

User Guide

Introduction

First of all, thank you for downloading the “LowPoly Forest – Lite”! Your download will help me improve this product and my future creations. This guide will assist you in making the most of your new assets, covering usage instructions, frequently asked questions, and more.

Package Contents

- **Models:** Models are imported in fbx format and come with different lod levels in each fbx file.
- **Prefabs:** The Prefabs folder is organized into categories to help you find what you're looking for more quickly.
- **Materials:** The package contains 1 atlas materials, 2 customized simple materials and a material for the overview scene plane. **Attention:** If you are going to use the cloud prefabs at night, I recommend turning off the emission in the cloud material. Because clouds do not shine at night.
- **Textures:** 1 atlas texture are used. If you are going to change the color space in a texture through an image editing program, I recommend you to be careful because many different prefabs may be using a single color space. But changing the color space to close tones will most likely not cause a problem.
- **Scenes:** A total of two different scenes have been created. The Overview scene is where all the assets are listed and grouped. There is also a main scene, which is a demo scene showcasing the prefabs included in the pack.
- **Documentation:** The Documentation folder contains the User Guide, Comparison of LowPoly Forest Packs, and License. Please make sure to read the License, which does not contain anything beyond Unity's Standard License. For more information, please refer to the [Asset Store Terms of Service and EULA](#).

Render Pipeline Support

The package includes unitypackages for supporting different render pipelines (Assets > LowPoly Forest - Lite). If your scene has purple objects, please follow these steps:

- If you are using the Universal Render Pipeline, import the unitypackage that ends with URP.
- If you are using the High Definition Render Pipeline, import the unitypackage that ends with HDRP.

Assets Suitable for Mountains

- Under the origin points of prefabs, there are extensions of the asset. This feature facilitates placing assets on hilltops or mountains.

LODS

- *Most prefabs have four LOD (Level of Detail) levels. LOD 3 has a more significant reduction in polygons compared to the other LOD levels. Therefore, the LOD 3 transition is set to 2% by default. You can adjust the LOD levels according to your needs if necessary.*
- *Details > Leafs and Grasses have 2 LOD levels because lower LOD levels are not feasible due to the shape details that need to be preserved in the model.*

Easy Terrain Placement

- The Unity Snapping Tool is a handy feature that allows you to place objects precisely in your scene. By selecting the terrain you want to align and pressing the V key, you can enable vertex snapping, which helps align objects correctly by snapping them to the vertices of other objects. This is particularly useful when working with terrains or aligning prefabs perfectly in your scene.

Frequently Asked Questions

1. Can I use this asset package in my commercial projects?

- Yes, you can. Unity's standard license allows you to use purchased or downloaded 3D asset packages in your commercial projects. However, you cannot redistribute or resell the assets as-is.

2. Can I modify the assets included in this package?

- Yes, you can. You can edit, modify, and personalize the 3D assets included in the package.

3. Can I use this asset package in game engines other than Unity?

- Yes, you can. You can use these assets in other game engines. There are no restrictions.

4. Does this package include external dependencies?

- No, this package does not contain any external dependencies

5. Will there be updates to this package in the future?

- Yes, there may be updates containing bug fixes and some improvements.

6. When I imported the package and opened the scene, everything appeared purple. What should I do?

- This issue indicates that Unity packages specific to the used Render Pipeline have not been imported. To resolve this issue, go to the [Render Pipeline Support](#) section in this PDF.

7. Can I create my own prefabs using the models provided?

- Yes, you are free to create your own prefabs using the models included in the package.

8. Which unity versions is this package compatible with?

- This package works seamlessly from version **2019.4 LTS** to the latest versions of the Unity.

Reporting a Problem and Suggestion

- If you encounter a specific issue, experience a bug, or have suggestions regarding the package, please don't hesitate to report it to me at this email: peanar3d@gmail.com
- Reporting any bugs or suggestions is crucial for improving the package and ensuring you have a smoother experience.