Getting Started

Thank you for purchasing the Dreamscape Meadows environment!

**Please leave a rating if you want to support us in making more!**

The Dreamscape Meadows environment is the first in a series of stylized AAA open world focused environments that will allow you to make your game look as good as it deserves.

SRP Set-up

By default, the SRP version is installed. It should be compatible with all versions of Unity 2019.2+.

It includes the demo scene and a basic grass setup that can be used with the default Unity terrain system.

This pack was made using the Linear Color Space. The setting can be found inside the Project Settings/Player. If Gamma is selected, please change it back to Linear.
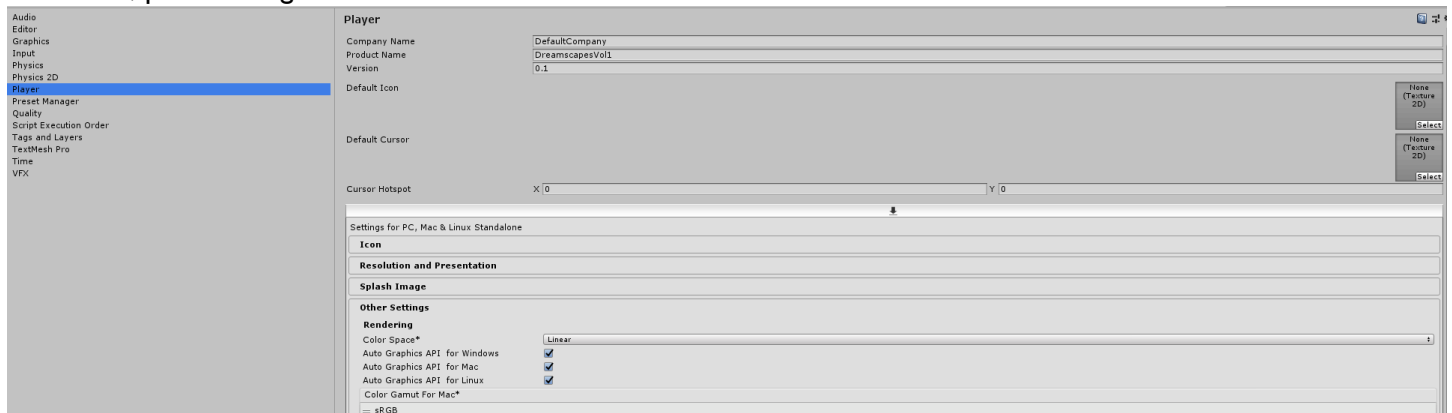
Postprocessing cannot be included in Unity packs, but the post processing settings that were used for the screenshots are included and can be found inside the Scenes folder (PP_Setting).

Just setup the post processing as normal and select the included setting and it should work as normal.

Information on how to setup Post Processing can be found here:
https://docs.unity3d.com/Packages/com.unity.postprocessing@3.0/manual/index.html

The advanced grass can be found in the prefabs, is not compatible with the default grass system and can be placed in a few ways(Staggard Creations has a really great breakdown on how to place grass for your game using different methods and everything he mentions applies to the grass here as well: Placing Grass)

If you are using the Nature Renderer Addon, please follow the step below.

Nature Renderer Set-up

To get the results from the screenshots you need to use the included post processing settings and the Nature Renderer plugin for the grass.

The default unity grass system is super old and inefficient and the grass asset does not work with it. There are multiple ways to use the grass depending on your needs.

Once you have installed the Nature Renderer asset from the asset store, please install the package labelled

DreamscapeMeadows_SRP_NatureRenderer_2019.2 from the DreamscapeMeadows folder. Reload your scene and the grass should already be working and set-up!

URP Set-up
**DO NOT TRY TO CONVERT THE SRP TO URP! IT WILL NOT WORK**

YOU NEED TO START A NEW URP PROJECT AND IMPORT DREAMSCAPE MEADOWS INTO IT!

Once you have imported the Dreamscape Meadows pack and open the demo scene it will be pink! Do not worry.

Go to your DreamscapeMeadows folder and install the URP version that is most suitable for your situation:

- DreamscapeMeadows_URP_Base_2019.3 – Install if you use Unity 2019.3 and don't have Nature Renderer Installed.
- DreamscapeMeadows_URP_Base_2019.4+ - Install if you use Unity 2019.4 versions and above and don't have Nature Renderer Installed.
- DreamscapeMeadows_URP_NatureRenderer_2019.3 - Install if you use Unity 2019.3 and also have Nature Renderer Installed.
- DreamscapeMeadows_URP_NatureRenderer_2019.4 - Install if you use Unity 2019.4 and above and also have Nature Renderer Installed.

You need to check your URP settings that the following options are checked(Depth Texture, Opaque Texture)
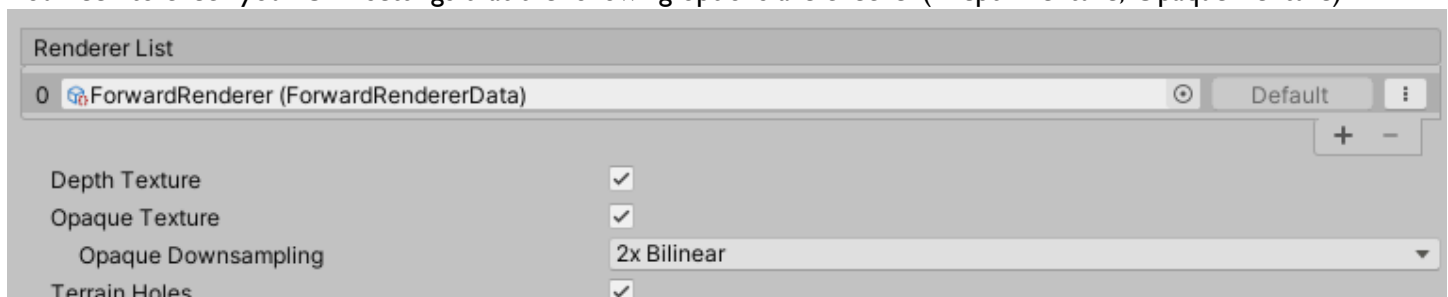
As of Unity 2020+, the post processing stack does not work with URP ☹. You need to set up the post processing yourself using the URP post processing system.

Nature Renderer Set-up
To get the results from the screenshots you need to use the Nature Renderer plugin for the grass.

The default unity grass system is super old and inefficient and the grass asset does not work with it. There are multiple ways to use the grass depending on your needs.

Once you have installed the Nature Renderer asset from the asset store, please install the package labelled

DreamscapeMeadows_URP_NatureRenderer_2019.3 or **DreamscapeMeadows_URP_NatureRenderer_2019.4** from the DreamscapeMeadows folder. Reload your scene and the grass should already be working and set-up!

Using the assets

All the assets are made as prefabs and are ready to drag and drop into your scene. Everything comes arranged in their own folder and all the materials and shaders have a lot of controls to customize their color, movement, smoothness and just about every parameter I felt was helpful.

There are also a few complex multi-layered materials that simulate grass growing on objects and angle-based blending for automated texturing of the mesh background terrains. Feel free to experiment and tweak the values to your liking. Any questions please join the discord channel and post them there.

All the trees and foliage are added to their respective tabs in the terrain.

Compatibility

Nature Renderer – Compatible by using the included. Unitypackage

Vegetation Studio – Compatible by default as far as I've tested. Let me know if you run into any issues.

Amplify Shader Editor – All shaders are fully compatible with ASE

If you want to request compatibility for a specific renderer or system, let me know. I cannot guarantee it can be done but will investigate it.

Contact and Support

Discord: https://discord.com/invite/5yzZu5s

Email: help@polyart.io

YouTube: https://www.youtube.com/channel/UCGLK0f3uB-L6B2JyW0ImzLg

Twitter: https://twitter.com/polyart_io

Facebook: https://www.facebook.com/Polyart-Studio-1030661211159002