Idyllic Fantasy Nature

Thanks for Buying!

If you have issues, questions or feedback, please contact me! I will try as fast as possible to respond!

E-Mail: delighton8@gmail.com

Content

Setup

Before you can use the Asset Pack, you need to install the **URP-Package**

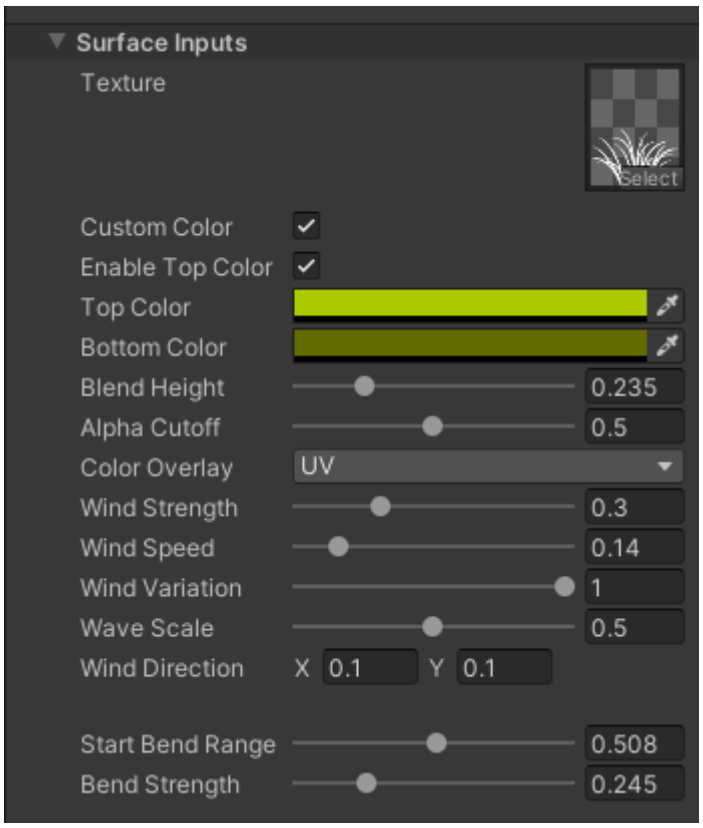
1. Window/Package Manager and **install URP**
2. Window/Rendering/Render Pipeline Converter
    - Select **Built-in to URP**, enable **Rendering Settings** and click on **Initialize Converters**
    - Click on **Convert Assets**
3. Edit/Project Settings/Graphics
    - In **Scriptable Render Pipeline Settings** select the settings of the package
4. Edit/Project Settings/Quality
    - In **Render Pipeline Asset** select the Asset of the package
5. Edit/Project Settings/Player/Other Settings
    - Set the **Color Space** to **Gamma**

Shader

There are 3 custom shaders. I explain general usage and some specific properties that I feel need information.

Vegetation Shader

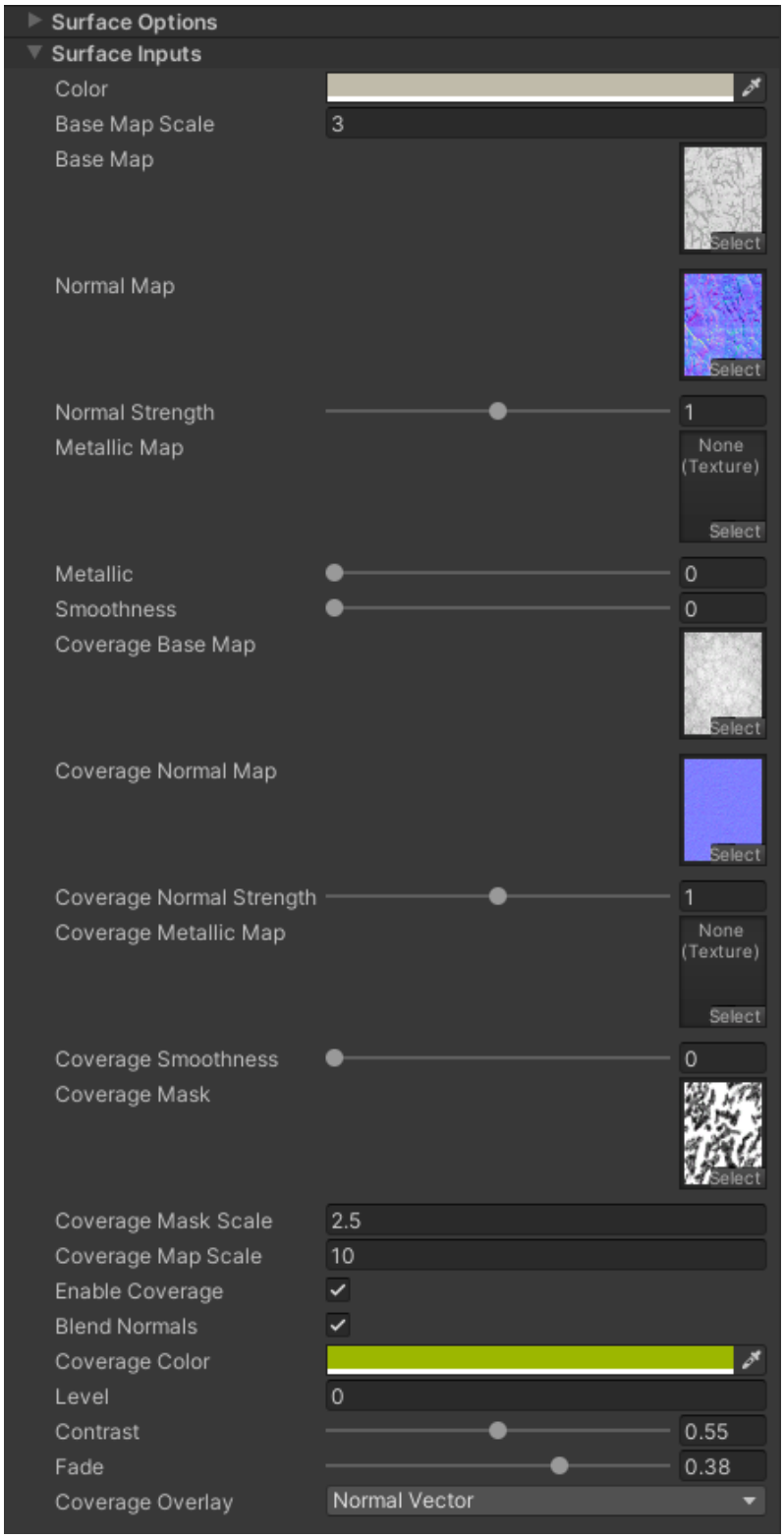
The Vegetation Shader is used for the wind movable nature. For example for flowers, grass, leaves of trees or bushes.



- Custom Color – Activates the **Top** and **Bottom Color**, otherwise the texture color is taken
- Enable Top Color - If this option is disabled, only the **Bottom Color** is enabled and the **Blend Height** will not work
- Blend Height - Blends between the **Top** and **Bottom Color**
- Color Overlay – UV map or position of object is used for the custom color orientation
- Start Bend Range – The start bend range from the player to the vegetation

Surface Shader

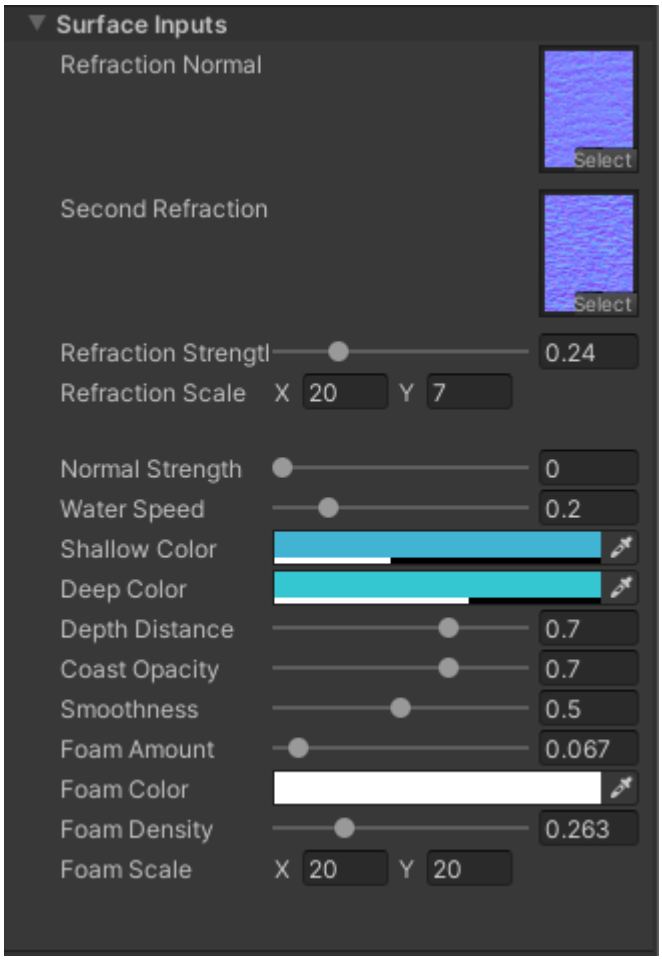
The Surface Shader is used for the non-wind movable nature. For example cliffs, tree trunks or rocks.



- Blend Normals – Blend the normals between the object and the coverage
- Level – How much the object is covered
- Contrast – Smoothness of the transition between the coverage and the object texture
- Fade – How much coverage is used for the object based on the **Level**
- Coverage Overlay - UV map or position of the object is used for the coverage orientation

Water Shader

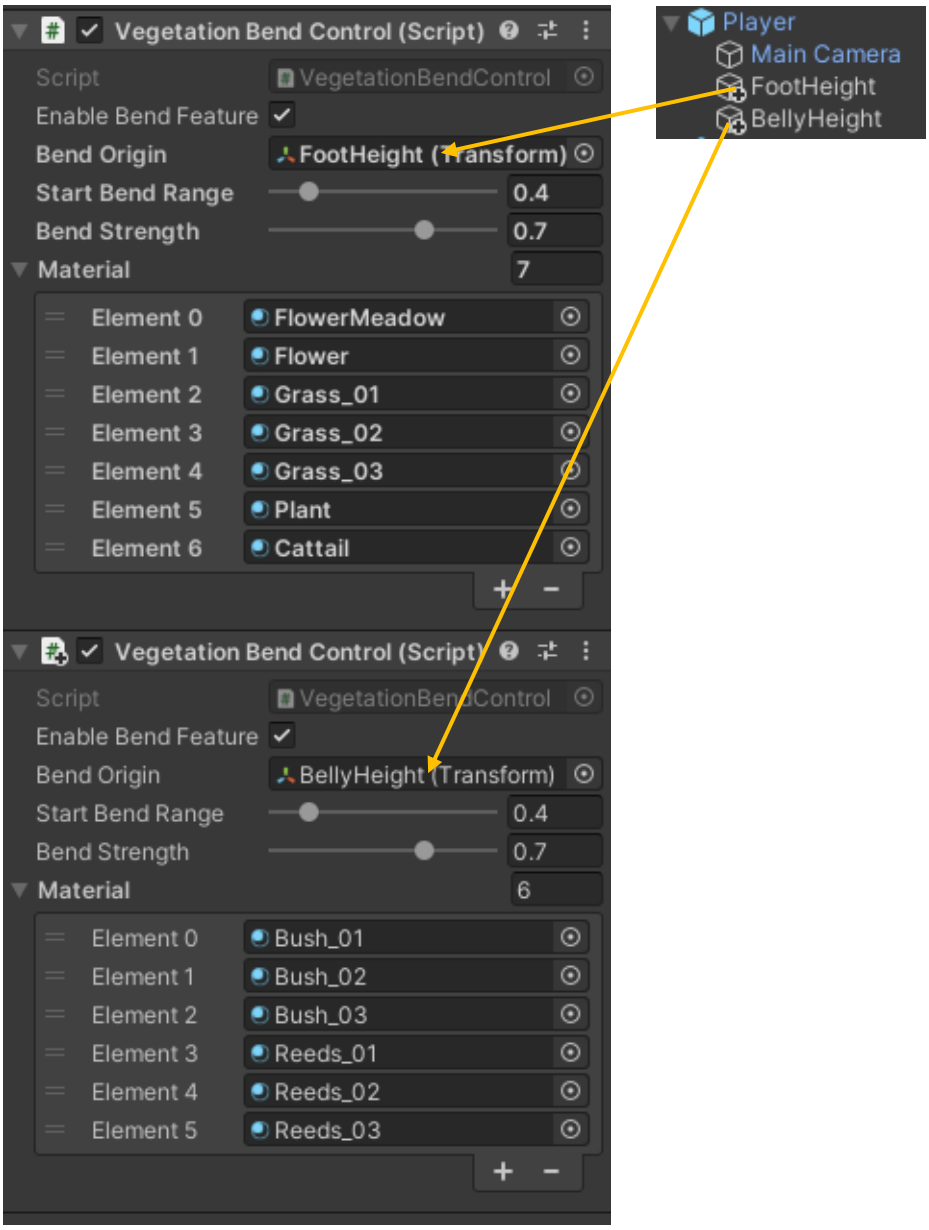
The Water Shader is used for ocean, river or lake.



Features

Vegetation Bend Control

The script controls all materials with the Vegetation Shader you choose

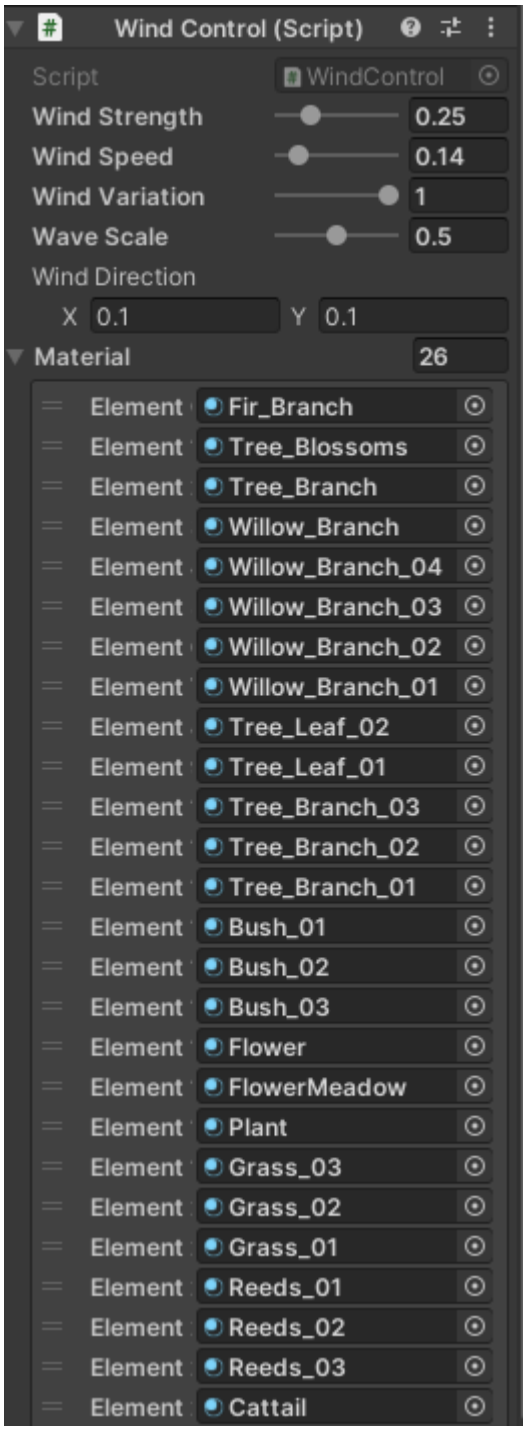


Usage

1. Use the **Prefab** and drag it into the **Hierachy** or add the script to a **GameObject**
2. Insert a new empty **GameObject** for the **Bend Origin** in the **Player Parent** (as the image on the right shows)
    a. Set the **GameObject** y-high where you want the player to affect the vegetation
3. Place the empty **GameObject** in **Bend Origin** (as the images shows)
4. Add the vegetation materials you want to use
5. Now you can control the bend of the selected materials
6. Make sure the vegetation materials use **Specular Workflow Mode**
    a. Otherwise a render bug could occur while bending

Wind Control

The script controls all materials with the Vegetation Shader you choose



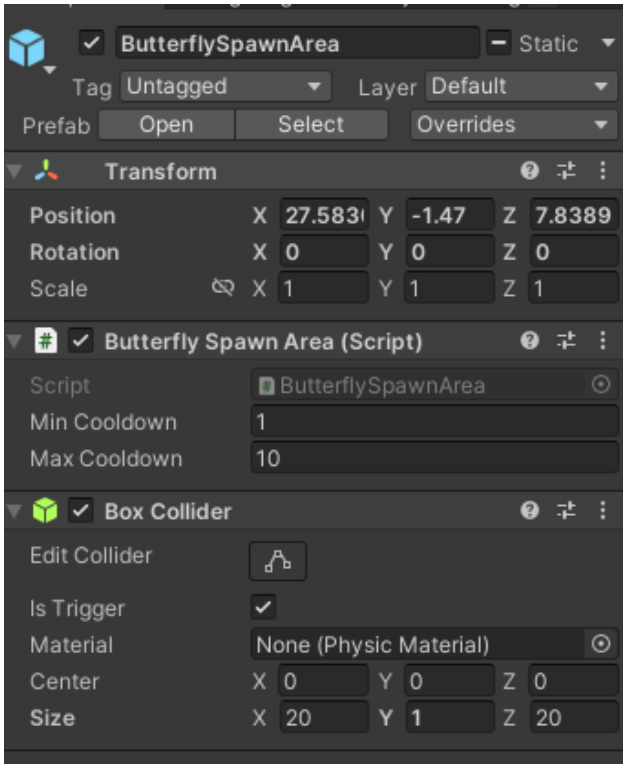
Usage

1. Use the **Prefab** and drag it into the **Hierachy** or add the script to a **GameObject**
2. Add the vegetation materials you want to use
3. Now you can control the wind of the selected materials

Butterfly

The feature allows you to use animated butterflies in the scene

- There are 3 different flight animations
- Because of the initial size of the animation, the butterflies are quite small
    - Click on the butterfly in the **Hierarchy**, go **into the scene** and **press F** to zoom to it



Usage

1. Drag the **Prefab** into the **Hierachy** and you can start using the feature

- Control the random **Min and Max Cooldown** for the respawn
    - Each butterfly gets its own random cooldown between the set min and max values
- Copy butterflies below the **ButterflySpawnArea Parent** in the **Hierachy** if you want more in the spawn area (as the image on the right shows)
    - The script recognizes them automatically
- Edit the **Collider** to change the spawn area size

Bush Leaf Trigger

- Each bush **Prefab** has a **Particle System** that triggers when the player exits the bush **Collider**
    - The bush **Prefab** has a **GameObject** named LeafTrigger. This **Parent** is **the Particle System**
    - Select the **GameObject** LeafTrigger
        - In the **Inspector**, check that the **Player Tag** matches the **Player GameObject Tag**
        - Check if the **Particle System** is selected in the script
    - Make sure that the **GameObject** LeafTrigger has a **Collider** as **is Trigger**
    - Edit the **Collider** to change the trigger size
- The **Particle System GameObject** is at the last player position (X and Z axis only) of the **Collider** when the **Particle System** is triggered

- Note that you need to adjust the height (Y axis) of the **Particle System GameObject** in the **Prefab** to have a good trigger height for the leaves

Other

Code Related Prefabs

These are **Prefabs** that are not environment models and are intended for specific purposes

- The butterflies can only be used as **Children** of the **ButterflySpawnArea Parent**
- The Controller is for the movement in the scene
- The Vegetation Bend Control and the Wind Control are used to allow better global control of the Vegetation Shader

Demo Scene

Information about my settings in the scene or methods used for the scene.

Detail Objects on the Terrain

- Some Vegetation Assets can be used as **Detail Objects,** because they have no LOD: Flowers, Flower Meadow, Plants, Grass and Reeds

Post-Processing

- If you want the same settings as me, just select my **Post-Processing (Volume Profile)** and put it into your **Profile** in a GameObject's **Volume Component**

Particel System along the Terrain

- The **Particle Systems** run along the terrain because I created **Terrain Meshes** with the Mesh Terrain Editor and used them as spawn area
    1. Download and import the package
    2. Open it and create a Terrain Mesh
        1. Use the **Converter**, select **Fileformat fbx** and click **Mesh Only**
        2. You also need to click on the terrain in the **Hierachy**
        3. Now convert the terrain
    3. When you want to make mesh changes import it into Blender
        1. But first you need to convert the fbx file, otherwise you can't import it
        2. Use the Autodesk FBX Converter 2013 and convert the fbx
        3. Now you can import the converted fbx file into Blender
    4. For orientation, take a screenshot of the top view of your terrain in Unity and import it as **Reference**
    5. Place the reference over the mesh and make it transparent
    6. Cut the mesh into pieces to get only a specific area of the terrain
    7. Extrude the mesh to get not only a plane. This gives the particles more space to spawn
    8. Export the mesh and import it into Unity
    9. In the **Particle System** under **Shape** select **Mesh** and select at Type **Edge**
        1. Select the Terrain Mesh in **Mesh**
    10. Move the **Particle System GameObject** to the appropriate terrain area

Unity Fog

- I used the following settings:
    - Color: A0FFF9
    - Density: 0.003

Credits

- One or more textures bundled with this project have been created with images from Textures.com. These images may not be redistributed by default. Please visit www.textures.com for more information.
- Other websites where I have taken textures and modified them in Photoshop
    - TextureCan
    - Poly Haven