Getting Started

Thank you for purchasing the Dreamscape Meadows environment!

Please leave a rating if you want to support us in making more!

The Dreamscape Meadows environment is the first in a series of stylized AAA open world focused environments that will allow you to make your game look as good as it deserves.

The Standard version is unpacked and ready to use as a default with the following versions inside specific unity packages as well:

- SRP Nature Renderer compatible version.
- URP Version.
- URP Nature Rendered compatible version.

To use any version just double click the unitypackage and it will overwrite the necessary shaders. If you need to reset back to the default version, just unpack the default SRP unitypackage and it will restore everything to default.

Using the assets

All the assets are made as prefabs and are ready to drag and drop into your scene. Everything comes arranged in their own folder and all the materials and shaders have a lot of controls to customize their color, movement, smoothness and just about every parameter I felt was helpful.

There are also a few complex multi-layered materials that simulate grass growing on objects and angle-based blending for automated texturing of the mesh background terrains. Feel free to experiment and tweak the values to your liking. Any questions please join the discord channel and post them there.

All the trees and foliage are added to their respective tabs in the terrain.

Placing Grass and Foliage

To get the results from the screenshots you need to use the included post processing settings and the Nature Renderer plugin for the grass.

The default unity grass system is super old and inefficient and the grass asset does not work with it. There are multiple ways to use the grass depending on your needs.

Staggard Creations has a really great breakdown on how to place grass for your game using different methods and everything he mentions applies to the grass here as well: Placing Grass

Compatibility

Nature Renderer – Compatible by using the included. Unitypackage

Vegetation Studio – Compatible by default as far as I've tested. Let me know if you run into any issues.

Amplify Shader Editor – All shaders are fully compatible with ASE

If you want to request compatibility for a specific renderer or system, let me know. I cannot guarantee it can be done but will investigate it.

Contact and Support

Discord: https://discord.com/invite/5yzZu5s

Email: help@polyart.io

YouTube: https://www.youtube.com/channel/UCGLK0f3uB-L6B2JyW0ImzLg

Twitter: https://twitter.com/polyart_io

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