DOCUMENTATION
HANDPAINTED FOREST PACK LITE

TABLE OF CONTENTS

Why this package ? 3

What does it bring to you ? 3

Data 3

Comparative free version and paid version 4

Overview of the Handpainted Forest Pack version 5

Customization 5

Optimization 6

Via Atlas of textures 6

Via materials 6

Via LOD (Level of detail) 6

Herbs to paint on the ground of Unity 7

VFXs 7

4 different forests in demo 8

Conclusion 10

WHY THIS PACKAGE ?

There are many independent game developers worldwide who develop games and have a lot of great ideas ! But they don't necessarily have a budget to work full time with a graphic designer or the time to do graphic visuals themselves. So it penalizes their games, what is a pity. This is where I come in.

This package is intended for independent professional or amateur developers in Video Games. I want to allow them to build their environment as they wish with my assets to dress their games.

The package **Handpainted Forest Pack Lite** is the **free version** of **Handpainted Forest Pack**.

WHAT DOES IT BRING TO YOU ?

You get 4 assets, for instance to be used in your prototypes. Above all, you can get in touch with the product.

In this documentation, I give you an overview of the full package, so as you can figure out what it looks like. Leaving choice is important to me.

DATA

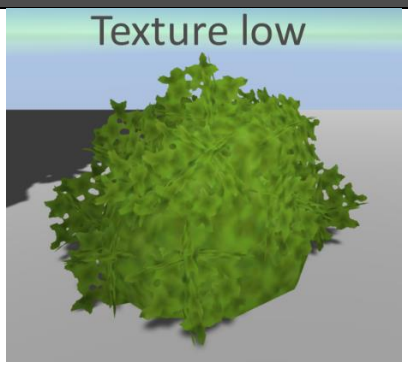
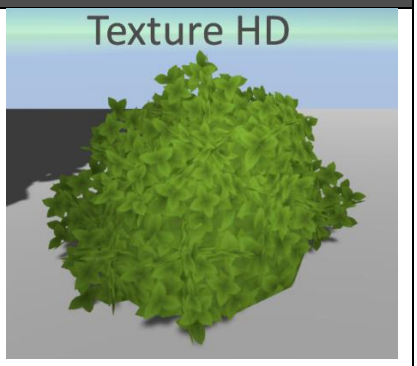
This package contains a diorama containing all the free assets.

All the 3D elements are in **fbx** and developed from Blender.

The texture is in **png** and developed from Krita.

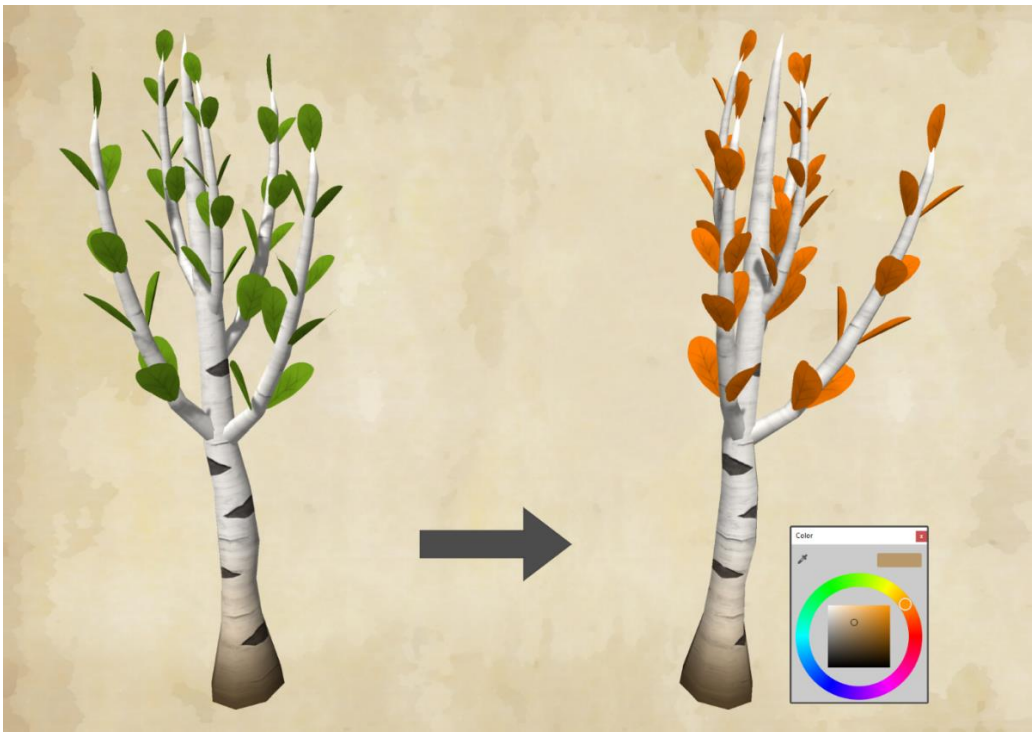
Each 3D element has a collider except flowers.

COMPARATIVE FREE VERSION AND PAID VERSION

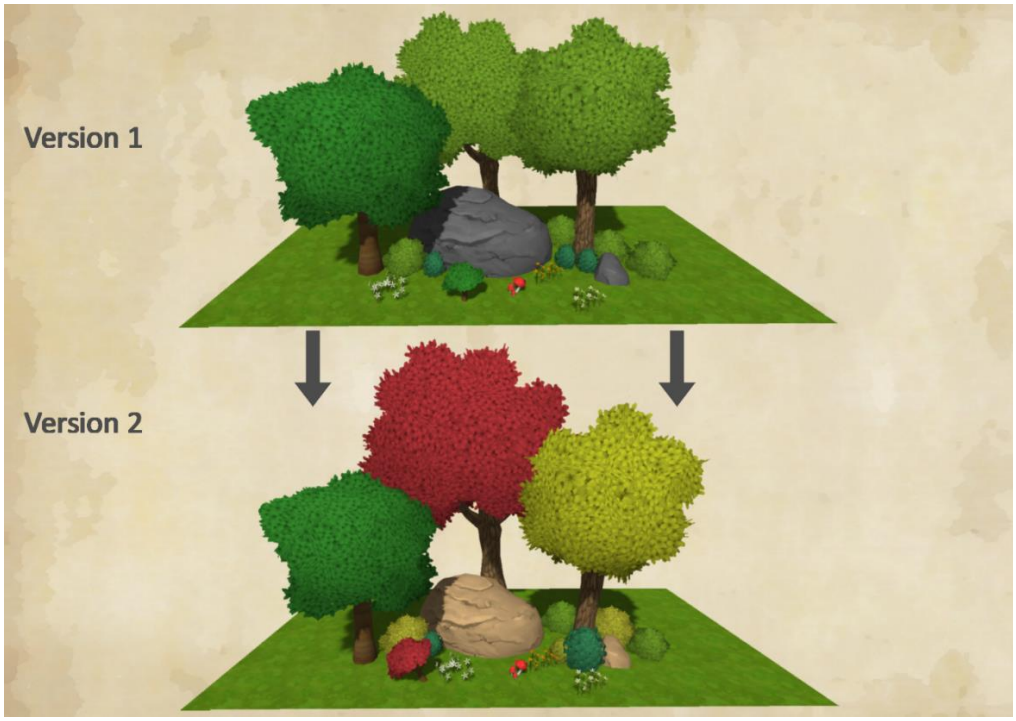
	Handpainted Forest Pack Lite	Handpainted Forest Pack
Contain		
Quality of textures		
Prebafs 3D	5	73
Tileable Textures for ground	0	8
Herbs to paint on the ground	0	4
Textures for 3D assets	1	10
Prefabs of VFXs	0	6
Skybox	1	4
Exhibition scene	1	2
Demo scene	1	4
Documentation + License ENG and FR	✓	✓
Features		
LODs	✗	✓
Customization of colors	✗	✓
Colliders	✓	✓
Tileable Textures for ground	✗	✓

CUSTOMIZATION

Customizable elements by color: foliage, moss, bushes, ferns, flowers and rocks.



From a base, you can create variety by changing the colors, the scale and the inclinations. **You have the choice.**



OPTIMIZATION

All the assets are **optimized for pc**.

VIA ATLAS OF TEXTURES

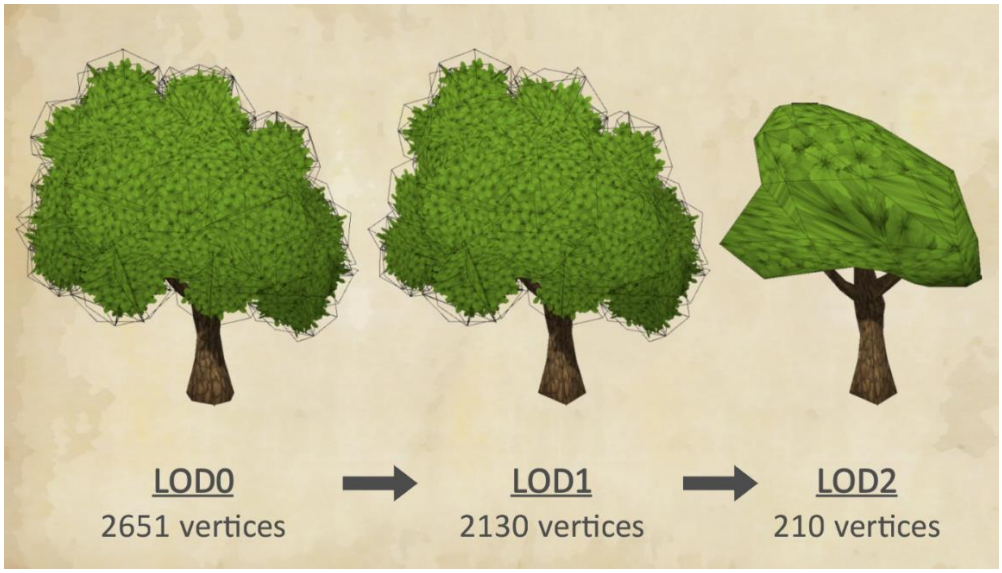
The texture is thought in atlas. Example of a 2048 pixels texture for 23 assets.

VIA MATERIALS

By using the **shader standard** and by enabling the option **"Enable GPU instancing",** you activate the instantiation of materials.

VIA LOD (LEVEL OF DETAIL)

All the 3D assets of the package have their **LODs**.



You can **easily adjust the LOD settings**. So you can choose how far from your camera the model start changing, and then, disappears.

HERBS TO PAINT ON THE GROUND OF UNITY

You get 4 textures for painting grass on the ground and the data for 5 configurations:

VFXS

You get 6 VFXs : 1 butterfly with 4 different colors, 1 swarm of bees and fireflies.

4 DIFFERENT FORESTS IN DEMO

CONCLUSION

Thank you for trusting me and testing this package!

I hope I convinced you with the potential of this free version, and that you will feel like getting the full version. As you can see, this package is versatile : **with the same assets you can create different forests.**

Please leave a review or rate the package if you find it useful!

https://www.latelierdetaryne-aly.com

https://www.instagram.com/taryne_aly/

https://twitter.com/TaryneAly