

Thank you for buying the **Anime Natural Environment**.

We hope it will help you in your project.

If you liked our product, do not forget to rate it in an Asset store

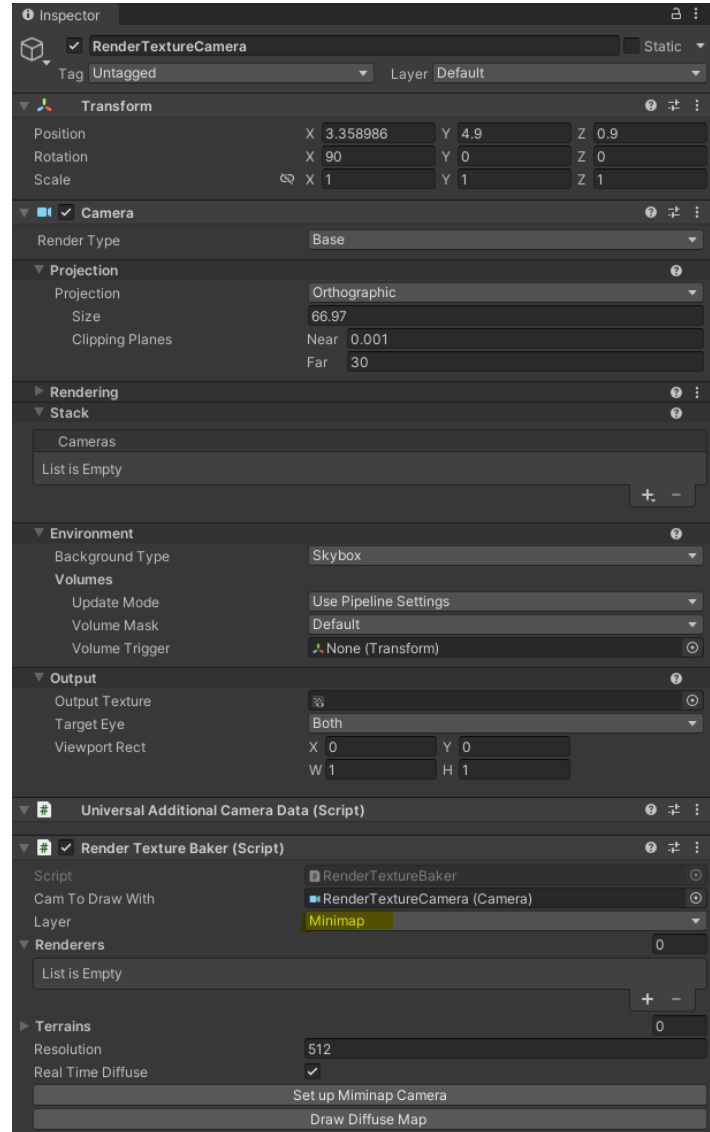
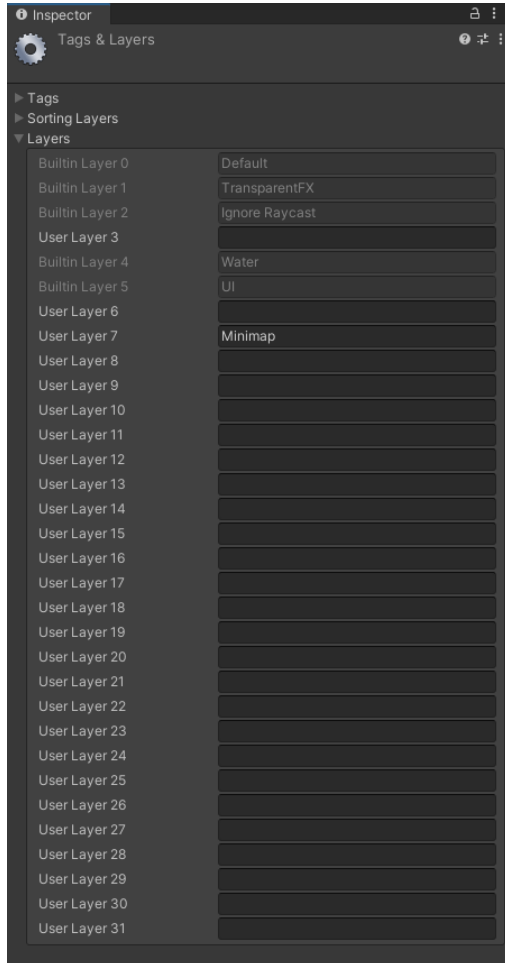
<https://assetstore.unity.com/packages/slug/236927>



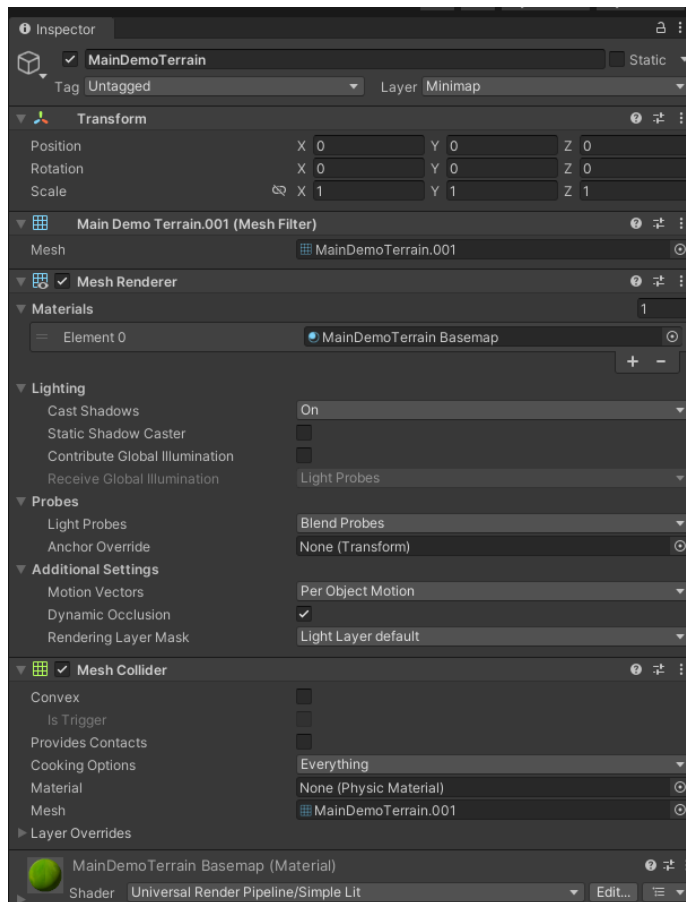
## Demo setup

**Minimap** layer is required for Demo Scene to work correctly.

1. Create and configure the **Minimap** Layer.



## 2. Change the ground layer to **Minimap**.



## Blending grass with ground color :

### 1. Creat render texture

- Create a **Orthographic** camera and Add **Render Terrain Map Script**.
- Set up **Layer** to ground layer ( Minimap )

### 2. Set up minimap camera:

- Click **Set up Minimap Camera** to set up orthographic Camera size.
- Adjust the height of the orthographic camera position if the map cannot be seen in the camera preview.

### 3. Draw diffuse map :

Hit **Draw Diffuse Map** Button.

**Real-time Diffuse:** When activated, constantly update the render texture so that as the lighting changes, the blending of the grass also changes.

