

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 asset folder.

When entering the main scene, you will need to generate the terrain data, else if RunInEditor is checked for the instancers, you will get errors. Generating the terrain data is done by checking the ReloadTerrainData box on the VegetationManager script located on the VegetationManager object. Do not forget to activate it after doing so. After some time, a Resources folder will be created in the Assets folder (if it did not exist), and the terrain data will be saved in this folder.

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

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 !