



# Far From Here Studio

## Showcase: HDRP Environment

**Unity Forum Thread:**

[FarFromHereStudio Template: HDRP Environment - Unity Forum](#)

**Github:**

<https://github.com/Far-From-Here-studio/FarFromHere-Studio-Template-HDRP-Environment.git>

**AssetStore :**

(Version for Unity6 not released yet)

## Requirements :

Need Unity version 6 preview

DX12 Raytracing - need a raytracing-capable device to navigate the demo with the best reflection quality.

ChangeLogs: [ChangeLogs](#)

Far From Here Studio is happy to present you the HDRP Showcase project used to demonstrate the capabilities of Unity to build a scene from scratch a full scene using AI-generated texture and Unity's resources, presented in partnership with the Unity AI team during a Webinar session and at Unite, this project was used for a Live demo and records. In this demo, everything is textured using AI-generated textures using Muse, except for the vegetation.

## Important Disclaimer (AI product):

[Muse Texture and Muse Sprite](#) are out of beta and these Unity AI products are [now available under subscription](#).

Muse Texture and Muse Sprites packages are included in the project, but to access **Muse tools** ( Muse > New Sprite Generator, Muse > New Texture Generator, or Muse > Style Trainer) you will need to create your account and activate a subscription.

Unity offers a 15-day free trial to use Muse products, so you can try it.

The Demo's textures under the "Generated Texture" and "Generated Sprites" folders were generated by Far From Here Studio, note that the Muse's TextureGeneration source assets are not included.

Some textures were manually repacked to be used as *Terrain Layer*, as *Decals*, or as *MaskMap* in HDRP Lit materials.

Feel free to use all this already-generated content to build your setup from this template project.



Made in a few days, using Muse Texture and Sprite (beta version), this Demo project aims to show how powerful the model was during the beta version combined with HDRP capacity, to get fast we used some external assets to create this demo.

It evolved more recently to make a perfect Setup project for fast booting AAA-grade HDRP projects with Unity.

#### **TODO: UPDATE INSTALLATION GUIDE using the new package manager window**

##### **Github Installation Guide:**

- 1- (Github) Clone the repository.
- 2- Open with Unity (minimal version 6000.0.18f1).
- 3- Make sure to install all the necessary packages (if not installed) from the FFHpackageManager window.
- 4- Open FarFromHere/Bootstrap Scene/BootstrapDemo scene
- 5- Use the SceneLoader to load DemoScene, and enjoy the full demo Scene's content!

##### **AssetStore Installation Guide:**

- 1- Open Unity (minimal version 6000.0.18f1).
- 2- Install the FFH Template: HDRP Environment into your project from the AssetStore.
- 3- Make sure to install all the necessary packages (if not installed) from the FFHpackageManager window.
- 4- Open FarFromHere/Bootstrap Scene/BootstrapDemo scene
- 5- Use the SceneLoader to load DemoScene, and enjoy the full demo Scene's content!

## Unity Resources used in the Demo Scene:

- [\*\*Unity Terrain Samples Asset Pack\*\*](#)
  - Terrains detail vegetation and stamps
- [\*\*Unity Terrain - HDRP Demo Scene\*\*](#)
  - 2 Rocks models
  - Rocks ShaderGraph.

Note:

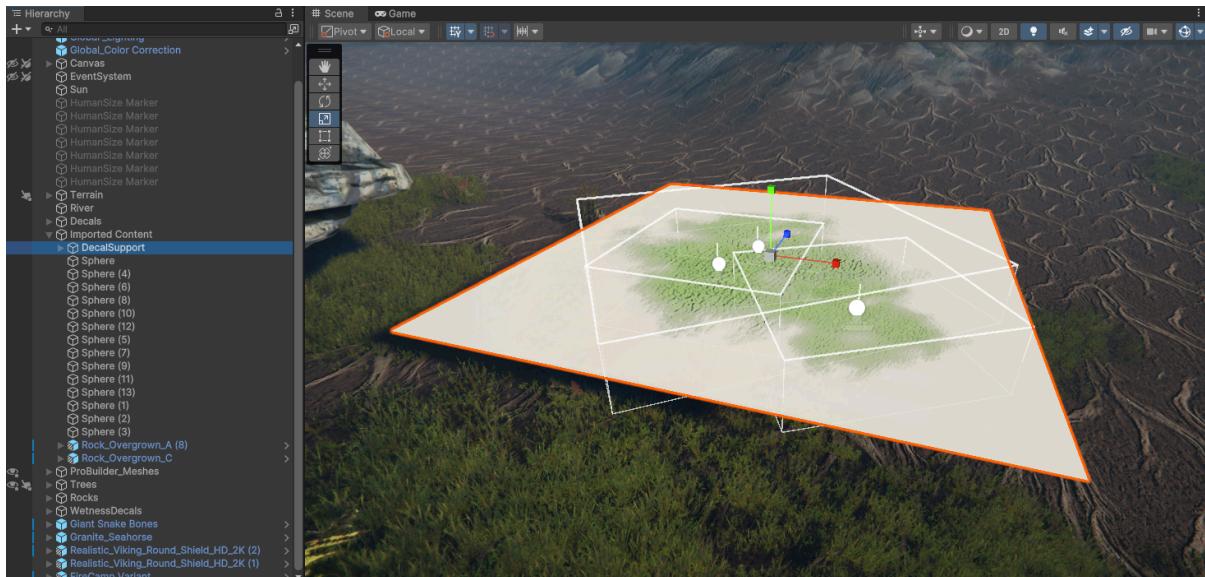
. The “Seahorse Statue” (sketchfabAsset) from the marketing presentation is not included in the demo. All of this content was modified using AI-generated textures, and using various techniques/HDRP materials like the Vertex Painting using [Polybrush](#) and Layered Lit Tessellated Shader from HDRP.

## Demo Scene:

The point of this demo project is to provide learning material to the Unity community while using both AI-generated samples used in a world-building context and Unity's resources. The second purpose of this demo is to provide a base template to build future tutorials and community content.

## Demo Features showcase:

- Decals



Decals allow the application of Moss generated using Muse on any other mesh.  
Decal "mask" (alpha) manually painted in Krita.

- Layered Lit Shader and Vertex Painting

Another way to add Moss to a Mesh is by using Polybrush to paint the vertex of a mesh prepared with a Layered Lit material.

In the scene, you can find a GameObject that can be painted, the giant snake skeleton



To paint these meshes with moss, open Polybrush:

Tool > Polybrush > Polybrush Window

Then select the vertex paint mode and pick a black or a white color to add or remove the moss layer.

Vertex Color Tips:

Each 3 first layer corresponds to an RGB color channel and layer 0 is the default value, so users can choose to pick Red to paint layer 1, Green to paint layer 2, and Blue to paint layer 3.

In this setup, there is the base layer (Bones) and the second layer (Moss) so painting Red should produce the moss to be applied on the meshes too.

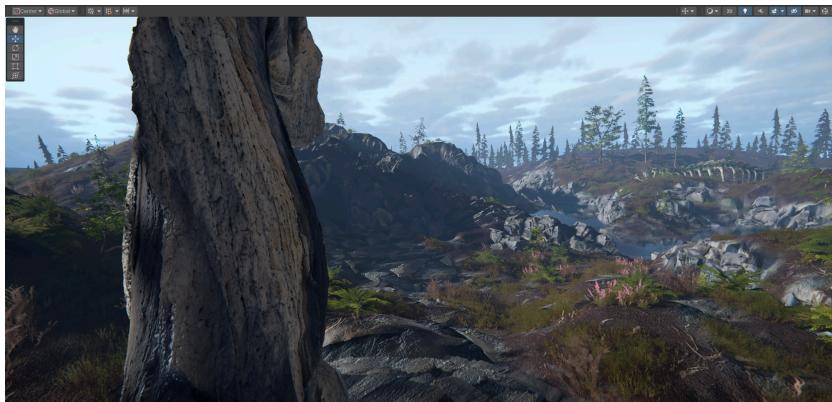
- Triplanar Projection HDRP Lit materials

Muse doesn't generate directly the MaskMap we need for the Lit HDRP shader. In this demo, all the MAOS or MAOHS textures were repacked by Far From Here when it was needed to use the HDRP Lit shader features

MOAHS channel packing:

M = metallic(r)  
 AO=ambiant occlusion(g)  
 H=height(b)  
 S=smoothness(a)

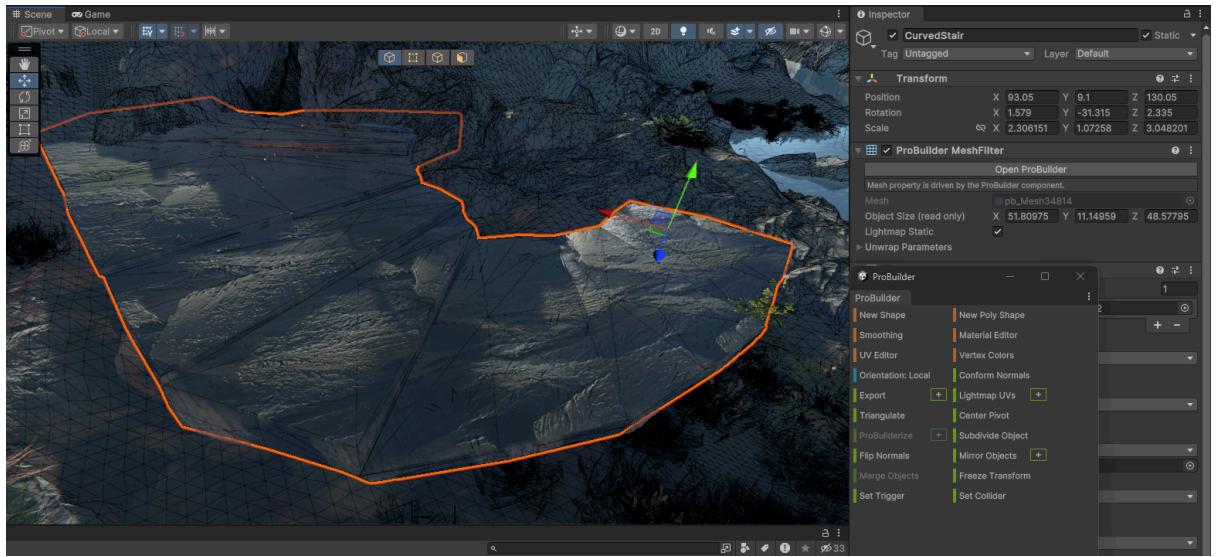
Note: TerrainLayer uses this convention too. An interesting feature in the Lit shader is the tri-planar projection (UV mode), which works great using Muse textures because they are tillable by default. This feature allows to use of a Lit material on pretty much every object like rocks or Probuilder mesh.



Note: The two rock prefabs placed across the entire scene are using a ShaderGraph that uses an additional provided LayerMask and Normal map.

- Lit materials using Heightmaps and Tessellation

Lit and Layered Lit can have a tessellation feature enabled, which allows, using the generated heightmap from Muse, to have highly detailed-looking object without having complex mesh to support it



To have a nice Tessellation effect on our Probuilder meshes, we can use the *Subdivide* and the *Smoothing* function of Probuilder that will set up your mesh to not be “cut” on the edge by the tessellation and with richer detail from the mesh deformation produced by the height map and the tessellation feature.

Navigate the Demo and inspect gameObject materials to find the application behind these explanations.

# Scene Loader

(store in FFH.Utilities package, namespace : FFH.Utilities.SceneManagement)

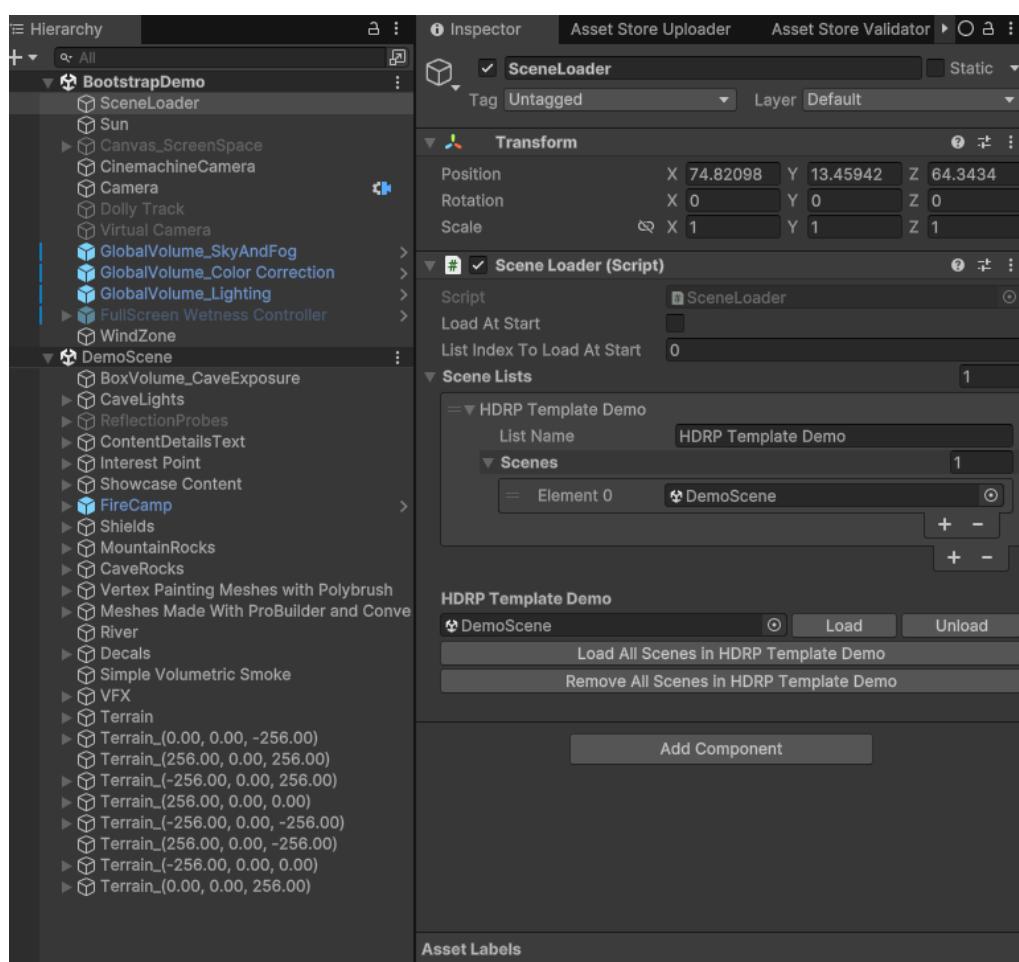
Usefull Component to manage and navigate the scenes of a project.

The ScenesLoader automatically add the used Scenes from the managed ScenesLists to the BuildSettings and give easy access in Editor (using the SceneLoader GameObject inspector) to Load and Unload Scenes from ScenesList asynchronously, using the SceneManager API of Unity Core module.

Useful methods :

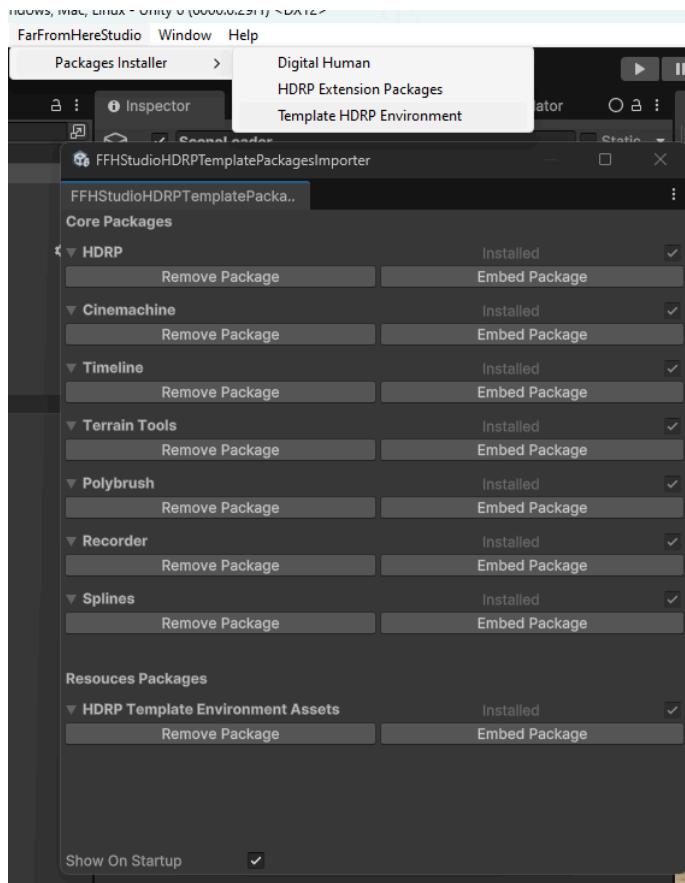
```
public void LoadAllScenesInList(string listName)  
public void UnloadAllScenesInList(string listName)
```

The focus of this SceneLoader is to ease the management and navigation of projects using a lot of additive Scenes and give the user the ability to load a List of Scenes at once.



# FFH Packages Importer

- Template HDRP Core packages

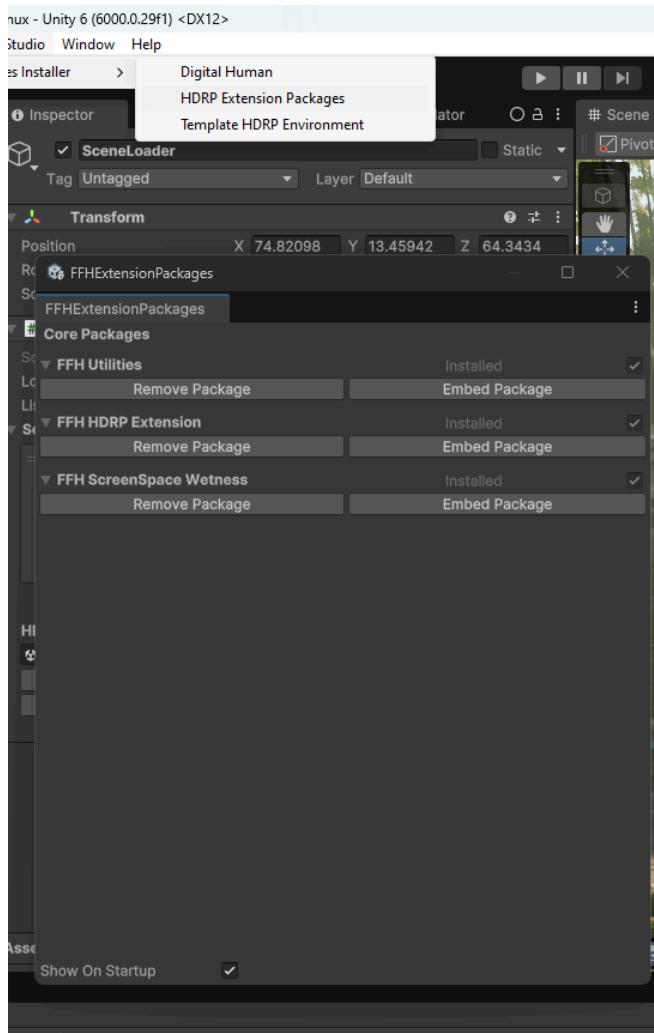


Main packages (HDRP and Unity relatives) Importer Window, these packages are used in the project.

Also used to import the Demo Assets (Resources packages) which contain 3D and assets used in the demo

This Window provide an easy access and check, add, remove or embed these packages in the project, for example, you can remove the demo resources here if you don't need

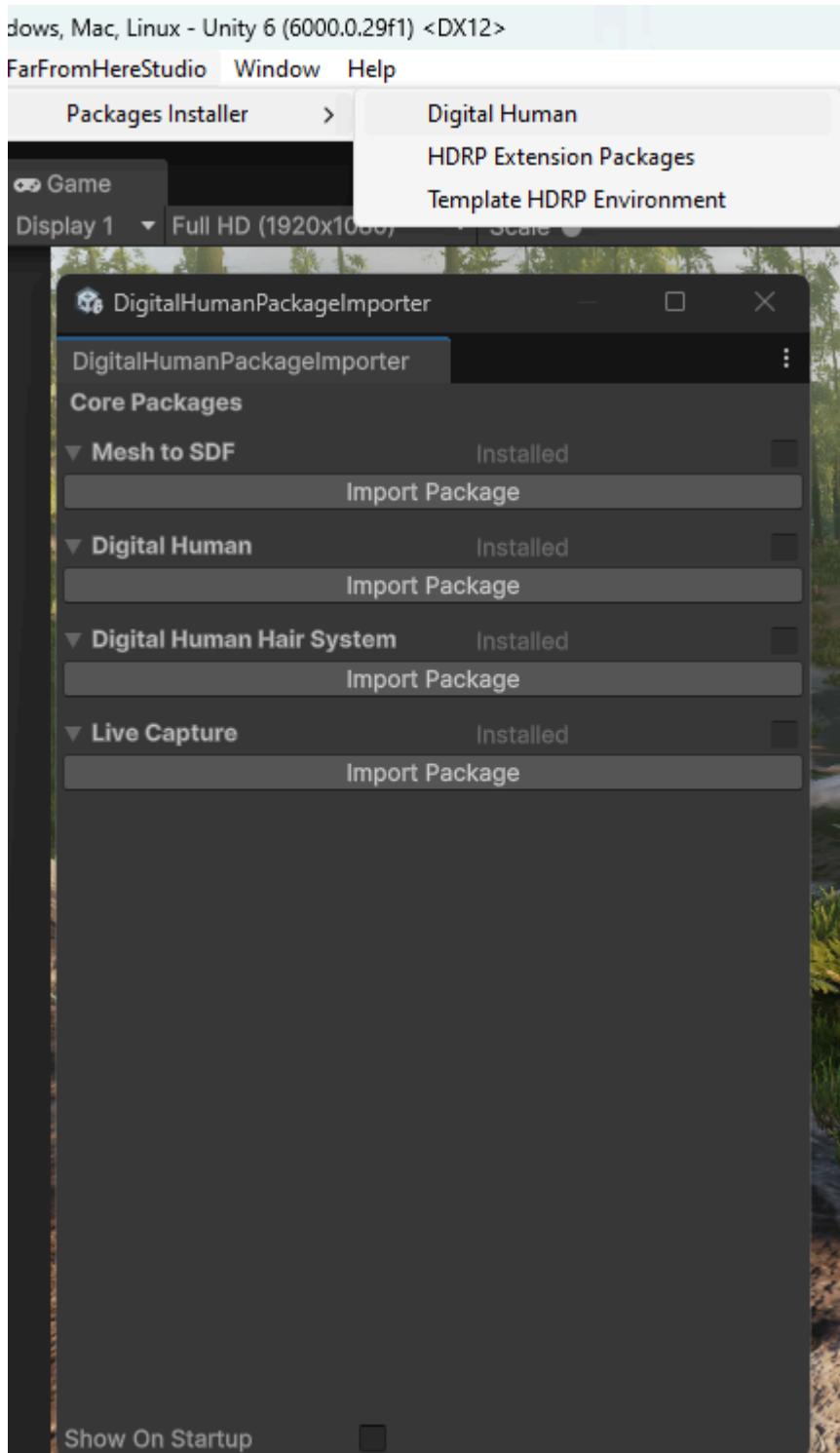
- Extension packages



Contain the FFH packages that old specifics content made by FarFromHere Studio for this template,

- Digital Human packages

The purpose of this Window is to ease the acces of Unity's Digital Human Team's packages to manage high quality content for your characters using this template (Hair system)



# ScreenSpace Wetness

Packaged version of the public repository

<https://github.com/Far-From-Here-studio/ScreenSpace-Rain-Wetness-Effect>

refer to the ScreenSpace Wetness repo documentation to learn more about the ScreenSpace Wetness effect and how it work.

## Contact:

For any questions or requirements, please join me on one of the following:

Email:

[farfromherestudio@gmail.com](mailto:farfromherestudio@gmail.com)

Forum Support tread:

<https://forum.unity.com/threads/farfromherestudio-template-hdrp-environment.1549775/>

Community Discord:

<https://discord.gg/8HtGUM2dFX>

Hugo - Far From Here founder