RUSTIC Grass

v.1.2

1. Structure Paths names of the Pack have been changed to make compatibility with latest Unity versions as: Turboscalpeur/RUSTIC Grass/ .
This update will not overwrite previous versions.

2.The 5 Grounds Textures have been updated with new Maps to get full PBR Support.

3.The FlyCam Script have been modified to not conflict with anothers same scripts.

RUSTIC Grass

v.1.1

1. 20 New Grass Textures have been added;

2. 5 Grounds Textures with their Maps (AO, Height, Normal & Specular) added;

3. Most of the empties spaces in the Grass Textures Layers removed;

4. New Terrains Demos;

5. This new release will not overwrite the v.1.0, you should remove the v.1.0 first before uploading this one; Paths Names have been resettled in order to get a better architecture and to plan overwritting for the next Updates.

turboscalpeur

RUSTIC Grass

v.1.0

First Release

This new Pack contains of 80 Unique Grass Textures, all in High Quality (.psd Files) and directly settled for using in Unity 5 (Alpha Blending adjusted, Perfect Background Color & Alpha Transparency).

Allium_02.psd

Vanilla Texture   →   Texture with Dilated Copies, Background Color & Alpha Channel   →   Alpha Channel activated

From 4K(4096x4096), the Textures Files are compressed in 2K(2048p) in the Engine.

All of them, have been photographed at different seasons and kind of natural environments.

From realistic meadows, fields to mountains, dunes, watersides places..., you will have a lot of choice for combining and fitting harmoniously your Terrains vegetation in mostly all the circumstances.

By using the Unity 5 Native Builds, Terrain Editors, Grass Shaders or any others Assets, the Textures are compatible and can be edited too in your own 2D/3D Softs.

A Grass Board is here to help you, step by step, then choosing the right Grass uses and combinations.

For more informations, support:
Unity Forum Thread: https://forum.unity.com/threads/turboscalpeurs-grass-forum.395638/

Contact: turboscalpeur@gmail.com

turboscalpeur