Cherry blossom ornemental By Axel Vaudé and Sylvain Bosserelle

Copyright 2020 All rights reserved



Thank you for purchasing our package.

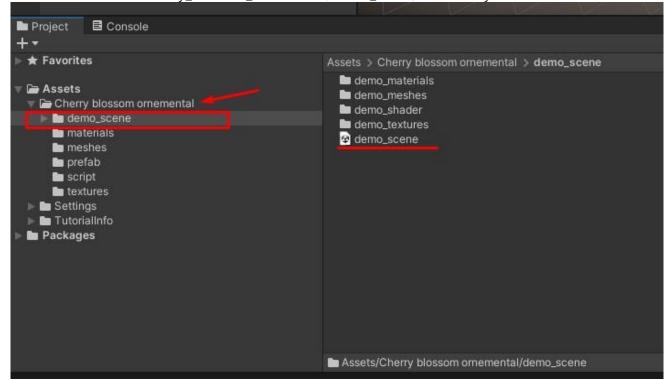
This pack contains some cherrry tree prefabs in high details.

Compatibility: Unity 2019,2020, and 2021 for HDRP and URP Included in the package:

- 1 Cherrytree prefab with LOD.
- 1 Cherrytree prefab with LOD and with flower particle control by script.
- 1 Cherrytree in winter prefab with LOD
- 1 demo scene with and island.

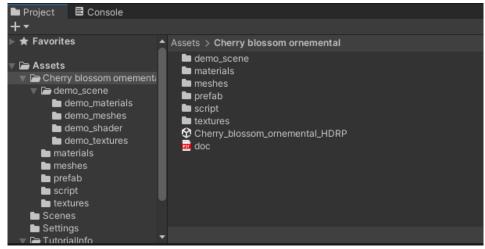
Installation in URP:

Install the « Cherry_blossom_ornemental.unitypackage» in your project. When it's finish you can open the demo scene in the « Cherry_blossom_ornemental/demo_scene/ » directory.



Installation in HDRP:

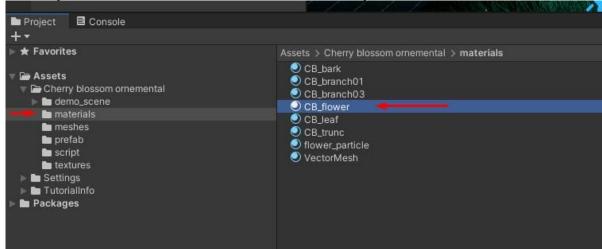
Import the package « Cherry_blossom_ornemental.unitypackage » in your HDRP project. Then double click on the « Cherry_blossom_ornemental_HDRP.unitypackage » wich located in the « Cherry blossom ornemental/ » directory.



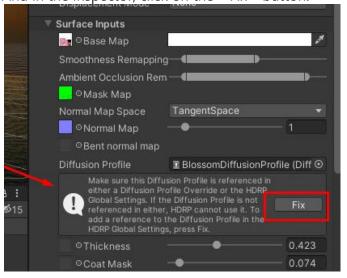
Import the package, and it's fix all the materials.

You can have a problem with the blossom material, it may appear in green.

To fix it, just select the CB_flower material in the « Cherry_blossom_ornemental/materials/ » directory



And in the inspector, click on the « Fix » button.



How to use:

You will find all the prefabs you need, in the « Cherry blossom ornemental/prefabs/ » directory

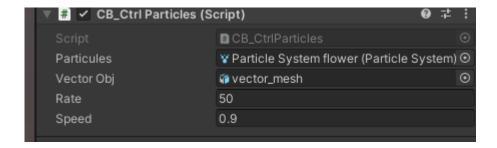
First is **Cherry_Blossom_ornemental**. It is a simple prefab of the cherrytree with 4 LODs



Second Cherry_Blossom_ornemental_Particles, It's the same with a flower particle system.



Click on the prefab in your scene, and in the inspector you will see a script to control the particles system

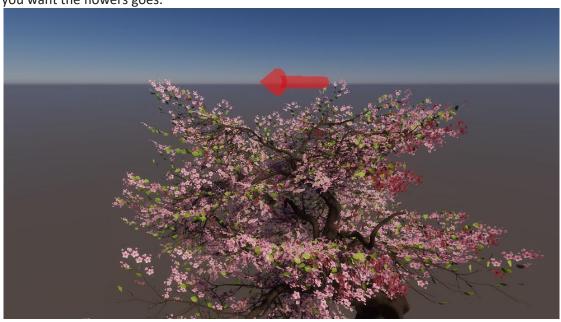


Rate: is the number of particle by second

Speed: is the speed of the wind

In the Editor, there is a **red vector** above the tree. It's for controlling the direction of the wind. Turn in the direction

you want the flowers goes.



Third, Cherry_Blossom_ornemental_winter, it is the tree in winter version, without flowers and leaves.



If you have a question, or find a bug, you can send us an email : $\underline{assetstorage3d@gmail.com}$