Notes

I tried creating this asset in a way that makes it easy for everyone to add grass to your scene and change it without having to use any weird workflows while also being versatile and optimized.

By default you can add grass very easily as you would do using the normal prefab or terrain workflow. However if you want the grass to run more optimized you will have to use the GlobalGrassRenderer which is very easy to setup (See Optimization).
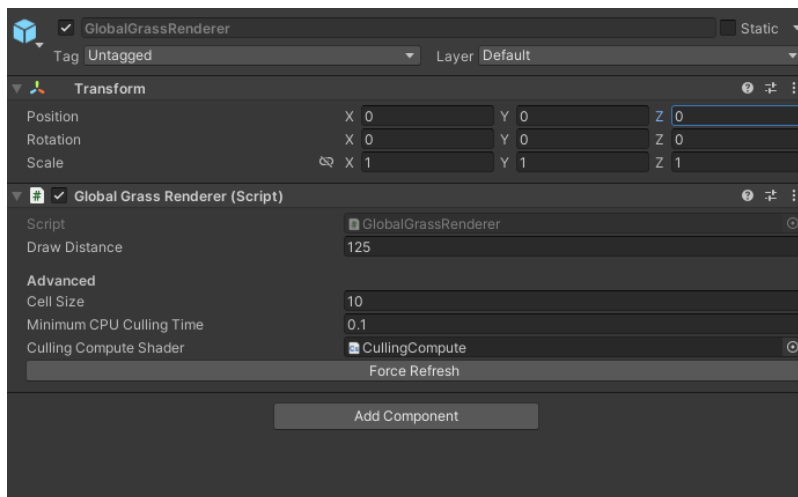
For any questions feel free to contact me at quintenhenry@hotmail.be!

Optimization

By default the Unity terrain and GameObjects aren't very optimized for Grass. Especially in HDRP. You can use the GlobalGrassRenderer script to optimize your grass. This will use indirect instanced rendering to optimize the number of draw calls.
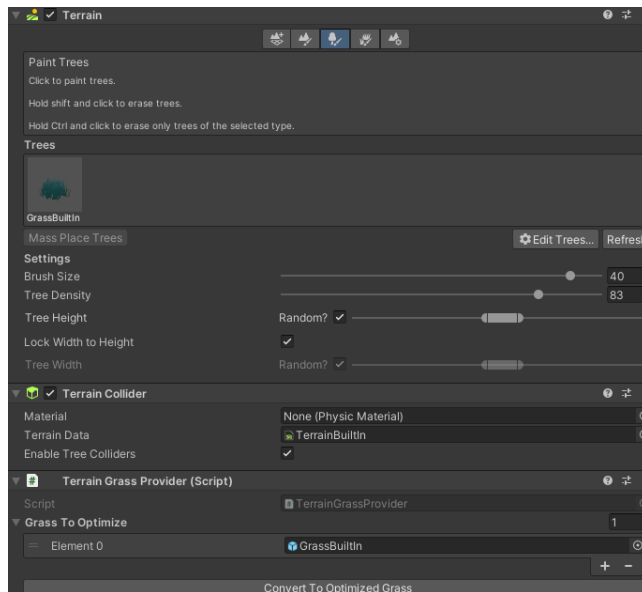
1. Adding the GlobalGrassRenderer

Before you can start optimizing you need to drag the GlobalGrassRenderer in your scene. It can be found under StylizedGrass->GlobalGrassRender. The GlobalGrassRenderer has a Force Refresh button for when the Grass doesn't show up in Editor or to update the grass material.

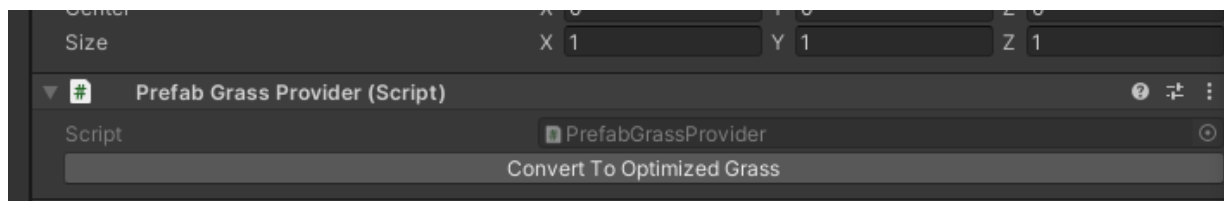## 2. Optimizing Terrain or GameObjects

2.1 Optimizing Terrain

You can add the grass to the terrain as a tree and start painting as you would do normally.
Once you are done painting the grass you should add the Terrain Grass Provider script, Add the prefab you want to optimize and click the convert to optimized grass button. This will remove the grass trees and convert it to an optimized method of rendering using the GlobalGrassRenderer.

2.2 Optimizing GameObjects

You can place the grass prefab in the scene as you would do normally but make sure it is grouped under a parent! Then you can add the PrefabGrassProvider script on the parent, click the button and it will convert all Grass Prefab children into an optimized way of rendering using the GlobalGrassRenderer.

Thanks for downloading my asset!

If this asset was helpful to you please remember to leave a review here
https://assetstore.unity.com/packages/vfx/shaders/simple-stylized-grass-shader-187667!