LOW POLY NATURE BUNDLE

Contacts

E-mail: justinas@lmhpoly.com

Website: https://lmhpoly.com/contact/

Follow me on **Twitter** to see what I'm working on right now:

https://twitter.com/lmhpoly

LMHPOLY

Don't miss out and be the first!

Get notified about the new "Low Poly Nature Bundle" and other asset updates + my new game asset releases straight to your inbox.

Subscribe to LMHPOLY Game Asset Newsletter.

Content

Introduction

Low Poly Nature Bundle includes 4 huge asset packs:

- [Low Poly Modular Terrain Pack](#) (*LMHPOLY\Low Poly Nature Bundle\Modular Terrain*)
- [Low Poly Rocks Pack](#) (*LMHPOLY\Low Poly Nature Bundle\Rocks*)
- [Low Poly Trees Pack](#) (*LMHPOLY\Low Poly Nature Bundle\Trees*)
- [Low Poly Vegetation Pack](#) (*LMHPOLY\Low Poly Nature Bundle\Vegetation*)

Every asset pack has its own documentation on how to use the assets more in-depth:

- *LMHPOLY/Low Poly Nature Bundle/Modular Terrain/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/Rocks/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/Trees/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/Vegetation/_READ_ME*

Low Poly Nature Bundle has 8 demo scenes at *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes*.

In the images above, every demo scene uses **Post-Processing** camera image effects with my custom **Post-Process Profiles** applied - which are included in the Bundle. By default, post-processing effects are not applied!

When you import the **Low Poly Nature Bundle** to Unity for the first time, your demo scenes should look something like this (no post-processing, gamma color space - *Demo_08*):

To make it look like this (with post-processing, linear color space - *Demo_08*):
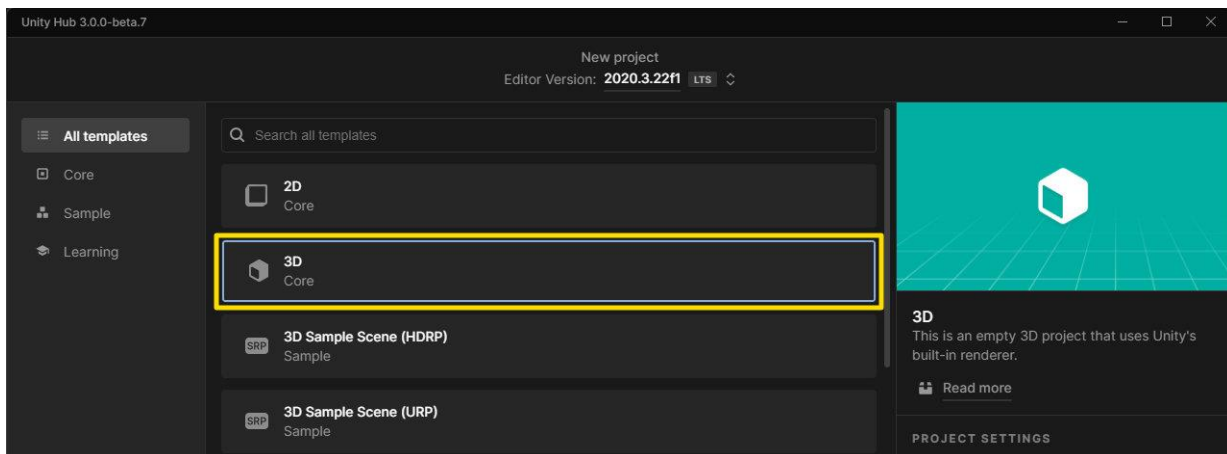

Watch this [video tutorial](#) or [continue reading the tutorial down below!](#)

How to Setup the Demo Scenes (Post-Processing) in Unity 2019.4 LTS and up (PC, Mac & Linux)

Watch this [video tutorial](#) or continue reading the tutorial down below!

*This tutorial is made for a Unity Standard Pipeline (3D) only!

*If you are using Unity **URP** or **HDRP** project, you need to set up and create your own post-processing profiles manually! I have a video tutorial on creating and setting up post-process effects in [Unity URP](#). But unfortunately, I don't have a post-processing tutorial for HDRP yet.
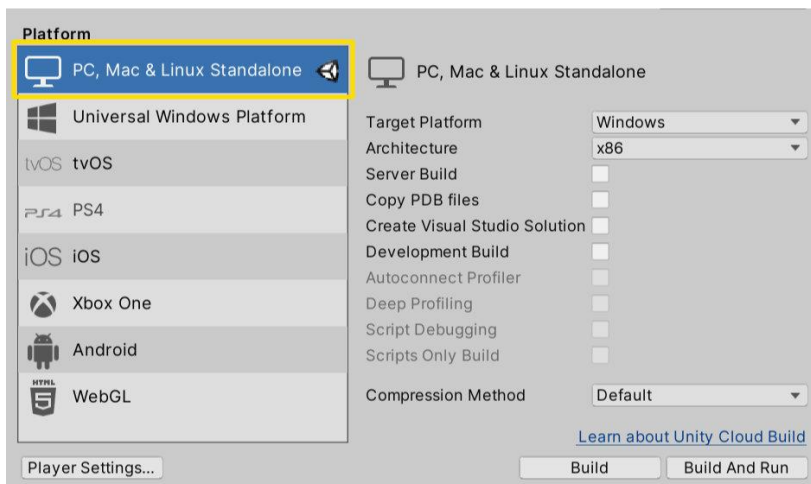
[Otherwise, continue reading the tutorial on the next page...](#)

Before we start, let's open the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes*
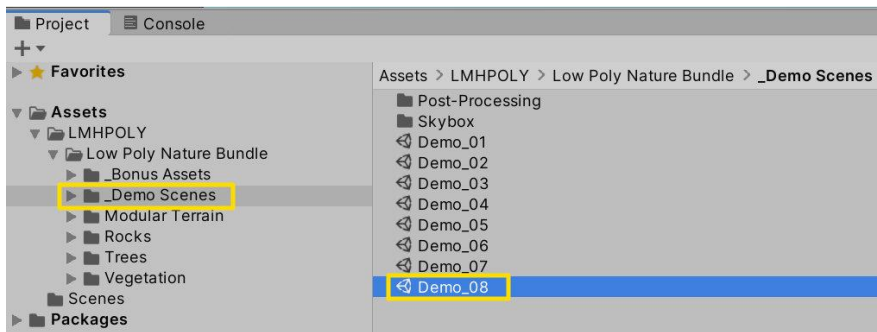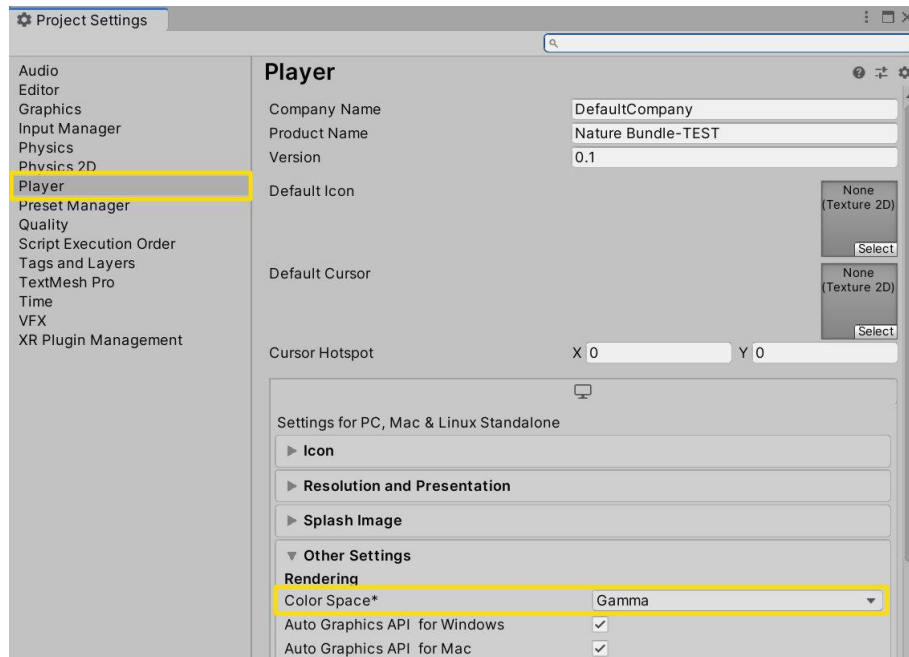

Then go to *File > Build Settings*

Make sure you are using a **PC, Mac & Linux Standalone** build.

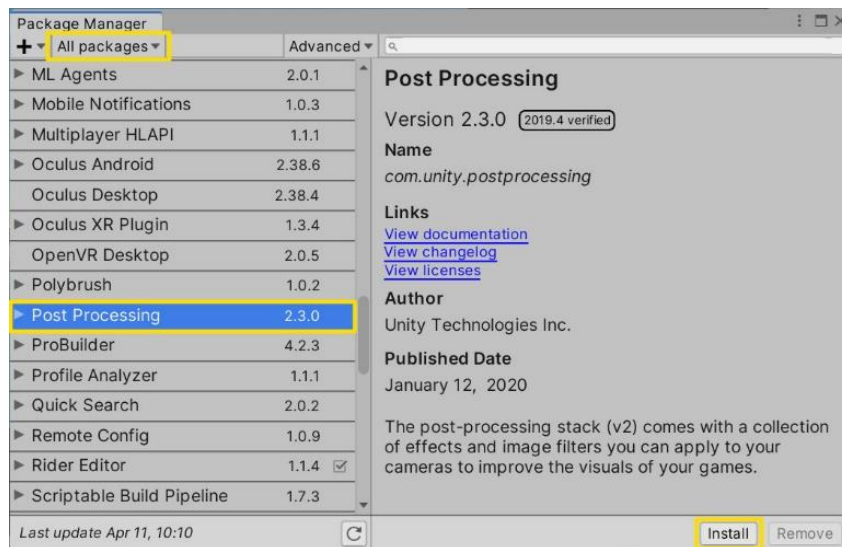## 1. Change to the Linear Color Space

Go to the *Edit > Project Settings*

Open the **Player** tab, **Other Settings** section, and set the **Color Space*** to **Linear**.

2. Install the Post-Processing

Go to the *Window > Package Manager*

Set view to **All packages**, search for the **Post Processing**, select it, and click **Install**.

*NOTE: If you have problems in the later steps setting up the Post-Processing:

- Restart Unity.
    - If it still doesn't work, go to *Window > Package Manager*, and remove the **Post Processing** package.
    - Restart Unity
    - Install the **Post Processing** package again. Now it should work.
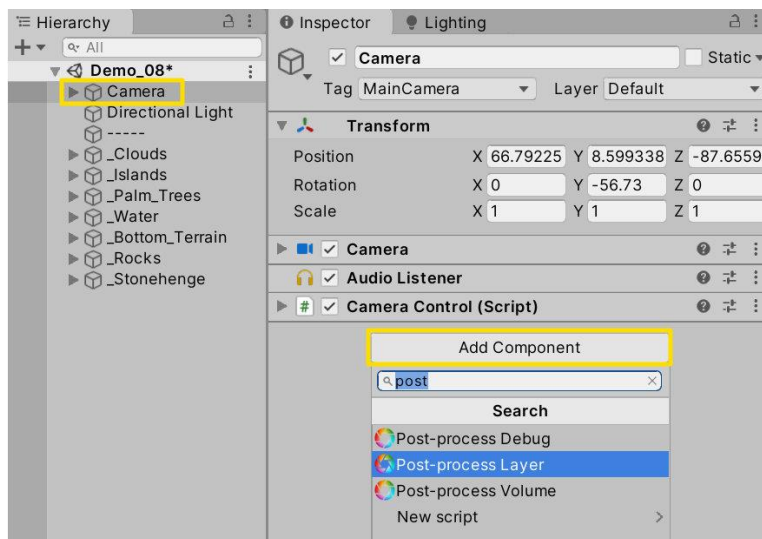
3. Set up the Post-Processing

Select the **Camera** in the **Hierarchy**, click on **Layer > Add Layer**
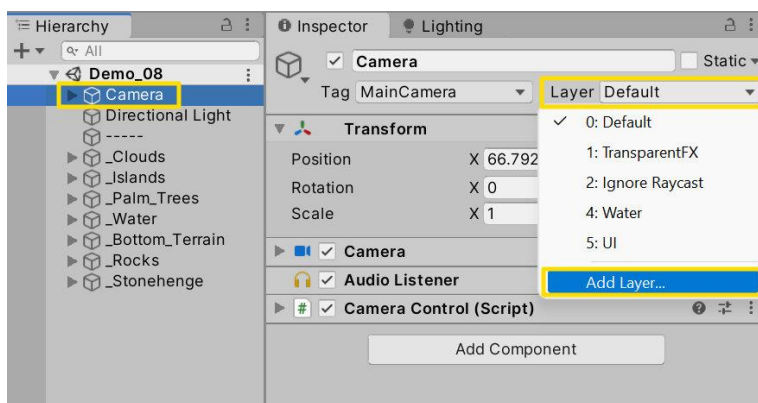
Let's add a new layer to any blank space and call it ***Post-Processing*** *(you can call it however you want).*
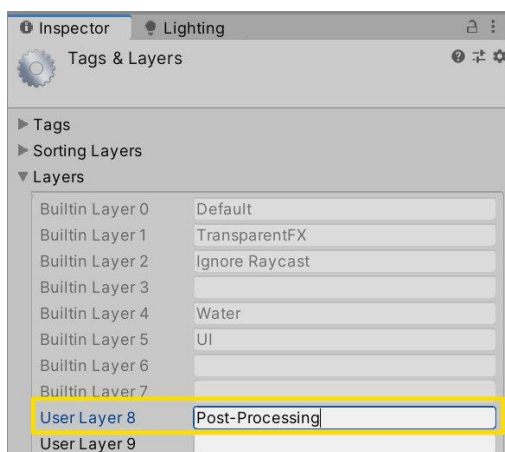
Select the **Camera** again, click on **Add Component**, and type **post** in the search bar. You should see 3 Post-process components. Click on **Post-process Layer** to add it to the **Camera**.
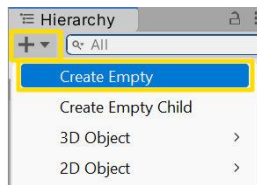

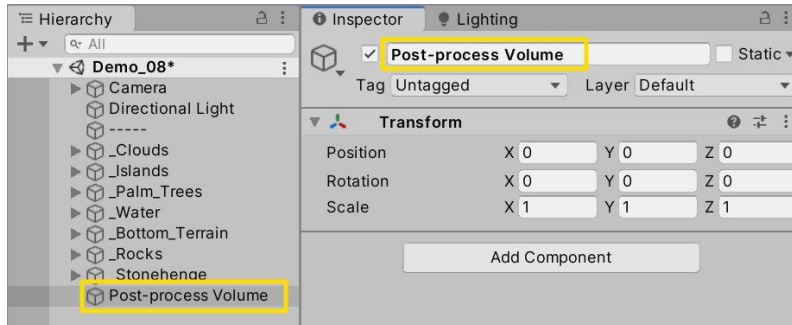And set the **Layer** to **Post-Processing** *(the Layer we just created).*

Also, I like to set **Anti-aliasing** to **Temporal Anti-aliasing (TAA)** - to get rid of those jagged edges and some screen tearing when moving the Camera in the game.
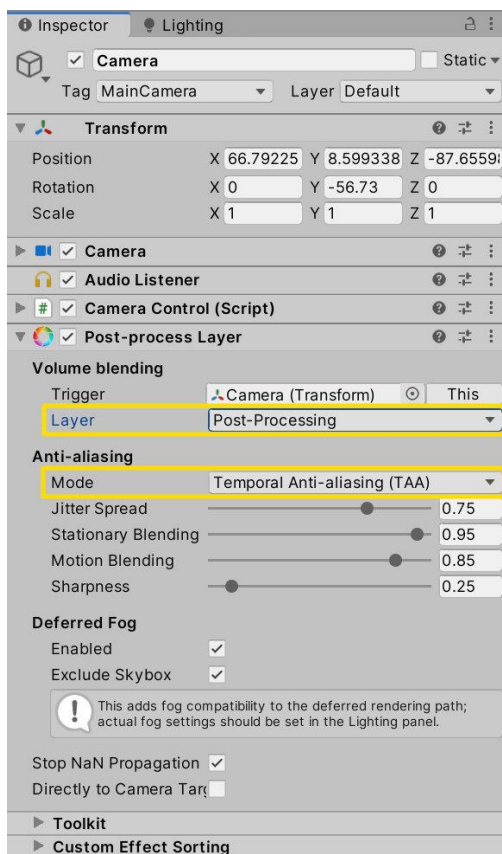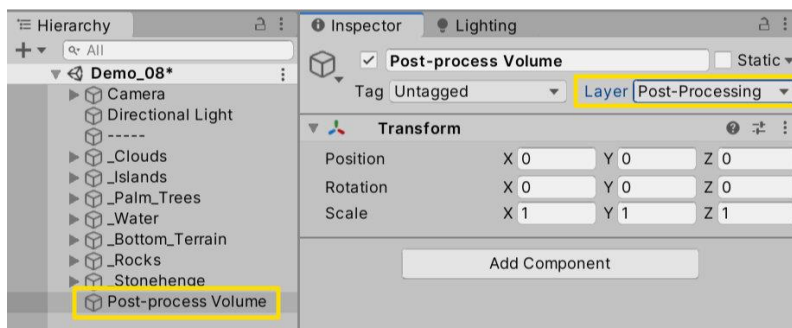
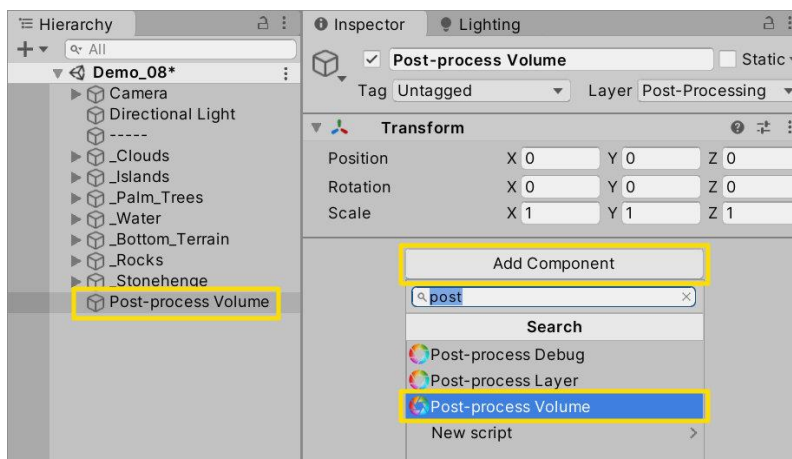Now, inside the **Hierarchy**, we need to **Create Empty** gameObject
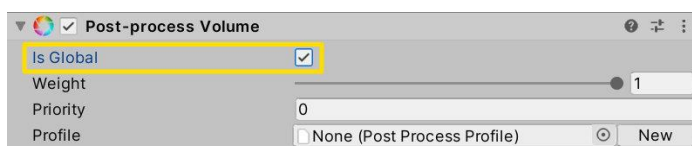

Let's call it **Post-process Volume**

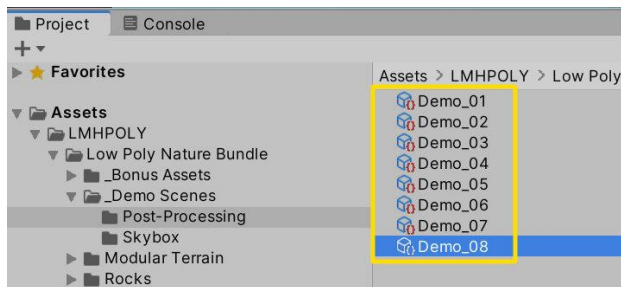Set the **Layer** to **Post-Processing** *(the Layer we created before).*
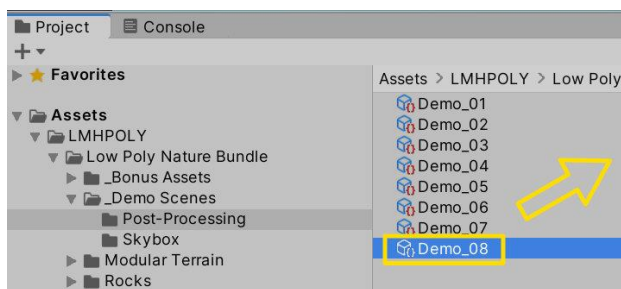

Add Component > Post-process Volume

Enable **Is Global**

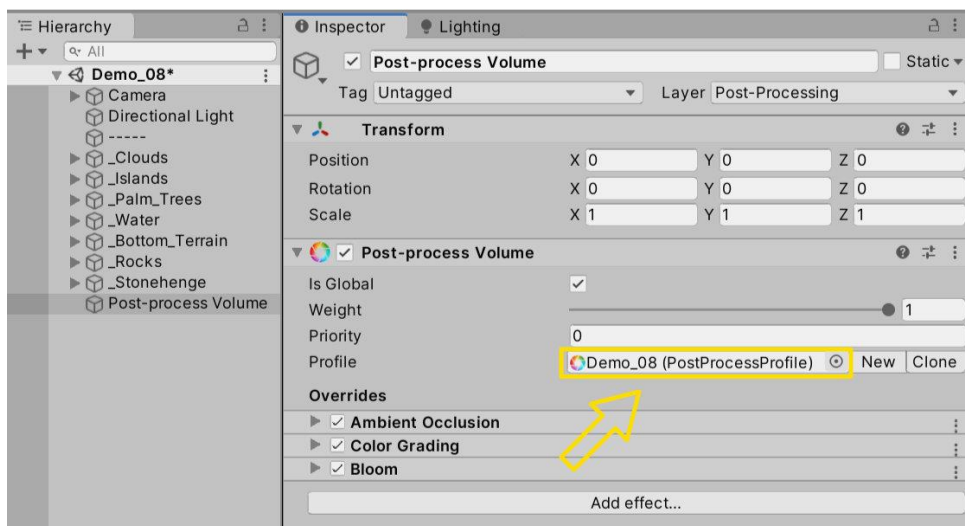Then go to *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes/Post-Processing.* Here you can find my pre-made custom **Post-Processing Profiles**, which we can use for every Demo scene to quickly apply effects like Color Grading, Ambient Occlusion, etc.
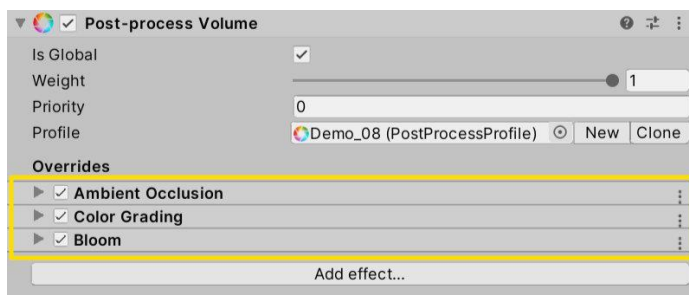

Drag and drop **Demo_08** *(Post-Process Profile)*

To the **Profile** area in the **Post-process Volume** section

Here you can see what effects this scene is using

After completing these steps, your scene should look like this:

To quickly add the Post-Processing effects to any other Demo scene by applying my custom Post-Processing profiles, you need to repeat all the steps from: adding **Post-process Layer** to the **Camera**.

Also, every single low poly asset pack has demo scenes located at:

- *LMHPOLY/Low Poly Nature Bundle/**Modular Terrain**/Demo/Demo_Scenes*
- *LMHPOLY/Low Poly Nature Bundle/**Rocks**/Demo/Demo_Scenes*
- *LMHPOLY/Low Poly Nature Bundle/**Trees**/Demo/Demo_Scenes*
- *LMHPOLY/Low Poly Nature Bundle/**Vegetation**/Demo/Demo_Scenes*

And every asset pack has custom Post-Processing Profiles located at:

- ***Modular Terrain**/Demo/Demo_Scenes/ Post-Processing*
- ***Rocks**/Demo/Demo_Scenes/ Post-Processing*
- ***Trees**/Demo/Demo_Scenes/ Post-Processing*
- ***Vegetation**/Demo/Demo_Scenes/ Post-Processing*

How to Use the Assets

Low Poly Nature Bundle includes **4** huge asset packs located at:

- [Low Poly Modular Terrain Pack](#) (*LMHPOLY\Low Poly Nature Bundle**Modular Terrain***)
- [Low Poly Rocks Pack](#) (*LMHPOLY\Low Poly Nature Bundle**Rocks***)
- [Low Poly Trees Pack](#) (*LMHPOLY\Low Poly Nature Bundle**Trees***)
- [Low Poly Vegetation Pack](#) (*LMHPOLY\Low Poly Nature Bundle**Vegetation***)
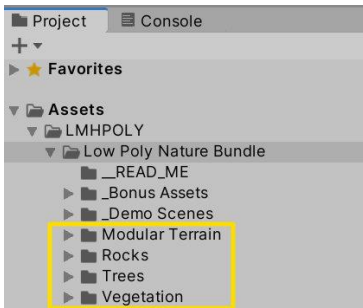
*All assets are ready to use and are located inside the **Prefabs** folder/s.

For example, if you want to use:

- **Modular Terrain** prefabs, go to *LMHPOLY/Low Poly Nature Bundle/**Modular Terrain**/Terrain_Assets/**Prefabs***.
- **Rock** prefabs, go to *LMHPOLY/Low Poly Nature Bundle/**Rocks**/Rock Assets/**Prefabs***
- **Tree** prefabs, go to LMHPOLY/Low Poly Nature Bundle/**Trees**/Tree Assets/**Prefabs**
- **Vegetation** prefabs, go to *LMHPOLY/Low Poly Nature Bundle/**Vegetation**/Vegetation Assets/**Prefabs***
- Also, there are **BONUS** assets at *LMHPOLY/Low Poly Nature Bundle/**_Bonus Assets/Prefabs***

*Make sure to use these settings before using my assets for the best experience:

Drag and drop any prefab to your **Scene** / **Hierarchy**.

To learn more about prefab types and naming conventions, learn how to use the prefabs in more detail: changing colors, painting grass, painting textures, modifying terrain - [continue reading the next page...](#)

Every asset pack has its own **Documentation.pdf** on using the assets more in-depth.

Documentations are located at:

- *LMHPOLY/Low Poly Nature Bundle/**Modular Terrain**/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/**Rocks**/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/**Trees**/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/**Vegetation**/_READ_ME*

Open the **Documentation.pdf** for:

- **Rocks** and go to the page **40** - *How to use "Low Poly Rocks Pack"*
- **Modular Terrain** and go to the page **46** - *How to use "Low Poly Modular Terrain Pack"*
- **Trees** and go to the page **41** - *How to use "Low Poly Trees Pack"*
- **Vegetation** and go to the page **47** - *How to use "Low Poly Vegetation Pack"*

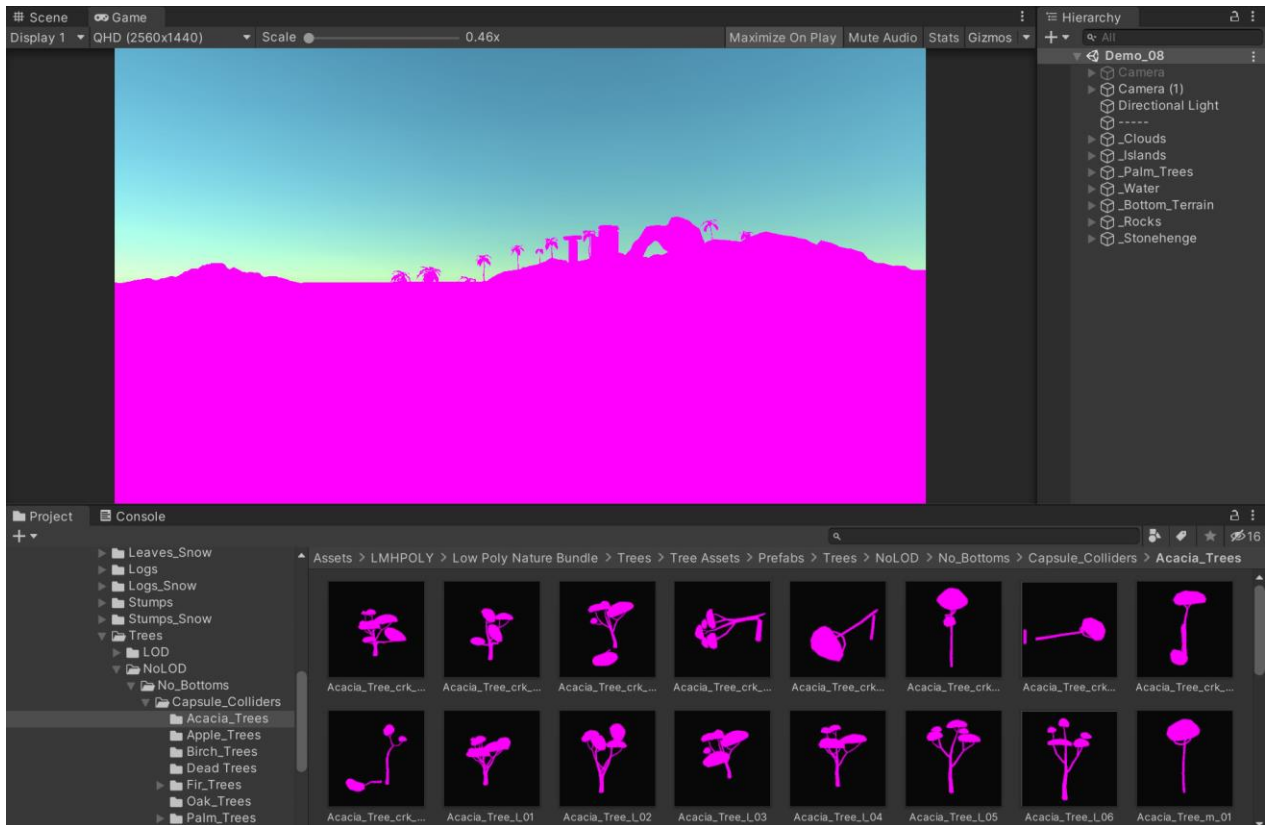**I highly recommend watching these 2 videos on how to use Modular Terrain:**

Unity Tutorial: How to Use - Low Poly Modular Terrain Pack

Unity Tutorial - Sculpt, Texture & Paint Assets on the Mesh (Polybrush)

Unity URP

Fix Pink Materials

After importing **Low Poly Nature Bundle** to your Unity **Universal Render Pipeline (URP)** project, you might encounter pink textures.
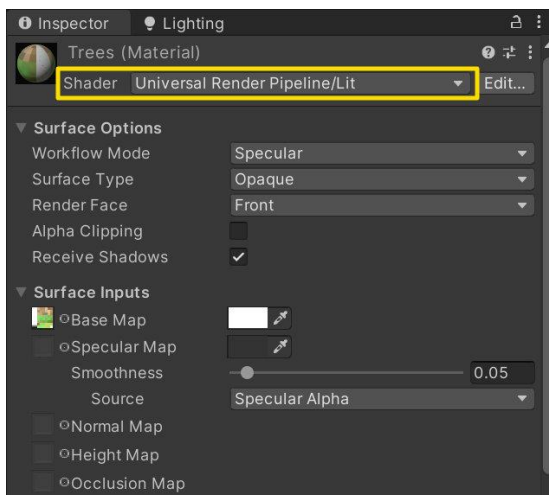

All of the **Low Poly Nature Bundle** assets use materials with a default **Standard Unity Shader**. But **URP** uses different materials and shaders, so we need to change all materials from **Standard shader** to **Universal Render Pipeline/Lit shader**.

Go to *Edit > Render Pipeline > Universal Render Pipeline >* **Upgrade Project Materials to UniversalRP Materials**
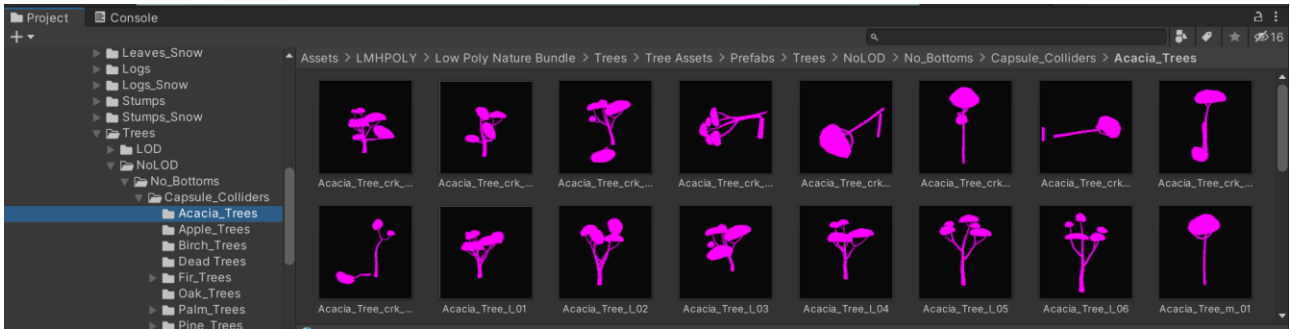
Now the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes* should look like this:
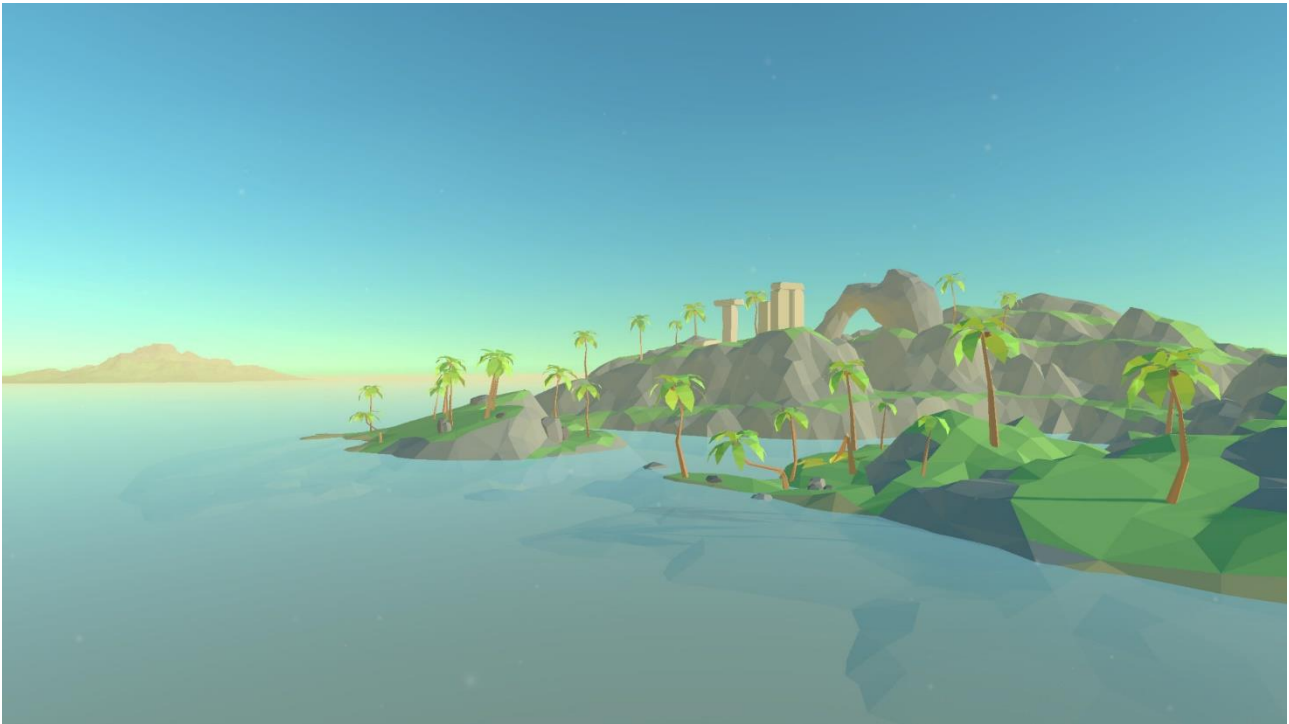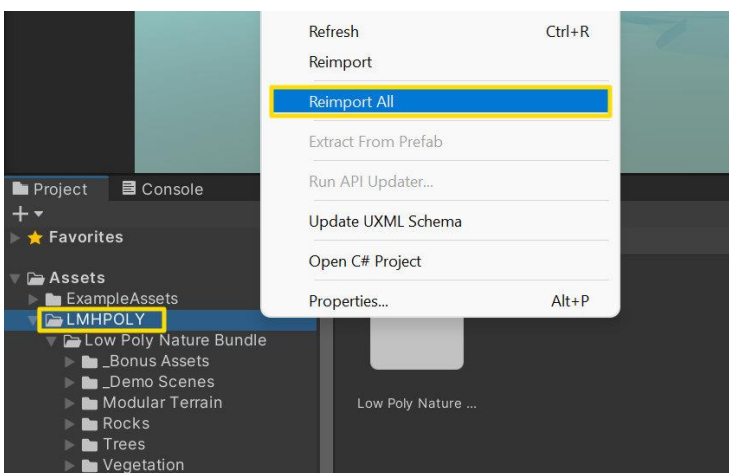

All project Material shaders that use **Standard** shader were changed to **Universal Render Pipeline/Lit** shader.

Now, if you open any **Prefabs** folder, all prefabs might still be pink in the preview window
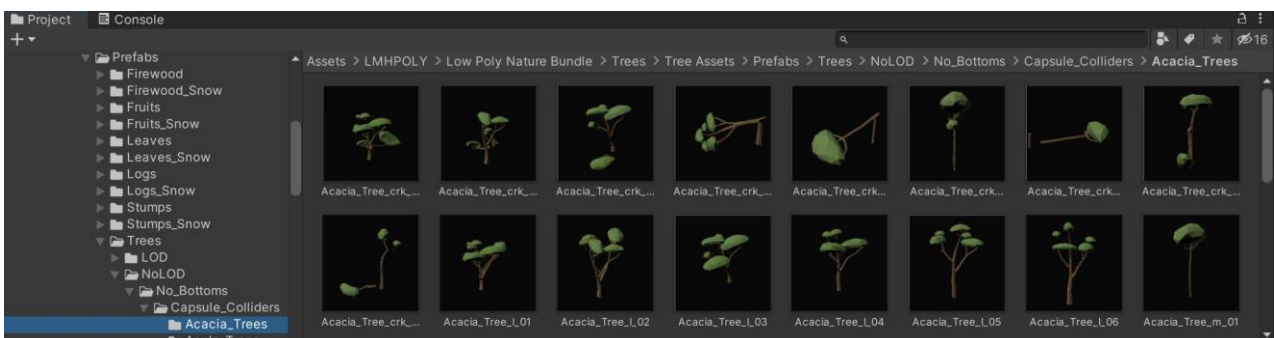

To fix that – **RClick** on the *LMHPOLY* folder, which contains all of the assets, and select **Reimport All**.
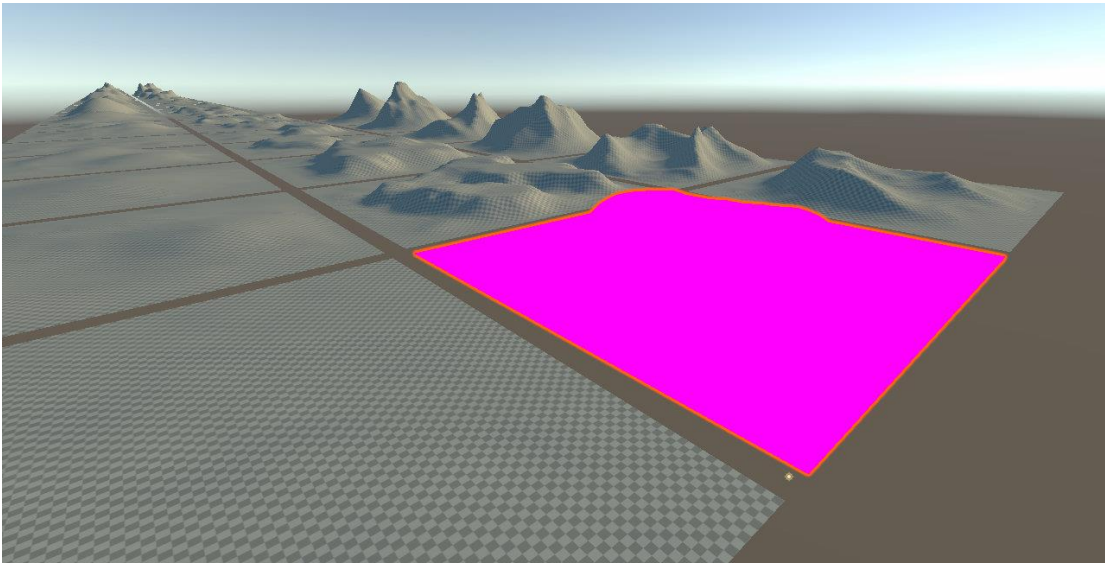

This can take a while since Unity will reimport the whole project with thousands of files...

After the reimport is done, you should see that all the **prefabs** have a normal color preview. *LMHPOLY/Low Poly Nature Bundle/Trees/Tree Assets/Prefabs/Trees/NoLOD/No_Bottoms/ Capsule_Colliders/**Acacia_Trees*** folder example:

Fix Pink Materials on U_Terrain

Go to the *LMHPOLY/Low Poly Nature Bundle/Modular Terrain/Demo/Asset Scenes* and open the **U_Terrain_Assets** demo scene.


*If you still have pink material on **U_Terrain** prefabs after *Edit > Render Pipeline > Universal Render Pipeline > **Upgrade Project Materials to UniversalRP Materials**, follow the instructions below.

U_Terrain prefabs are located at: *LMHPOLY\Low Poly Nature Bundle\Modular Terrain\Terrain_Assets\Prefabs\Terrain\U*
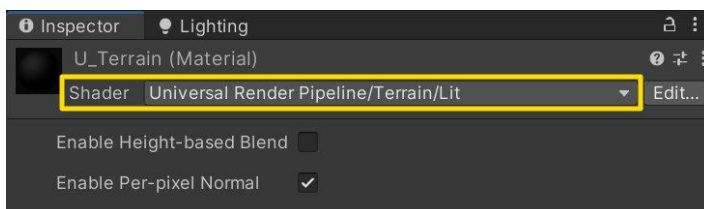
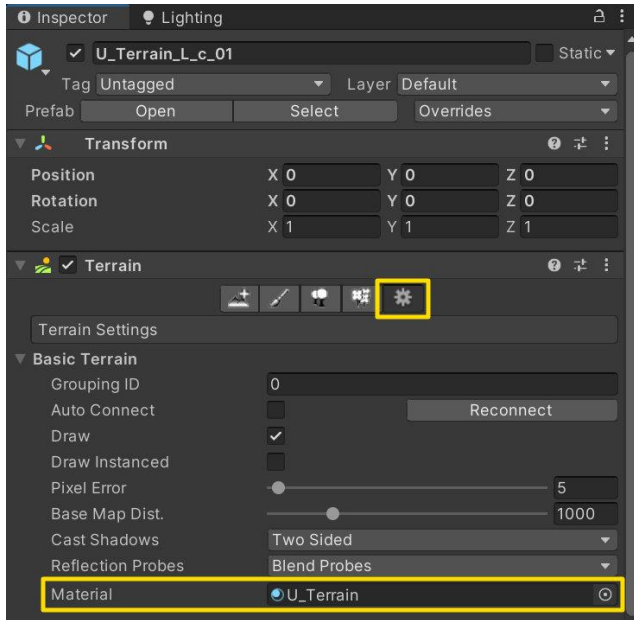**U_Terrain** uses **Default-Terrain-Standard** material from a built-in render pipeline.
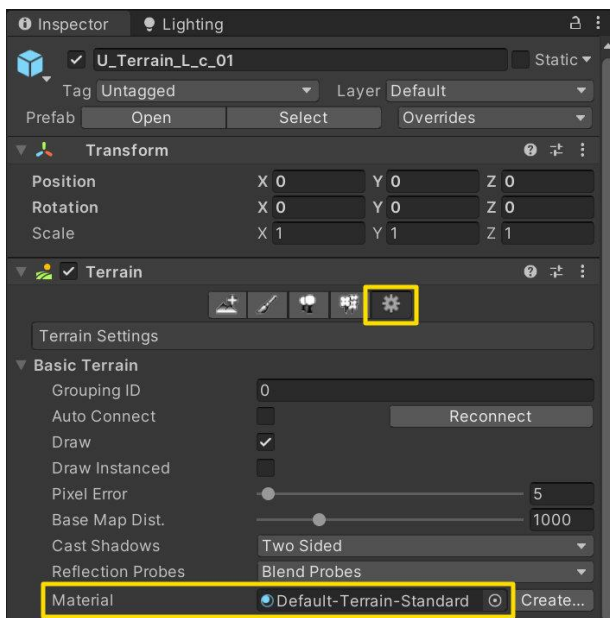
URP uses completely different terrain material, which you need to create and apply manually if Unity didn't do it! Create a new **Material** and call it **U_Terrain**.
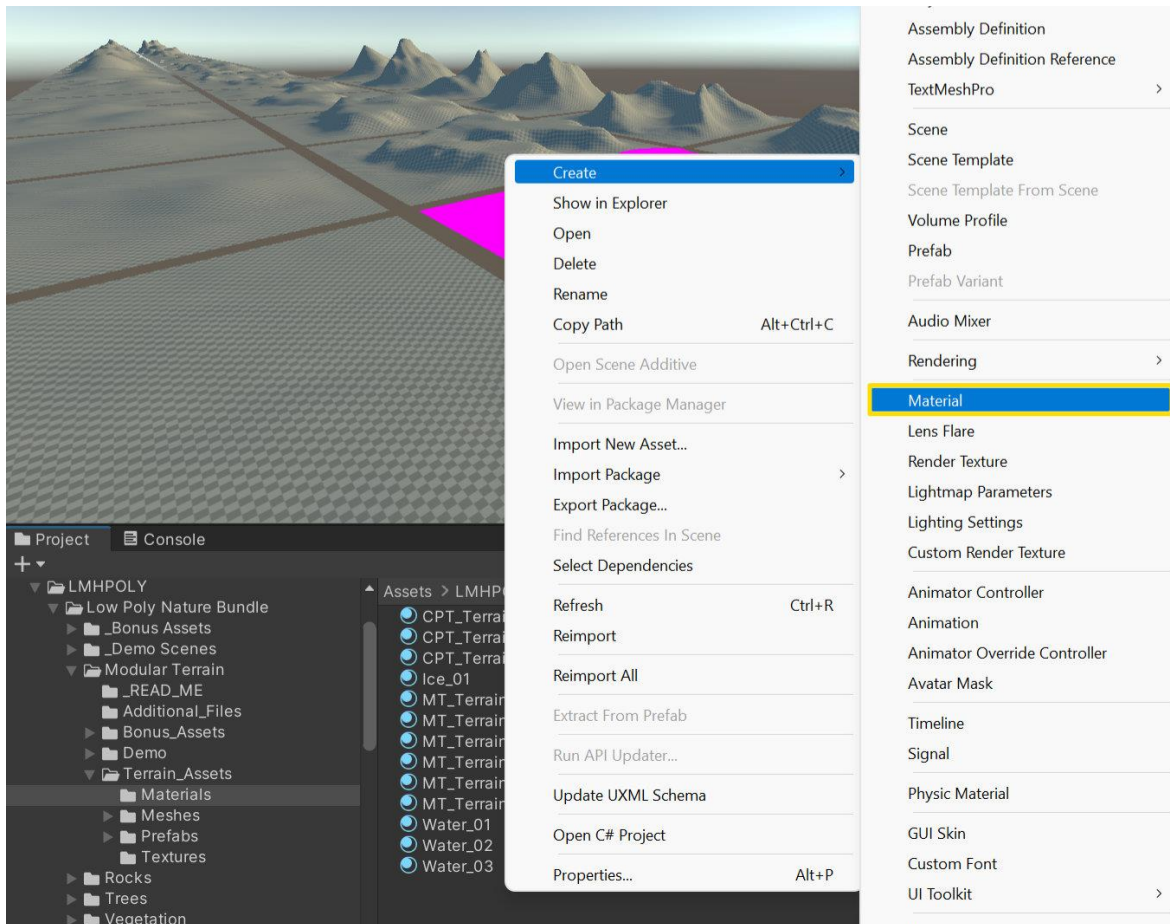
Select newly created Material **U_Terrain** and change the **Shader** to **Universal Render Pipeline/Terrain/Lit**

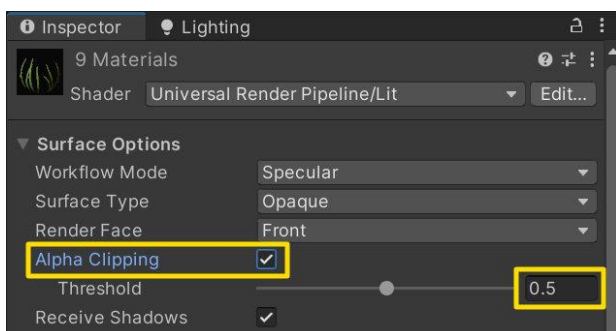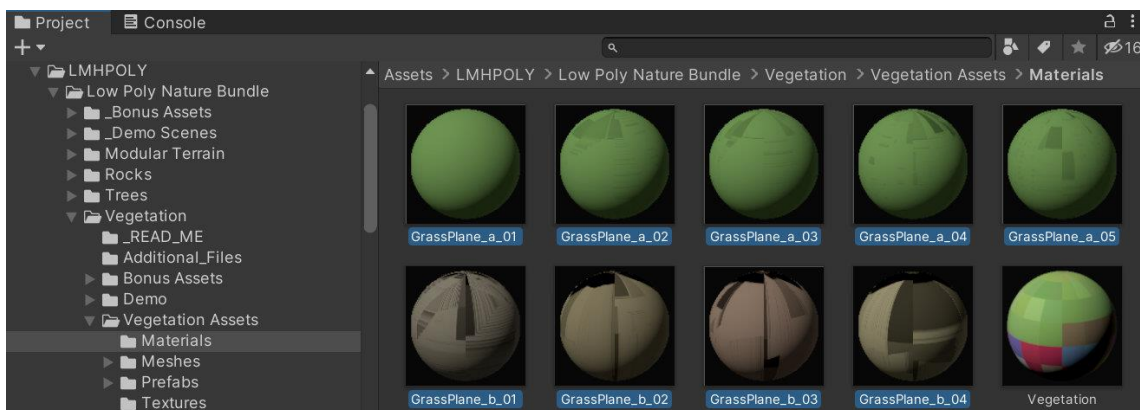And apply it to the **U_Terrain** prefab/s
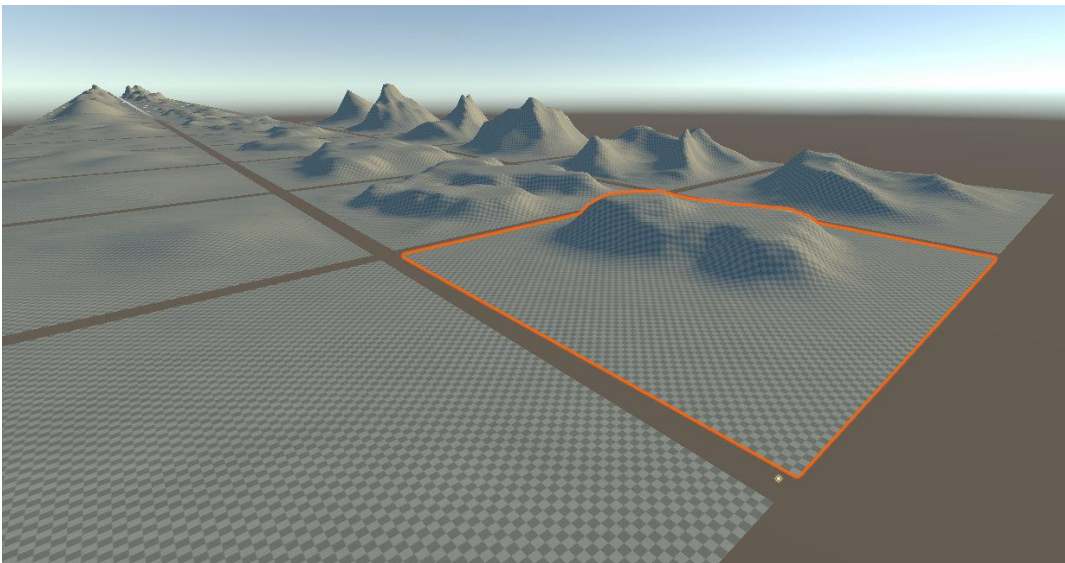
Fix GrassPlane Materials

Go to the *LMHPOLY/Low Poly Nature Bundle/Vegetation/Demo/Demo_Scenes* and open the
Demo_01 scene. If your **GrassPlanes** look like this:

Go to *LMHPOLY/Low Poly Nature Bundle/Vegetation/Vegetation Assets/Materials*. Select all
GrassPlane materials and enable **Alpha Clipping**.

Now, the **GrassPlanes** should look like this:

URP Post-Processing

*Since I don't have post-processing profiles made for URP, I have this video tutorial you can watch on [How to Setup Post-Processing in Unity URP](#) for my or your own scenes.

Unity HDRP

Fix Pink Materials

You might encounter pink textures after importing **Low Poly Nature Bundle** to your Unity **High Definition Render Pipeline (HDRP)** project.
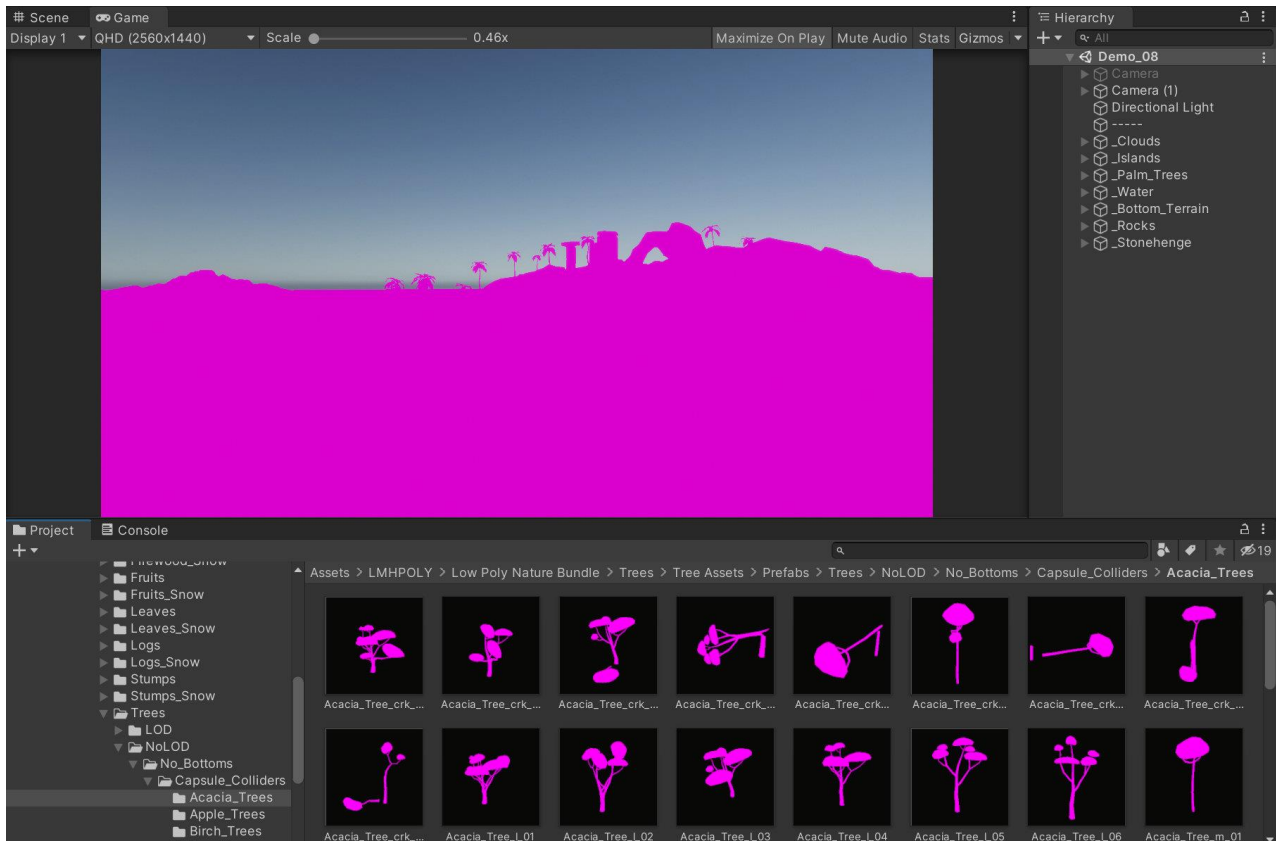

All of the **Low Poly Nature Bundle** assets use materials with a default **Standard Unity Shader**. But **HDRP** uses different materials and shaders, so we need to change all materials from **Standard shader** to **Universal Render Pipeline/Lit shader**.

Go to *Edit > Render Pipeline > HD Render Pipeline > Upgrade from Builtin pipeline > **Upgrade Project Materials to High Definition Materials***

Now the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes* should look like this:
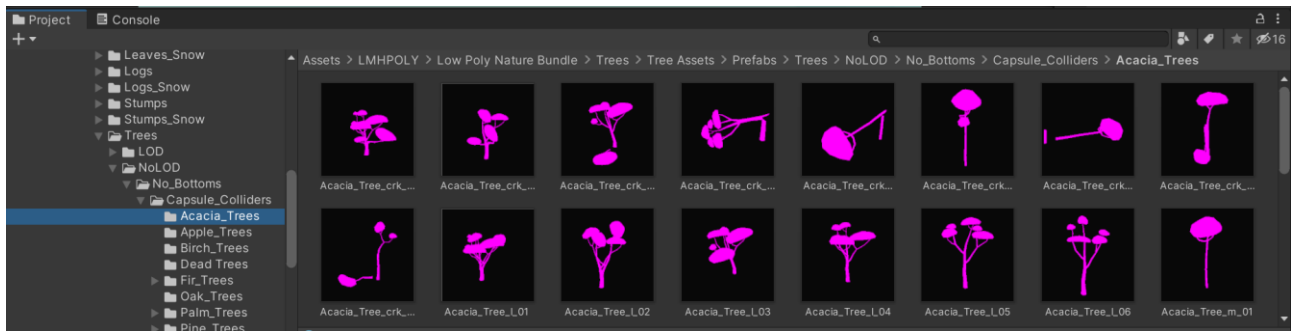

All project Material shaders that use **Standard** shader were changed to **HDRP/Lit** shader.
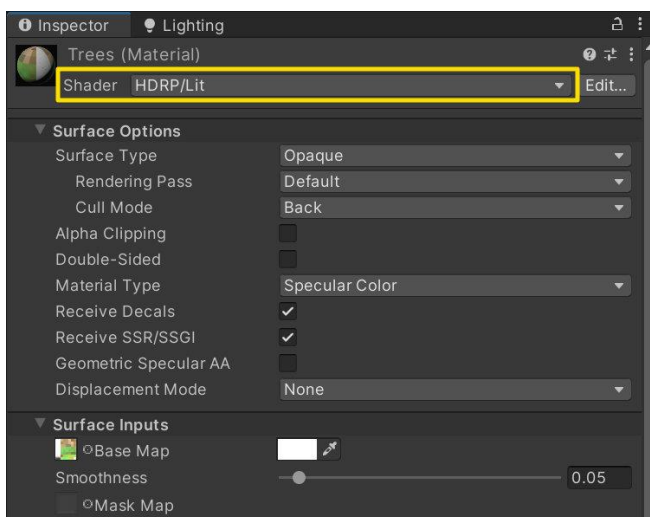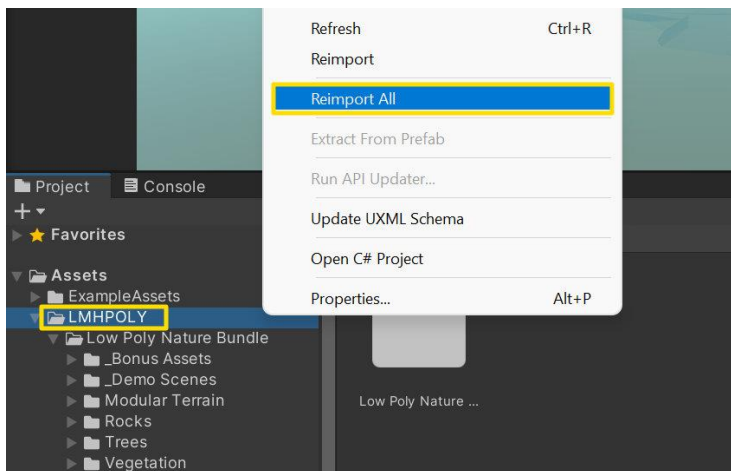

*If the scene looks dark, without lighting. Try to select the **Directional Light** from the **Hierarchy** for the light to update.

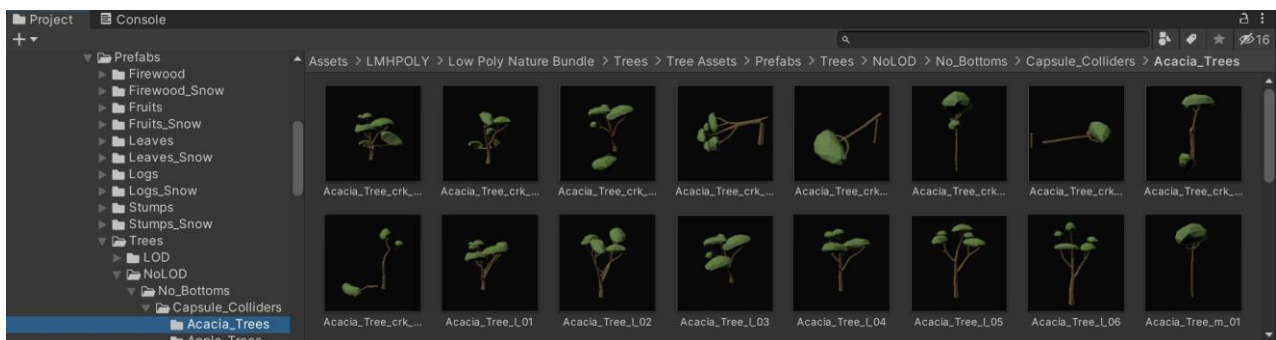Now, if you open any **Prefabs** folder, all prefabs might still be pink in the preview window

To fix that – **RClick** on the *LMHPOLY* folder, which contains all of the assets, and select **Reimport All**.
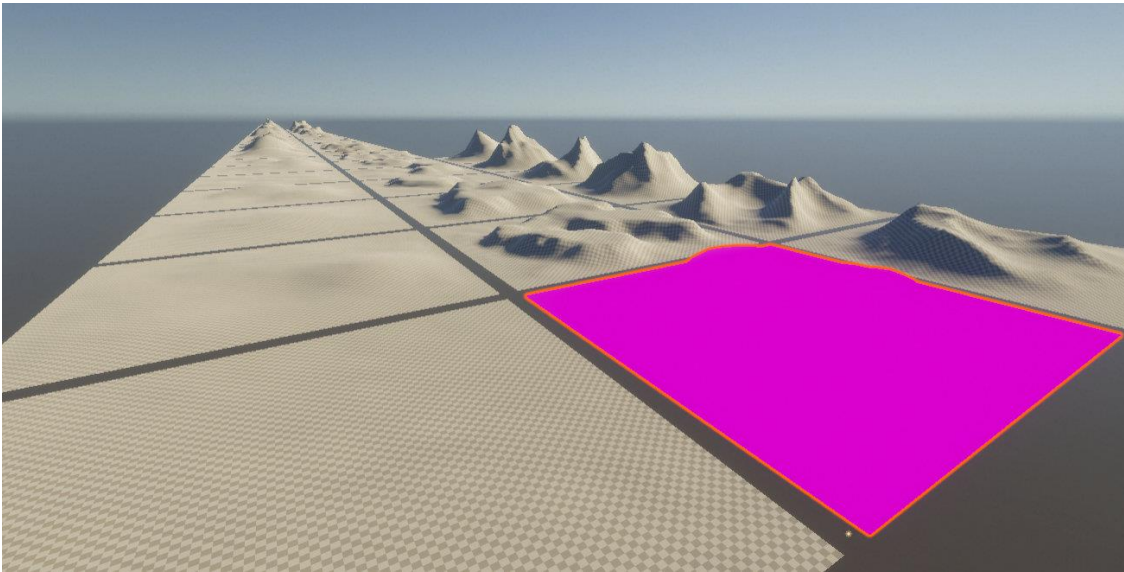

*This can take a while since Unity will reimport the whole project with thousands of files...

After the reimport is done, you should see that all the **prefabs** have a normal color preview. *LMHPOLY/Low Poly Nature Bundle/Trees/Tree Assets/Prefabs/Trees/NoLOD/No_Bottoms/ Capsule_Colliders/**Acacia_Trees*** folder example:

Fix Pink Materials on U_Terrain

Go to the *LMHPOLY/Low Poly Nature Bundle/Modular Terrain/Demo/Asset Scenes* and open the **U_Terrain_Assets** demo scene.


*If you still have pink material on **U_Terrain** prefabs after *Edit > Render Pipeline > HD Render Pipeline > Upgrade from Builtin pipeline > **Upgrade Project Materials to High Definition Materials**, follow the instructions below.

U_Terrain prefabs are located at: *LMHPOLY\Low Poly Nature Bundle\Modular Terrain\Terrain_Assets\Prefabs\Terrain\U*
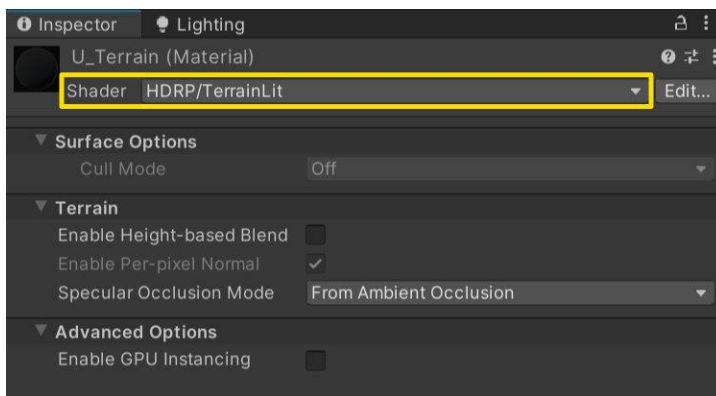
U_Terrain uses **Default-Terrain-Standard** material from a built-in render pipeline.
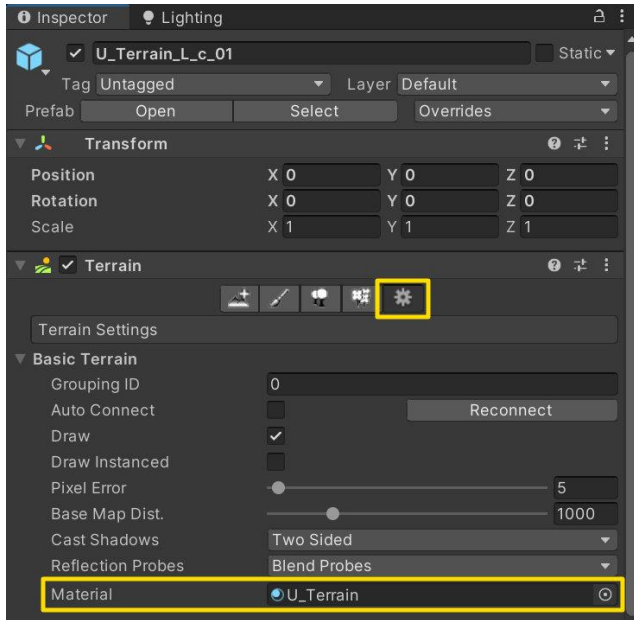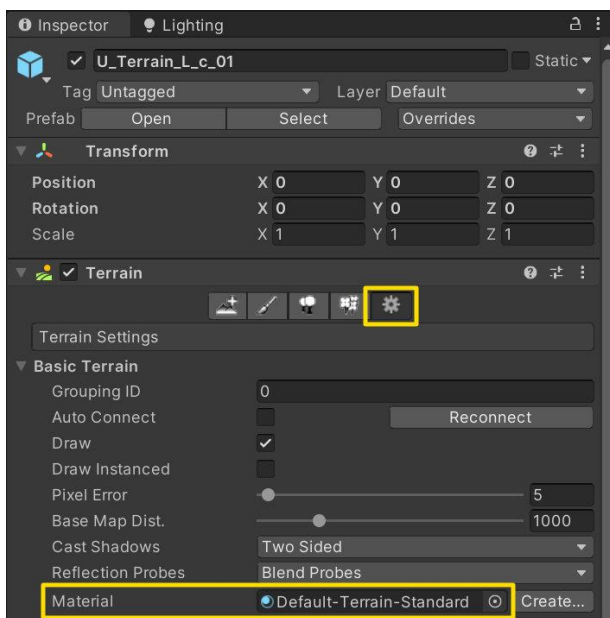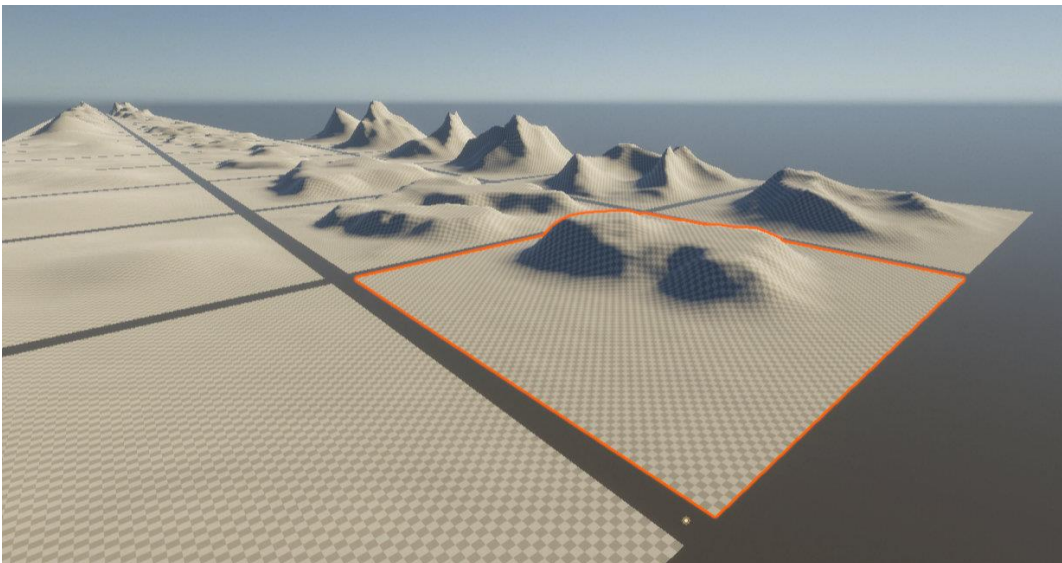
HDRP uses completely different terrain material, which you need to create and apply manually if Unity didn't do it! Create a new **Material** and call it **U_Terrain**.
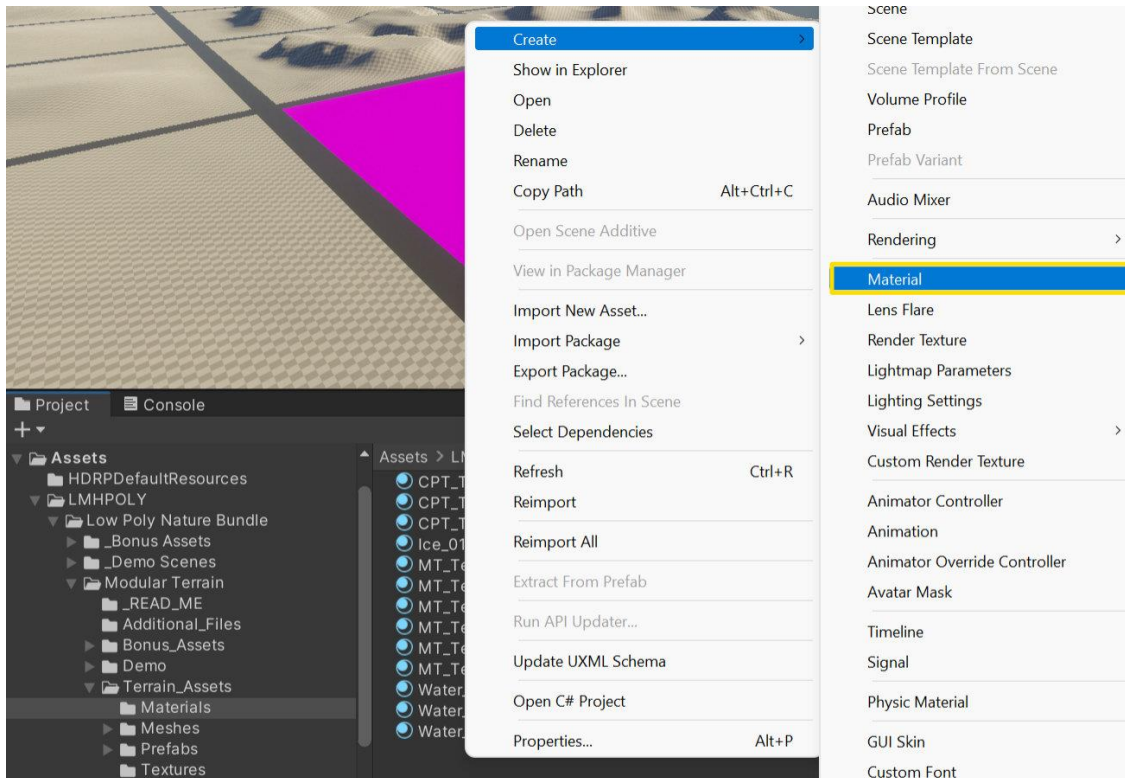
Select newly created Material **U_Terrain** and change the **Shader** to **HDRP/TerrainLit**

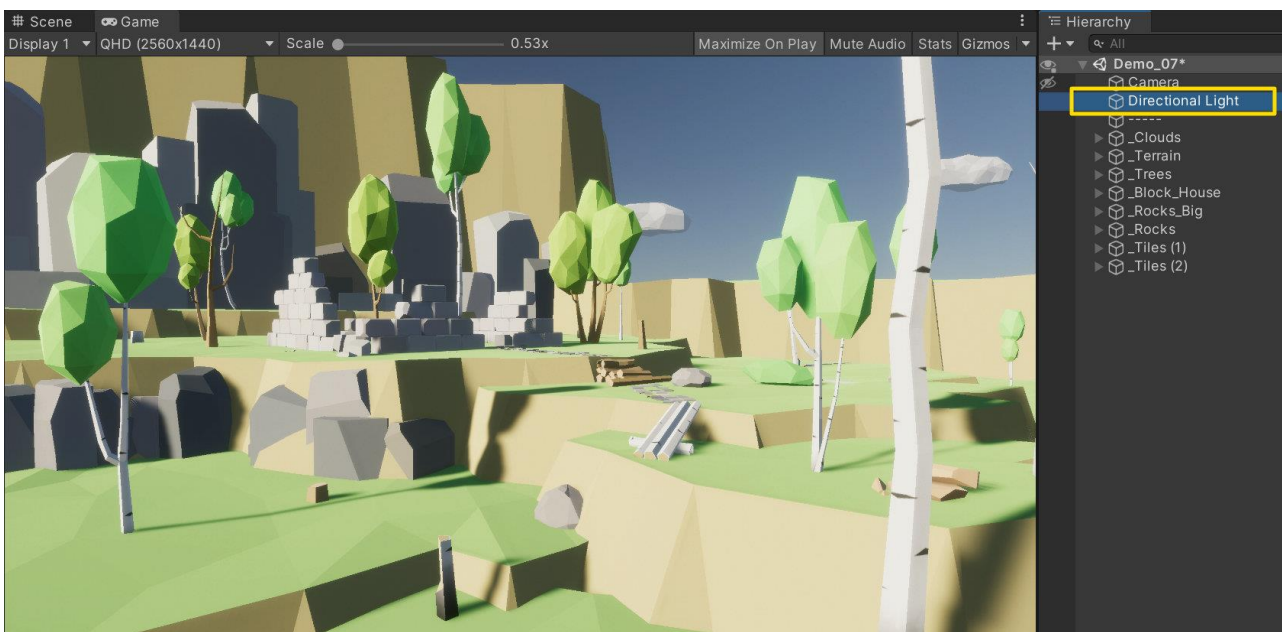And apply it to the **U_Terrain** prefab/s

Fix Dark Lighting in HDRP

If demo scenes look dark, without any lighting like this:

Demo_07 example, located at *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes*

Try selecting the **Directional Light (Sun)** in the **Hierarchy** to update the lighting in the scene.

*For some reason, Unity HDRP doesn't update the lighting in the scene automatically.

Contacts

If you have any questions, suggestions on what to improve or create. Maybe found any bugs, please send me an e-mail!

E-mail: justinas@lmhpoly.com

Website: https://lmhpoly.com/contact/

Follow me on **Twitter** to see what I'm working on right now:

https://twitter.com/lmhpoly

Don't miss out and be the first!

Get notified about the new "Low Poly Nature Bundle" and other asset updates + my new game asset releases straight to your inbox.

Subscribe to LMHPOLY Game Asset Newsletter.

LMHPOLY