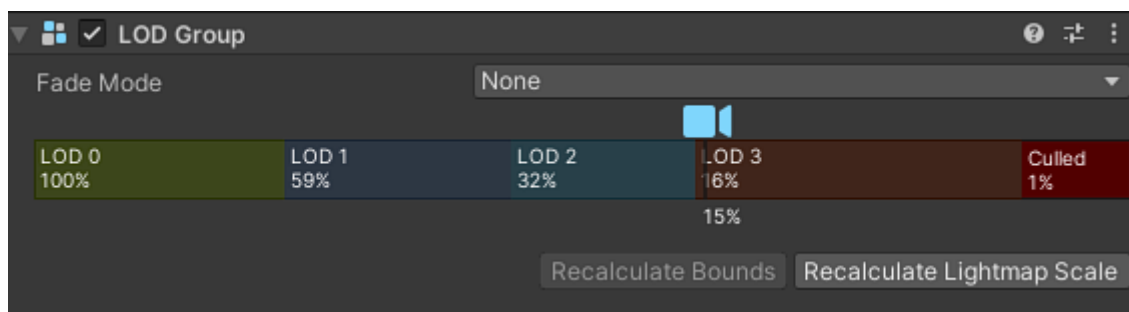
<https://docs.unity3d.com/Manual/ParticleSystems.html>

LOD

If you open the prefab group you are going to see different the different LODs on the scene overview on the left and the adjustable distance of each LOD on the right.

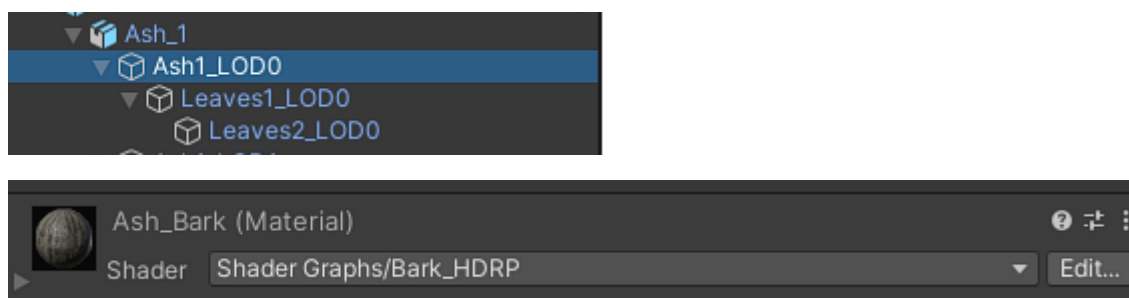


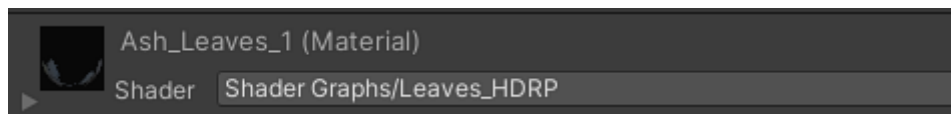
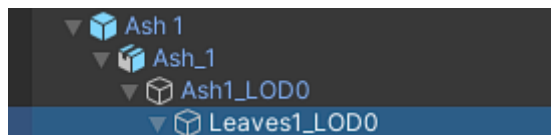
Dragging the camera from left to right shows you how the tree changes and also lets you see how the tris/poly count drops on the bottom right. If u want to change when a LOD is drawn just increase or decrease its size.



Materials

Opening a LOD Group even further presents you with the different structures of the tree and corresponding materials.

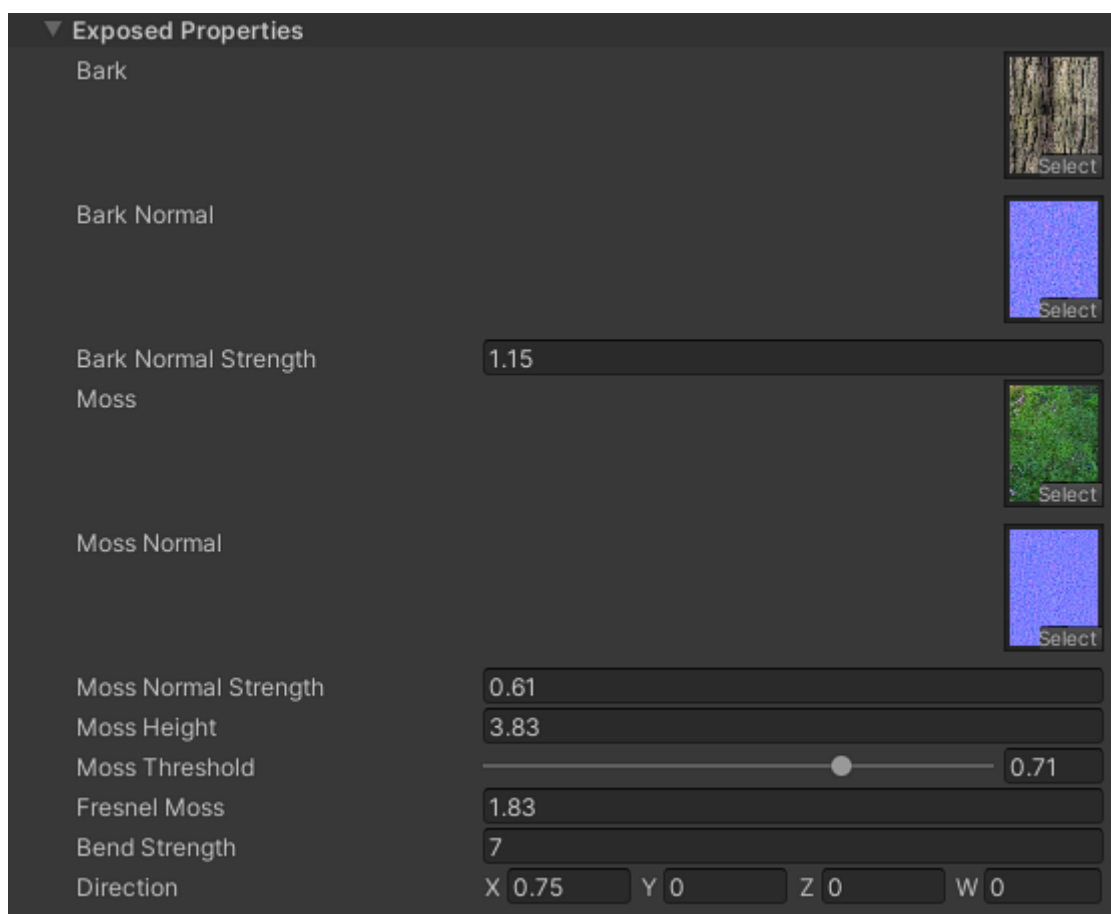




If you want to make changes to the materials either go into the material the first way or search for the folder source and then chose your render pipeline. Every material has its default settings, meaning some materials look better on one tree than the other. I highly recommend to adjust the settings with your personal touch.

Bark

Starting with the bark material you are able to change the bending of the tree, colour, amount of moss etc. If you open one of bark materials in the inspectors you should be presented with this view:



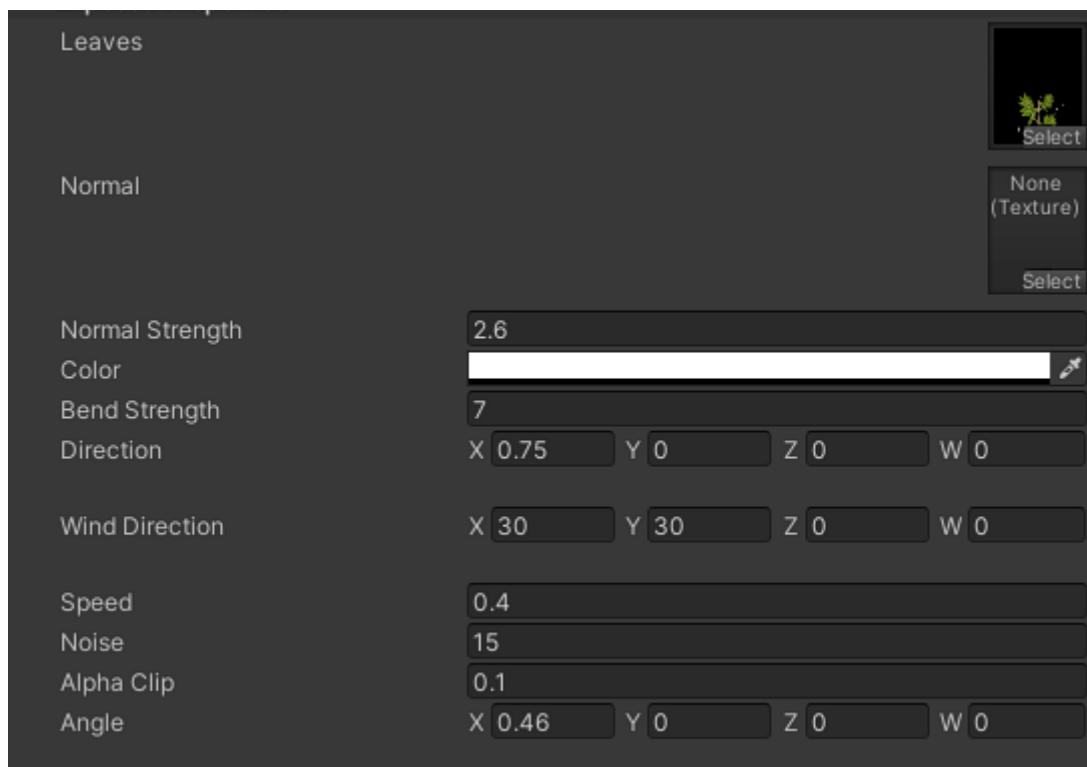
The top half is pretty basic. The interesting stuff is on the bottom half. Here you are able to change on which height the moss should begin and how much moss should be seen. With “fresnel moss” you can

fade the moss on the edges, giving it a more natural look.

“Bend Strength” and “Direction” let you change the amount of bending and how far in which direction it should stretch. **It is really important to have these settings set to the same values as the leaves corresponding leaves material!!!**

Leaves

Opening a leaves material gives you the following overview:



Here you are able to adjust the bending and stretch the same way as the bark material. “Wind Direction” and “Speed” let you change how strong the leaves itself are affected by wind. Color gives you the opportunity to individualize the leaves even further. With the alpha you can kinda change the density even though I suggest you to leave it at default. This will give you the best results for realistic trees. **Changing this value to less than 0.1 will give you some sort of toon look on your leaves. Also make sure you leave the angle at default. This option is responsible for the attachment point of the leaves to the branches.**

If you don't like my presets or the way I intended the trees to look you always have the possibility to switch between different models/bark/leaves. Because I gave all of the leaves the same starting position, they are fully interchangeable. Meaning you could add Chestnut Leaves to a Weeping Willow Model and change the bark to ash.

I hope this documentation gave you all the information you needed and helps you at creating your own scene! If not you can contact me via info.past12pm@gmail.com. If you like this package and want to see more of my upcoming stuff, check my unity asset store and leave me a review!