

Fantasy Forest Environment v2.0

Thank you for your purchase!
Here's a short package guide.

Project settings

It is highly recommended to set your color space to Linear as the textures and demo scene lighting has been calibrated to this color space.

Post Processing

Screenshots and video on the store page use Unity's Post Processing Stack v2 and it is needed to achieve the same visual effects.

You need to install Post Processing Stack v2 through package manager and set it up in the scene according to this set-up guide by Unity:

<https://github.com/Unity-Technologies/PostProcessing/wiki/Quick-start>

Post processing profiles used in the package's video are included in PostProcessing Profiles folder.

Custom shader overview

The TreeWind shader is a very simple one. It takes vertex color red from the mesh to apply wind to the whole mesh and vertex color green for leaf flutter. Color values above 80-100 are not recommended when creating your own mesh.

Property list:

Cull Mode - sets the culling mode for material. Available options are: Back, Front and Off.

Main Texture - the only texture input for the color/diffuse/albedo texture.

Color - multiplies the color value by main texture resulting in a tinted texture color.

Smoothness - same as Standard shader smoothness. In this case, values other than 0 are usually not recommended.

Leaves Wind Speed - frequency of the leaves wind flutter

Leaves Wind Strength - amplitude of the leaves wind flutter

Wind Speed - frequency of the main wind bending

Wind Strength - amplitude of the main wind bending

Wind Multiplier - multiplier of the main wind for further control

Vegetation Studio Pro support

The TreeWind shader supports instanced indirect rendering used by Vegetation Studio Pro which allows very fast render times. When using grass models with VSP the material should be switched to Vegetation Studio grass material.