

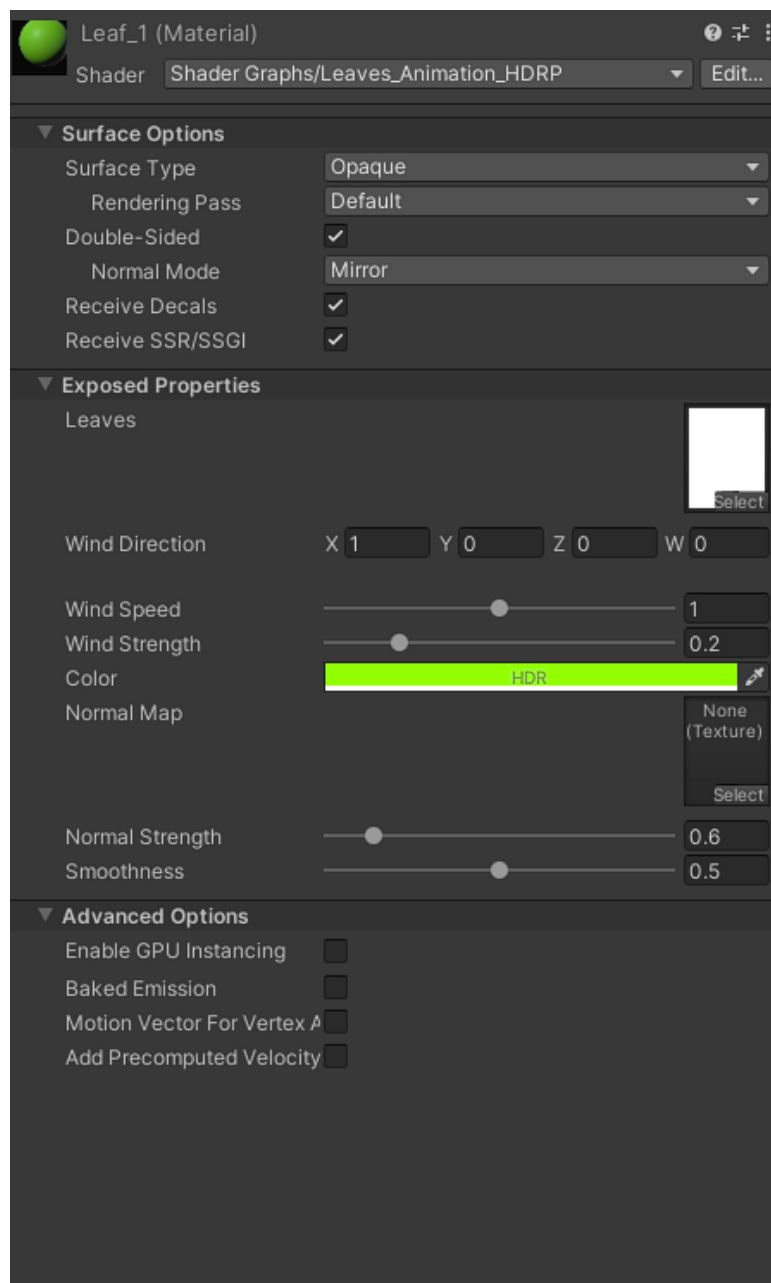
Documentation – Simple Tree Pack

First of all:

Thank you for downloading this asset!

This documentation is pretty straight forward. 10 different stylized trees with changeable leaf colours and bark colours. Working for every render pipeline. This is a quick guideline on how to change the animated leaves in HDRP and URP.

First go ahead and drag a prefab onto your scene. Make sure you drag the prefab corresponding to your render pipeline. If you then click on the leaves you are presented with this view:



The settings in “exposed properties” allow you to change the animation speed and strength of the animated leaves. Under color you can change the leaves colours and even add a glow effect, which can look pretty cool in a variety of environments. If you want you can add your own normal maps or even different types of leaf colours e.g. tricolor leaves.

If you have any further questions feel free to contact me or leave me a feedback. Thanks in advance!

More stuff on my unity profile or my homepage:

<https://www.past12pm.com/>