Thanks for downloading this asset.

A demo scene is provided in the demo folder. It was tested on HDRP in Unity 2023.2.5f1.

In case you do not have a Resources folder for the asset to save the generated terrain data, it will be generated automatically after a short time (generally takes 1 minute).

Vegetation Instancer is a procedural GPU objects instancer for unity terrains. It can work with HDRP, URP and the default unity renderer as long as you have suitable shaders.

By default an example shader for HDRP is given in the VegetationInstancer/Shaders folder. GPU indirect instancing shaders can be obtained in 2 ways : either use the provided very basic ShaderConverter script, or use Megaworld. If you use the provided script, your shader will work out of the box. If you want to use Megaworld, you will need to import the GPUInstancedIndirectInclude file at the correct path, or entirely import Megaworld in your project.

For more information, or to report a bug, see the Github page here :
https://github.com/Myrmecoman/Unity-GPU-Vegetation-Instancer-HDRP_URP

If this asset was of any use to you and you would like to support me, I have setup a patreon at this link :
https://patreon.com/UnityGPUProceduralVegetationInstancer?utm_medium=clipboard_copy&utm_source=copyLink&utm_campaign=creatorshare_creator&utm_content=join_link

Thanks !