

Thanks for downloading this asset.

To finalize the installation, the VladislavTsurikov folder should be moved at the root of your asset solder. This is necessary since the provided shaders require the include file to match this path.

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.

A demo scene is provided in the demo folder.

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

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

Thanks !