

Thanks for downloading this asset.

When installing this package, you will get a bunch of errors like so :

Shader error in 'GPUInstancedIndirect/Shader Graphs/TerrainGrass': Couldn't open include file 'Assets/VladislavTsurikov/RendererStack/Shaders/Include/GPUInstancedIndirectInclude.cginc'

This is due to an include file which is not found. To fix the error and finalize the installation, the VladislavTsurikov folder should be moved at the root of your Assets folder.

A demo scene is provided in the demo folder.

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 2 example shaders for HDRP are given in the Demo/Prefabs/Shaders folder.

For more information, or to report a bug, see the Github page here :

[https://github.com/Myrmecomman/Unity-GPU-Vegetation-Instancer-HDRP\\_URP](https://github.com/Myrmecomman/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](https://patreon.com/UnityGPUProceduralVegetationInstancer?utm_medium=clipboard_copy&utm_source=copyLink&utm_campaign=creatorshare_creator&utm_content=join_link)

Thanks !