



Shaded
Spectrum

Free Realistic Outdoor Materials

Publisher: Shaded Spectrum

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Introduction

Thank you for downloading our **Free Realistic Outdoor Materials** pack! This collection includes a variety of high-quality, seamless, and tileable textures designed for natural environments. Whether you're creating realistic forests, fields, or rocky terrains, these materials are perfect for adding a natural, organic feel to your game worlds. Each texture has been curated, and optimized to ensure they seamlessly blend into different environments, making them ideal for both large-scale terrains and smaller assets.

Contents

This pack includes the following nature-themed materials, totalling **8 unique materials**:

1. Short Grass
2. Wild Grass
3. Smooth Stone
4. Rough Stone
5. Dry Dirt
6. Wet Mud
7. Smooth Wooden Planks
8. Rough Bark

Each material is seamless and tileable, ensuring perfect transitions across surfaces.

Texture Formats

Each material includes the following texture maps to ensure maximum visual fidelity:

- **Albedo Map (Base Color)**
- **Normal Map**
- **Occlusion Map**
- **Specular Map**
- **Height Map/Displacement Map**

These maps are fully compatible with Unity's Standard Shader (PBR) and optimized for real-time lighting environments.



How to Use

1. Importing the Pack:

- Import the package using the **Unity Package Manager**.
- All materials will appear in the folder named **Free Realistic Outdoor Materials** inside the **Shaded Spectrum** folder.

2. Assigning Materials:

- Select any 3D object in your scene, then drag and drop the desired material from the **Materials** folder onto the object in the Inspector window.
- Modify material properties such as tiling, smoothness, or displacement directly in the Unity material inspector.

3. Tiling & Scaling:

- All textures in this pack are **seamless and tileable**, meaning they can be repeated across large surfaces without visible seams.
- Adjust tiling and offset values in Unity by navigating to the material settings in the Inspector and modifying the **Tiling** values to match the scale of your object.

Recommended Settings

For the best visual results, we recommend the following Unity settings:

- **Shader:** Use Unity's **Standard (PBR)** shader for optimal performance, or other PBR-compatible shaders.
- **Lighting:** Ensure proper scene lighting with HDRI images and reflection probes to enhance material details, including reflections and roughness.
- **Tiling:** Adjust tiling based on your object's size. For large terrains, increase the tiling amount to maintain sharp detail without visible repetition.

Support & Feedback

If you encounter any issues or need assistance, feel free to reach out via email at shadedspectrumunity@gmail.com. We value your feedback and would love to see how you're using our materials in your projects! Suggestions for future updates are also welcome.

Licensing & Usage

- These assets are provided under the **Unity Asset Store End User License Agreement**.
- You are free to use these materials in both **commercial and non-commercial projects**.
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