



LOW POLY SERIES: LANDSCAPE

Low Poly Series: Landscape v1.3

Overview

Thanks for purchasing the Low Poly Series: Landscape asset package! I hope it works well for your project.

If you encounter any issues please contact me at:

Stoolfeathergames@gmail.com

Or

Post your questions and requests on the Unity Forums:

<https://forum.unity3d.com/threads/released-low-poly-series-landscape.428572/#post-2913199>

What's New?

Version 1.3 has the following updates

Upgrade to 5.6

The package has been updated to 5.6 to ensure compatibility with the newest version of Unity.

- Lighting was re-baked in all scenes. Old lighting data was not compatible with the newest version of Unity.
- Documentation was added to cover the new post-processing stack

New Terrain Assets

Many people were wondering if the low poly assets could be used with Unity's existing terrain system. So we added new assets to accommodate this workflow.

- The existing trees were broken down in elements and recreated using Unity's tree creator. This allows them to be painted on terrain and utilize wind zones. This also allows users to easily create new trees for greater variety.
- Terrain textures were created to paint on the terrain.
- Please see the Terrain Assets Documentation for more information.

Post-Processing Stack

Unity introduced the post-processing stack, a new way to easily manage post process effects. I have created post-processing profiles for each scene and documented the implementation of the new system.

Changes to Assets

There is one major change that may affect existing projects. Previously meshes were exported with z-up, I needed to re-export all meshes with y-up.

- This was done so all assets could be used for terrain painting.
- This is a much cleaner way to work within Unity's framework.
- All existing prefabs have been updated. If you used prefabs this change should not affect you.

New Documentation

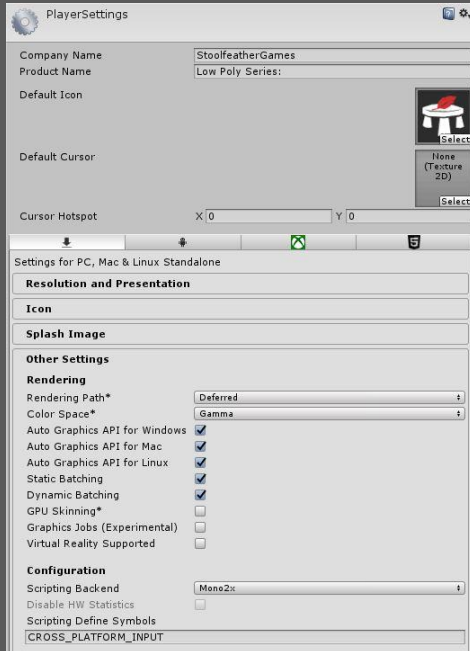
I added specific documents for setting up post and using Unity Terrain and Trees. Check them out for more info!

Setup

The assets are usable just by importing the scene but if you would like to replicate the look that is presented on the asset store you will need to follow these steps.

Adjusting Player Settings

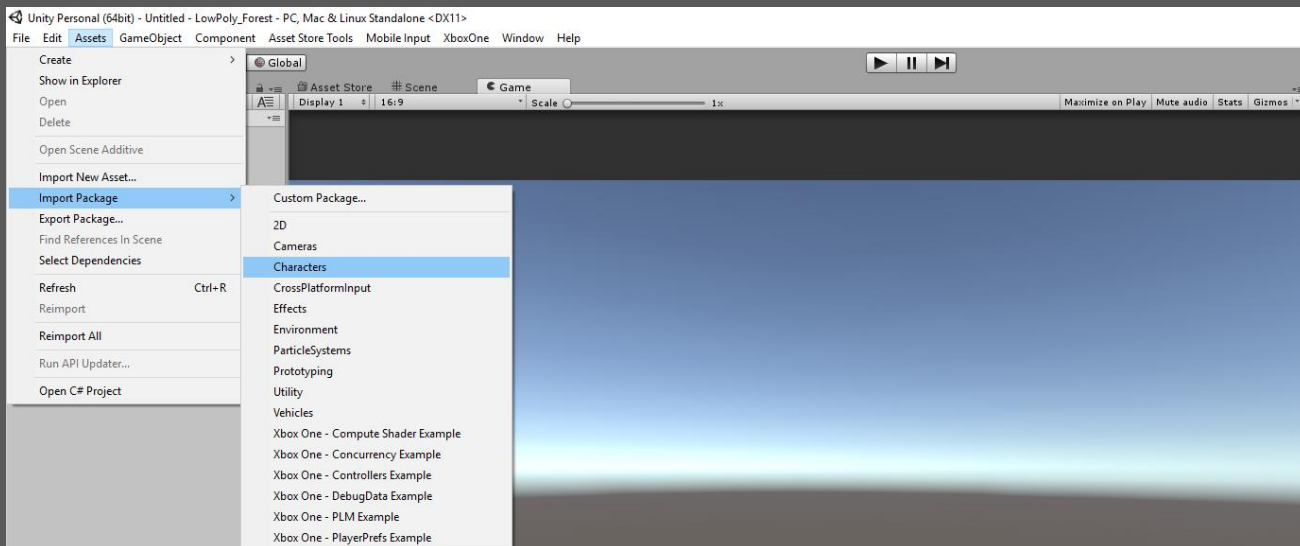
I use deferred rendering for my scenes. To set this for your project go to Edit->Project Settings->Player Expand the “Other Settings” tab and change your settings to match the following:



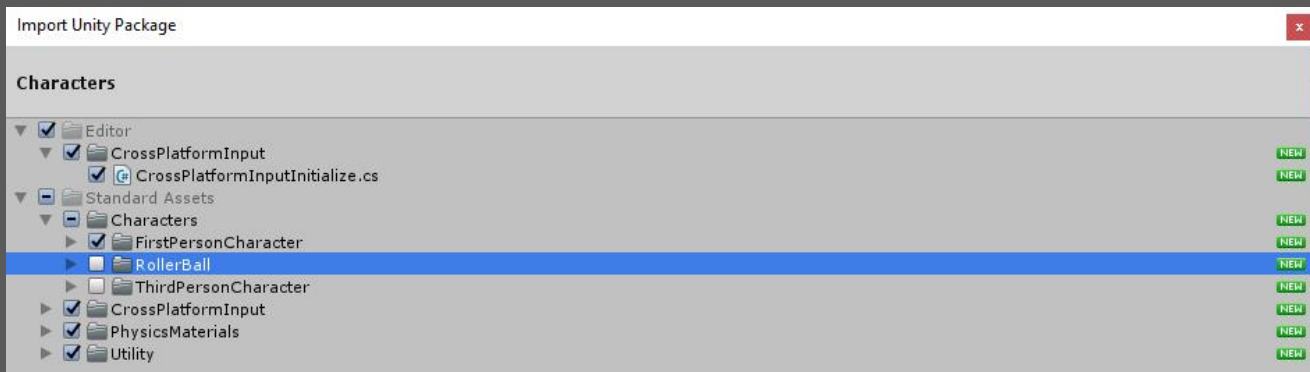
Note: Deferred rendering has pros and cons, be sure to fully understand how it works before switching over your project.

Importing Character Controller:

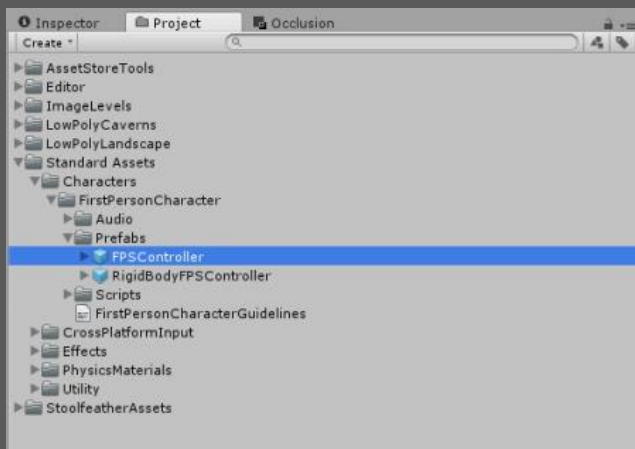
I used the ” FPSController” prefab provided by unity to film my trailers. If you would to quickly run around the scene you can add the FPS Controller prefab to your project. To add this package to your project go to: Assets->Import Package -> Characters.



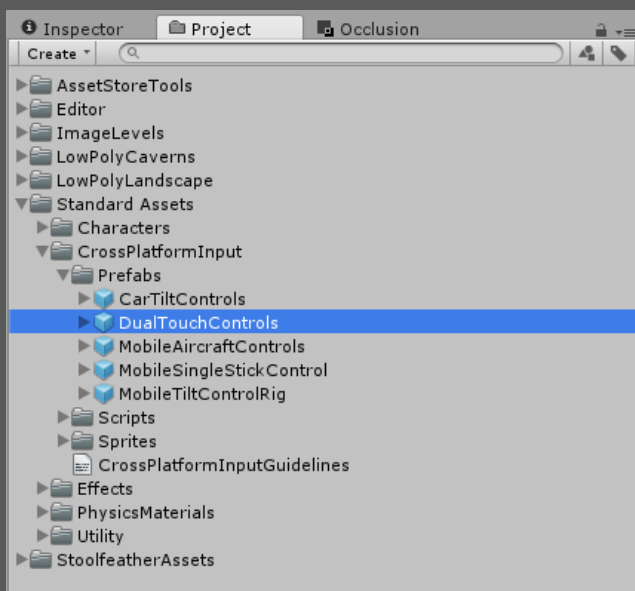
You can deselect “RollerBall” and “ThirdPersonCharacter” if you don’t want them.



Once this is imported, find the “FPSController” Prefab in your project window and drag it into the scene. You should now be able to run around.



For the mobile test scene I used the “DualTouchControls” Prefab. Drag it into the mobile scene along with the “FPSController” Prefab.



Tutorials

There are a few videos outlining the new Modular Terrain Assets. Check them out here:

Mobile Scene Overview:

This video outlines the steps I took to optimize the scene for mobile. An APK is available [here!](#)

<https://youtu.be/EaS94rAC86o>

Modular Terrain Overview:

This video goes over all the assets included in the modular terrain update.

<https://youtu.be/BVVCQ84NiQw>

Modular Terrain Workflow:

This video goes over how to use the modular terrain assets.

<https://youtu.be/JzgFFmaMICY>

Terrain Workflow:

This video goes over how to use the new terrain assets.

<https://youtu.be/9vG4oRur2Zo>

Contents

This package includes the following:

Assets

Note: All assets include source 3D Max files, exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapper. Each mesh also has a prefab with a mesh collider.

Terrain

- 3 mountains
- 7 modular cliff assets
- 10 mounds
- 6 modular river assets
- 16 modular road assets
- 15 modular Clear Terrain assets (These are the road assets but without the roads)
- 1 water asset

Terrain Modular Assets

- 4 Cliff Edges
- 34 modular Cliff assets
- 9 Dirt and Dirt Glass assets
- 10 modular Grass assets
- 22 modular River assets
- 54 modular Road assets

Terrain Assets

These assets are specifically used with Unity Terrain

- 6 Birch Trees (Unity Tree Creator)
- 6 Oak Trees (Unity Tree Creator)
- 5 Pine Trees (Unity Tree Creator)
- 9 Birch Bushes (Used with Unity Tree Creator)
- 7 Oak Bushes (Used with Unity Tree Creator)
- 6 Pine Leaves (Used with Unity Tree Creator)

Props

- Firepit with effects for night scene
- 3 boardwalk assets and 1 stair asset
- 3 bridges
- 10 modular stone fence assets
- 10 modular wood fence assets
- 1 Lamp with moth effects for night scene
- 1 Road sign

Rocks

- 3 rock cliffs
- 3 large rocks
- 4 med assets
- 2 pointy rocks
- 4 small rocks

Foliage

- 4 bush assets
- 3 grass assets
- 12 mushrooms
- 6 tree mushrooms
- 1 pond flower
- 3 pond lilly pads
- 3 reed assets
- 5 shrubs
- 5 regular trees
- 4 small trres
- 6 birch trees
- 5 dead trees
- 3 small dead trees
- 3 pine trees
- 6 logs
- 6 stump variations

Sky

- 3 cloud assets
- 1 moon asset

Textures

Note: All assets are created using two texture assets. Only the river assets have multiple material ids, all other assets have 1.

- TerrainColours

This texture is utilized by all road and terrain assets. Photoshop file has all layers labled and is easily adjustable.

- TreeColours

This texture is utlized by all props, trees, foliage and rock assets. Photoshop file has all layers labled and is easily adjustable.

Scenes

Example_Day and Example_Night

This is a level used to showcase the assets. It comes in two lighting sets to showcase variation.

Example_Day_Mobile

This scene contains an optimized light bake for mobile environments.

Example_ModularTerrain

This is an example scene showcasing how the modular terrain assets can be used.

Example_Terrain

This is an example scene showcasing how the terrain assets can be used.

Dioramas Folder

This folder contains diorama scenes used to take individual screenshots.

Source

There is a .Zip file in the root of LowPolyLandscape with all 3D Max and Photoshop files.

Thanks for picking up this pack, please leave a review if you can and check out my other packages in the Low Poly Series. Use anything in this package for your work, just please don't resell anything.

www.Stoolfeather.com

