

INSTRUCTIONS

There is a Base Color, Normal, Roughness and Opacity map for each tree type.

We recommend the use of Autodesk interactive shader mode to apply textures to materials.

The leaves must use "Cutout" rendering mode for the opacity to appear correctly.

Each tree type has 3 variations. A: Full leaves / B: Half leaves / C: No leaves.

All variations of the same type use the same textures.

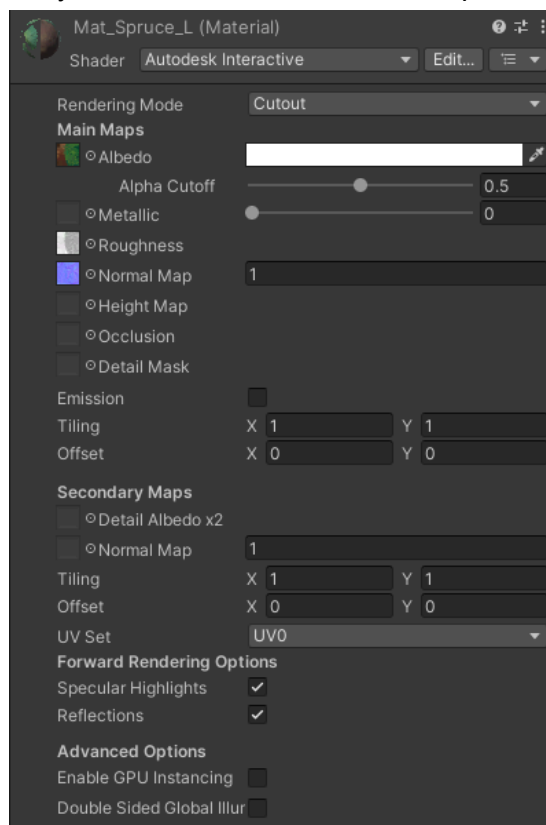
Example:

The "Spruce textures" apply on the 3 Spruce models.

Notes:

- If the shader permits it, the opacity is packed into the Base Color. If not, each tree uses the corresponding Opacity map on the leaves.
- The leaves on the trees are separated from the trunk meshes and are meant to appear double sided textured in game engine.
- The leaves are duplicated inside the model unfoldable menu. One of them has inverted normals, so if there is any issue making the textures double sided, there is always the option of using both sides of the leaves.

Unity built-in renderer material setup:



Universal Render Pipeline material setup:

