Thanks for downloading this package. In order to get your started right away please go to Getting Started.

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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.

Demo:

The included demo lets you explore the prefabs

Models:

There are total 24 different Tree Models of different trees, Every tree has three different variations.
All the models are already optimized so you may not need any lod for that. But if you need them you have to make them your own.

Here is the Poly-count of every single prefab:

Models	**Triangles**	**Vertex**
Banana_01	44.5k	35.5k
Banana_02	26.5k	22.9k
Banana_03	31.0k	25.9k
Bamboo_01	3.4k	10.2k
Bamboo_02	15.4k	20.7k
Bamboo_03	17.0k	17.2k
Maple_01	55.7k	79.2k
Maple_02	54.8k	78.5k
Maple_03	55.6k	79.9k
Pine_01	14.1k	12.3k
Pine_02	22.4k	22.1k
Pine_03	16.2k	18.4k
Willow_01	38.2k	33.2k
Willow_02	34.8k	30.5k
Willow_03	38.2k	33.2k
Spruce_01	22.8k	25.1k
Spruce_02	17.3k	19.8k
Spruce_03	18.6k	21.1k
Beech_01	37.2k	49.4k
Beech_02	24.3k	30.1k
Beech_03	27.9k	36.1k
Palm_01	29.6k	25.3k
Palm_02	18.6k	16.9k
Palm_03	24.0k	21.2k

Textures:

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

Maps	Dimensions	Types
bamboo leaf	1024x1024	.png
bamboo leaf_Normal	1024x1024	.png
plant02	1024x1024	.png
plant02_normal	1024x1024	.png
banana01	512x1024	.png
banana01_normal	512x1024	.png
plant06	1024x1024	.png
plant06_normal	1024x1024	.png
plantblend	1024x1024	.png
plantblend_normal	1024x1024	.png

bark01	1024x1024	.png
bark01_normal	1024x1024	.png
beech leaf	1024x1024	.png
beech leaf_Normal	1024x1024	.png
bark02	1024x1024	.png
bark02_normal	1024x1024	.png
leaf maple	256x256	.png
leaf maple_normal	256x256	.png
coconut palm leaf	1024x1024	.png
coconut palm leaf_Normal	1024x1024	.png
palm02	1024x1024	.png
palm02_normal	1024x1024	.png
bark01	1024x1024	.png
bark01_normal	1024x1024	.png
pine branch	1024x1024	.png
pine branch_Normal	1024x1024	.png
bark09	512x1024	.png
bark09_normal	512x1024	.png
branch06	1024x1024	.png
branch06_normal	1024x1024	.png
spruce branch	1024x1024	.png
spruce branch_Normal	1024x1024	.png
spruce leaf	1024x1024	.png
spruce leaf_Normal	1024x1024	.png
bark10	1024x1024	.png
bark10_normal	1024x1024	.png
willow branch	1024x1024	.png
willow branch_Normal	1024x1024	.png

Rendering:

For better rendering enable post processing in the package manager. Then add a layer call “post process” in the main camera and assign Post process layer and Post process volume in the main camera and customize it in your own way.

Here is the recommended Post Process Settings:

Ambient Occlusion:

Color Grading:

Vignette:

05

Bloom:

Optimizations:

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.