Stylized Grass + Wind (720 grass prefabs)

Thank you very much for supporting us. We hope this asset can help you to save you time to focus on making your game the best in the world. 😉

We created this asset with the greatest care. Should errors occur we would be happy, if you could inform us by mailing them (support@safesim.de). So we have a chance to fix them.

Many thanks
Team Safesim

The package contains:

- 720 different grass prefabs
  - 8 different colors
  - 10 different grass types
  - 9 meshes for different grass sizes (Verts: 8 - 126)
- prefabs using 80 individual grass materials with wind effect shader (only for URP)
- 1 example scene

How to use and change the grass:

- you can create new grass objects with prefabs
- you can change the color and grass type with the help of materials
- drag a material on a created grass object

How to configure wind effects:

1) go to the folder: Assets -> Safesim_Assets -> Materials
2) select all materials, if you want to change the global wind effect
   or select a single material of an existing grass object, if you want to change a single wind effect (please note that every material is used for 9 different grass sizes (9 different meshes))
3) you can change the attributes for individual wind effects:
   a. Wind_Speed
   b. Wind_Density
   c. Wind_Strength
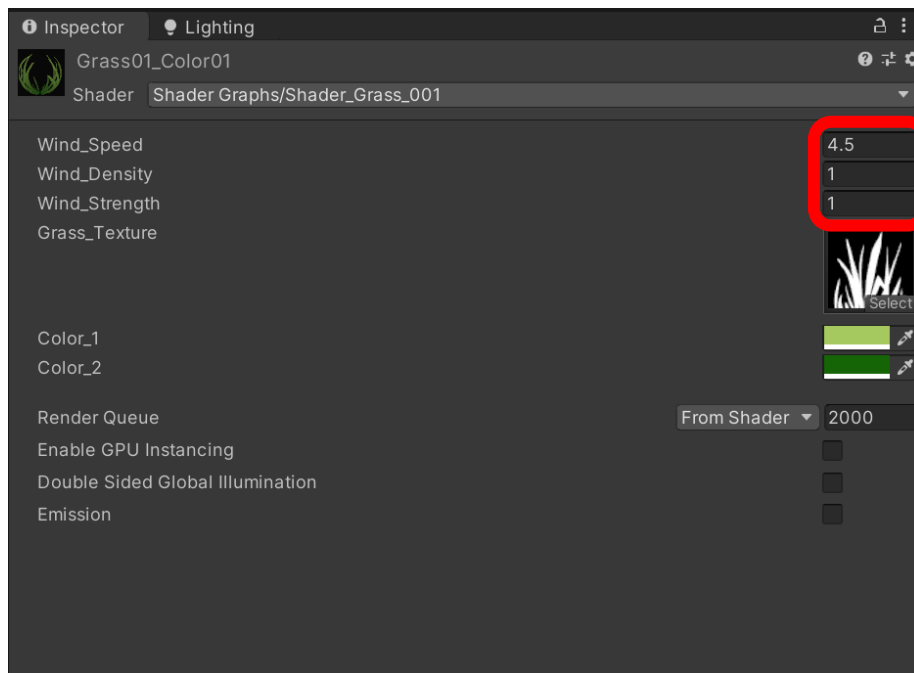
How to configure grass color:

1) go to the folder: Assets -> Safesim_Assets -> Materials
2) select all materials (with equal color) if you don't like an existing color, or copy a material and change the pasted color (please note that every material is used for 9 different grass sizes (9 different meshes))
3) you can change the attributes for individual coloring:
   a. Color_1
   b. Color_2
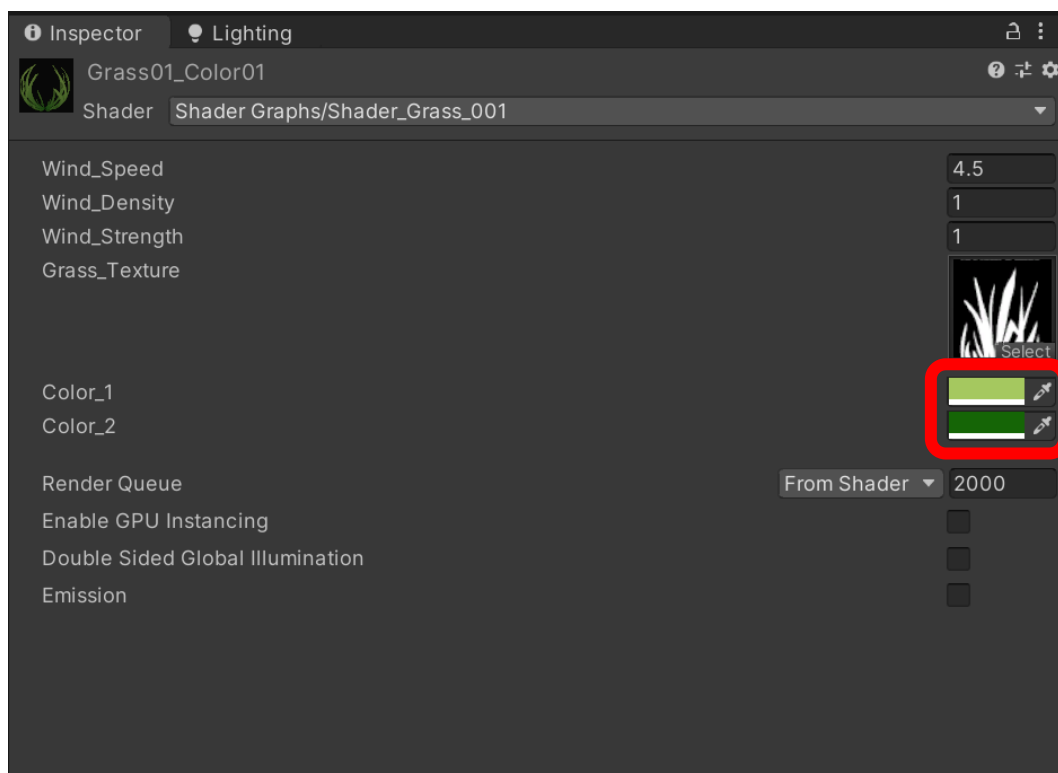
How to import own grass types:

1) go to the folder: Assets -> Safesim_Assets -> Materials
2) copy an existing material
3) replace the Grass_Texture