



Overview

Thanks for purchasing the Low Poly Series: Landscape asset package! I hope it works well for your project. If you encounter any issues, please contact me at:

Stoolfeathergames@gmail.com

Or

Post your questions and requests on the Unity Forums:

<https://forum.unity3d.com/threads/low-poly-series-caverns.439752/#post-2842956>

Pipelines

The base package is setup for the built-in pipeline but there are packages for URP and HDRP. Remove the base assets and import a package that matches your pipeline.

URP

I have included my URP and Post Processing settings if you want to achieve exact results. Some of these features may affect performance, use them as you see fit.

- Shadow Distance set to 100
- High Dynamic Range (HDR) Enabled
- Screen Space Ambient Occlusion enabled.

Other notes

- I use very high-resolution shadows on my directional lights.
- Temporal Anti-Aliasing on my cameras
- The URP version does not include the Terrain Tree assets as they are not supported in this pipeline. You can use the Standard assets and update them manually with a custom shader if needed.

HDRP

I have included my HDRP and Post Processing settings if you want to achieve exact results. Some of these features are very performance heavy, use them as you see fit.

- Shadow Distance set to 150
- Contact Shadows Enabled
- Screen Space Ambient Occlusion, Reflections and Global Illumination enabled.
- Water Rendering Enabled (For Caverns and Pirate Sets)
- Dynamic Ambient Mode

Other notes

- I use very high-resolution shadows on my directional lights.
- Temporal Anti-Aliasing on my cameras
- The HDRP version does not include the Terrain Tree assets as they are not supported in this pipeline.

Tutorials

There are a few videos outlining the new Modular Terrain Assets. Check them out here:

Modular Terrain Overview:

This video goes over all the assets included in the modular terrain update.

<https://youtu.be/BVVCQ84NiQw>

Modular Terrain Workflow:

This video goes over how to use the modular terrain assets.

<https://youtu.be/JzgFFmaMICY>

Terrain Workflow (Deprecated):

This video goes over how to use the new terrain assets.

<https://youtu.be/9vG4oRur2Zo>

Contents

This package includes the following:

Assets

Note: All assets include exported FBX Files and prefabs. Each mesh has been lightmapped using Unity import unwrapper.
Each mesh also has a prefab with a mesh collider.

Terrain

- 3 mountains
- 7 modular cliff assets
- 10 mounds
- 6 modular river assets
- 16 modular road assets
- 15 modular Clear Terrain assets (These are the road assets but without the roads)
- 1 water asset

Terrain Modular Assets

- 4 Cliff Edges
- 34 modular Cliff assets
- 9 Dirt and Dirt Glass assets
- 10 modular Grass assets
- 22 modular River assets
- 54 modular Road assets

Props

- Firepit with effects for night scene
- 3 boardwalk assets and 1 stair asset
- 3 bridges
- 10 modular stone fence assets
- 10 modular wood fence assets
- 1 Lamp with moth effects for night scene
- 1 Road sign

Rocks

- 3 rock cliffs

- 3 large rocks
- 4 med assets
- 2 pointy rocks
- 4 small rocks

Foliage

- 4 bush assets
- 3 grass assets
- 12 mushrooms
- 6 tree mushrooms
- 1 pond flower
- 3 pond lilly pads
- 3 reed assets
- 5 shrubs
- 5 regular trees
- 4 small trees
- 6 birch trees
- 5 dead trees
- 3 small dead trees
- 3 pine trees
- 6 logs
- 6 stump variations

Sky

- 3 cloud assets
- 1 moon asset

Terrain Assets

These assets are specifically used with Unity Terrain (This is only supported in the built-in pipeline and has been depreciated in the latest update, Available is Unity 2019.1.11)

- 6 Birch Trees (Unity Tree Creator)
- 6 Oak Trees (Unity Tree Creator)
- 5 Pine Trees (Unity Tree Creator)
- 9 Birch Bushes (Used with Unity Tree Creator)
- 7 Oak Bushes (Used with Unity Tree Creator)
- 6 Pine Leaves (Used with Unity Tree Creator)

Textures

Note: All assets are created using two texture assets. Only the river assets have multiple material ids, all other assets have 1.

- TerrainColours

This texture is utilized by all road and terrain assets.

- TreeColours

This texture is utilized by all props, trees, foliage and rock assets.

Scenes

Example_Day and *Example_Night*: This is a level used to showcase the assets. It comes in two lighting sets to showcase variation.

Example_ModularTerrain: This is an example scene showcasing how the modular terrain assets can be used.

Example_Terrain: This is an example scene showcasing how the terrain assets can be used. **(This is only supported in the built-in pipeline and has been depreciated in the latest update, Available is Unity 2019.1.11)**

Dioramas Folder: This folder contains diorama scenes used to take individual screenshots.

Thanks for picking up this pack, please leave a review if you can and check out my other packages in the Low Poly Series.
Use anything in this package for your work, just please don't resell anything.



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