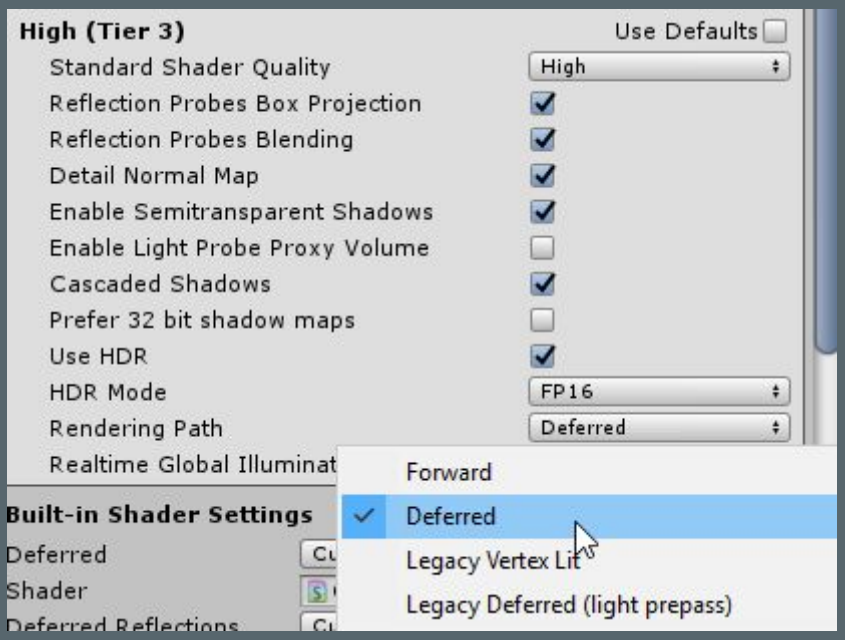
Thank you for purchasing Realistic Winter Environment!
Please take a moment to read through this document to ensure best performance of the package.

Set-up

For best performance, I recommend Deferred rendering path. Textures and demo scene lighting was calibrated for Linear color space.

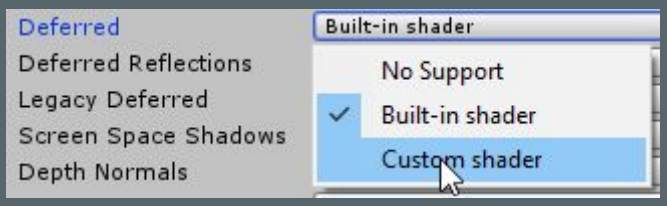
You can switch render mode of your project by going into Edit -> Project Settings -> Graphics. In the inspector, uncheck 'Use defaults' and choose 'Deferred' from Rendering Path dropout menu.



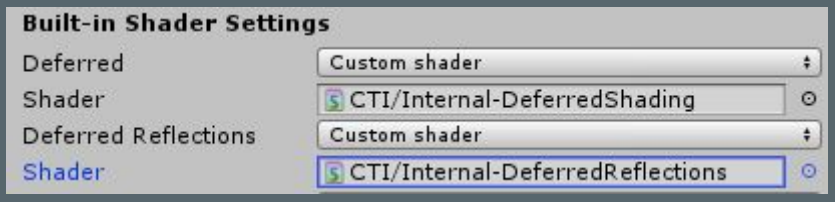
Built-in Shader Settings

If you've chosen Deferred rendering path, another important step is to change deferred built-in shaders to custom CTI shaders, in order for the vegetation to be displayed correctly.

In the same menu (Edit -> Project Settings -> Graphics) in the section Build-in Shader Settings change the setting for Deferred and Deferred Reflections to Custom Shader.



Now select shader called CTI_Internal-DeferredShading for Deferred and CTI_Internal-DeferredReflections for Deferred Reflections. In the end the settings should look like this:



Standard Snow shaders

The package includes a set of Standard shaders with a snow cover effect:

Standard Snow.

Standard Snow Tessellation - this shader uses distance based tessellation to smooth out mesh polygons. It is used by rock models to help to avoid blocky appearance when the models are scaled to large sizes.

Standard Snow Two Sided - used mainly by thatch roof materials.

The shaders use the same/similar property names to Unity Standard shader, but there are some new ones:

Snow Color - color of the snowy areas. Can be set to whatever you like. It is disregarded when *Use Snow Texture* is checked.

Use Snow Texture - checking this will take into account Snow Albedo and Snow Normal properties.

Snow Albedo - albedo texture of snow.

Snow Normal - normal texture of snow.

Snow UV scale - UV scale of *Snow Albedo* and *Snow Normal*.

Snow Accumulation - changes intensity/amount of the snow.

Snow Sharpness - changes the contrast between regular texture and snowy areas.

Object Normal Intensity - changes the normal map intensity of the mesh under the area covered by snow.

Snow Normal Intensity - changes intensity of the *Snow Normal* texture.

Snow AO Cancellation - filters out ambient occlusion from snow-covered areas.

All shaders were made and can be further modified by Amplify Shader Editor.

Vegetation Studio Pro Support

Version 1.1 of this package introduced support for Vegetation Studio Pro. To use VSP you need Unity version 2018.2.11 or newer.

The asset pack includes prefabs optimized for VSP that support indirect instanced rendering and dynamic snow coverage and are named with "_VSP" at the end (eg. Birch_1_VSP).
Additionally, pre-made biome examples are also included. If you are upgrading from Unity version earlier than 2018.2.11, the biome files may be missing. In that case send an email to the address *support@triforge.eu* with your invoice number and I will send you the missing profiles.

Wind Support

Vegetation supports Unity wind zones (excluding radial zones), however one additional step is required. A script called CTI_Custom Wind needs to be attached to an object in your scene. This can be the same object with Wind Zone component.

Post Processing

Scenes on the video and screenshots use Unity Post Processing Stack v2 which can be downloaded into your project via pack manager if you're using Unity 2018.1 or newer. Post processing profiles for sunny and overcast lighting are available in PostProcess folder.

Post Processing Stack v2 Documentation:
https://github.com/Unity-Technologies/PostProcessing/blob/v2/Documentation%7E/Quick-start.md

Currently, using Screen Space Reflections at the same time with HDR will result in incorrect vegetation colors. Only one may be active at the same time.

Many thanks to Lars for creating Custom Tree Importer (https://assetstore.unity.com/packages/tools/modeling/custom-tree-importer-21079) and allowing me to include CTI Runtime Components!

If you need any assistance with the package don't hesitate to contact me at:
support@triforge.eu