

LOW POLY TREE PACK



Foreword

Thank you for choosing the Low Poly Tree Pack! I'm thrilled to have you as a user and sincerely appreciate your purchase.

If you encounter any issues or have any questions, please don't hesitate to reach out to me via email at 'info.past12pm@gmail.com'. I'm committed to providing excellent support and am eager to resolve any concerns you may have before you leave a review.

Your feedback is invaluable and helps me improve my assets and offer a better experience for all users.

Additionally, I invite you to check out my other assets available in the Unity Asset Store.

I offer a variety of tools and utilities designed to enhance your development process and bring your creative visions to life. Thank you once again for your support, and happy developing!

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Overview

The **Low Poly Tree Pack** is a collection of over 1000 diverse, highly optimized, low-poly trees, including standard trees, pine trees, and palm trees. The trees come in different sizes, shapes, and variations to suit a wide range of environments in your Unity project.

Key Features:

- **Over 1000 Unique Trees:**
 - Includes normal trees, pine trees, and palm trees.
 - Trees with different shapes, sizes, and leaf forms.
 - Dead tree models (without leaves) available.
- **Low-Poly Models for Optimization:**
 - Standard trees: 200–1200 polygons.
 - Pine trees: 30–300 polygons.
 - Palm trees: 1500–5500 polygons.
- **Multiple Render Pipeline Support:**
 - **Standard Render Pipeline (SRP):** Prefabs optimized for SRP.
 - **Universal Render Pipeline (URP):** Prefabs compatible with URP.
 - **High Definition Render Pipeline (HDRP):** Prefabs designed for HDRP.
- **Shaders Included:**
 - Custom shaders to highlight the low-poly nature of the trees.
- **Optimized and Ready to Use:**
 - Prefabs are ready for use and optimized for mobile and other performance-constrained platforms.

Installation & Setup

1. **Import the Package:**
 - a. Download and import the "Low Poly Tree Pack" into your Unity project.
 - b. The package is compatible with Unity versions 2018.3 and later.

2. **Selecting the Render Pipeline:**

- a. The package contains prefabs tailored for different render pipelines (Standard, URP, and HDRP).
- b. You can find the appropriate prefabs under the Prefabs/SRP, Prefabs/URP, or Prefabs/HDRP folders in the Unity Asset Browser.

3. **Assigning Prefabs:**

- a. Drag and drop the desired tree prefab into your scene.
- b. Adjust the scale, rotation, and positioning as needed.

Using the Trees in Your Scene

1. **Adding Trees:**

- a. In the Project panel, navigate to the Prefabs folder and choose a tree type (e.g., normal trees, pine trees, or palm trees).
- b. Drag the tree prefab into your scene.

2. **Adjusting the Trees:**

- a. Each tree prefab can be scaled and rotated individually to fit your scene's environment.
- b. Use Unity's tools to place trees efficiently, such as by duplicating or using the built-in tools like the **Terrain Brush** for mass placement.

3. **Shader Settings:**

- a. The trees are equipped with custom shaders to accentuate their low-poly nature.

Compatibility

• **Render Pipelines:**

- The pack contains versions of each tree optimized for **Standard Render Pipeline (SRP)**, **Universal Render Pipeline (URP)**, and **High Definition Render Pipeline (HDRP)**.
- Choose the appropriate prefab based on the render pipeline your project uses.

• **Unity Version:**

- Compatible with Unity 2018.3 and later versions.

Customization

• **Prefabs:**

- The tree prefabs are highly customizable. You can easily change tree size, rotation, and scale directly in the Unity Editor.
- **Shader Parameters:**
 - Modify shader parameters for unique visual effects. The trees come with a set of parameters for altering the color, lighting, and shadows to fit your project's aesthetic.

Best Practices

- **Optimize Performance:**
 - To maintain optimal performance in larger scenes, consider using Unity's **Static batching** for the tree prefabs or combining them into larger groups where necessary.
- **Using with Terrain:**
 - For mass tree placement, use the **Terrain system** in Unity. You can manually place individual trees or use scripts to randomize tree placement across the terrain.

Known Issues / Limitations

- **LOD (Level of Detail):**
 - The pack doesn't include Level of Detail (LOD) models for the trees. If your scene requires higher performance, you may want to consider creating custom LOD models.

FAQ

- 1. Q: Can I use these trees in my mobile game?**
 - a. A: Yes! The trees are optimized for performance, and the low-poly count makes them suitable for mobile and other performance-constrained platforms.
- 2. Q: How do I switch between the different render pipeline versions of the trees?**
 - a. A: Simply navigate to the appropriate folder (Prefabs/Standard, Prefabs/URP, Prefabs/HDRP) based on the render pipeline your project uses.

Support

For assistance with the Low Poly Tree Pack, please use the following contact methods:

Email: Directly reach out to me at info.past12pm@gmail.com. Provide detailed information about your issue or inquiry to help me address your needs effectively.

Website Contact: You can also contact me through my website. Visit the contact page for additional ways to get in touch.

I am dedicated to helping you with any questions or issues you may have and will do my best to provide prompt and helpful responses.