

Biomes and Presets for MicroVerse

Version 1.0.0

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About this Document

Please find the most recent documentation online at:

<https://bit.ly/presets-for-microverse-doc>

Product Overview

Biomes and Presets for [MicroVerse](#) allows you to quickly create your scenes using MicroVerse by dragging pre-defined configurations from the MicroVerse Content Browser on your terrain.

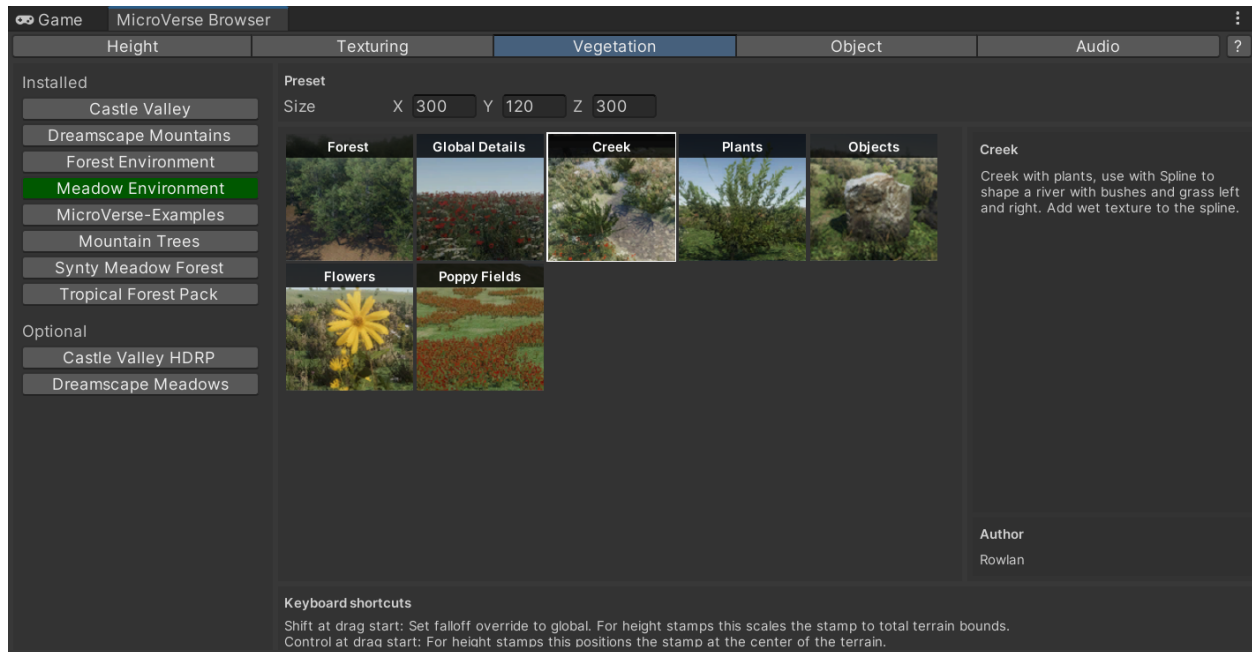
You probably already have a huge collection of assets, the task at hand is how to distribute their content. Jason Booth released MicroVerse recently. MicroVerse is awesome. It's such a quick and easy way to set up a scene in a non-destructive manner. In order to make this task even easier for you the Content Browser was created.

You may consider this asset as a bridge between top quality Unity assets from the Unity Asset Store and MicroVerse. If you have checked out [my youtube channel](#), you can see that I'm all for quick scene creation with all kinds of assets in various categories.

I started creating MicroVerse presets for re-use and shared them with the community. This got awesome recognition and I was asked if I could create presets for other assets as well. As easy as creating those biomes and presets is, it still does take time to set it all up, install assets, test it and what not. That's why I decided to create this dedicated asset.

Quick Start

The Biomes and Presets are automatically discovered by the MicroVerse Content Browser. The available assets will be listed in the Optional category in the content browser. Once a supported asset is installed, the asset will show up in the Installed category. Here's eg Meadow Environment



Once installed, you can proceed as usual with MicroVerse. Please read the MicroVerse documentation about how to use the Content Browser.

Supported Assets

Please take a look at the [Asset Store description](#) for a list of supported assets.