User Guide

Introduction

- Thank you for choosing the “LowPoly Forest – Lite.” Your support is instrumental in enhancing the quality of this product and shaping the development of future offerings.
- This guide is designed to help you maximize the potential of your newly acquired assets, providing clear instructions, answers to common questions, and additional insights to ensure a seamless experience.

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 includes 1 stylized skybox material, 3 grass materials for 2D grass, 3 atlas materials, 1 water material, 1 cloud material, and 1 material for the overview scene plane. Note: If you plan to use the cloud prefabs in a nighttime setting, it is recommended to disable the emission on the cloud material. (Instructions: To disable the emission, navigate to the material settings, locate the Emission option, and uncheck or set the emission intensity to 0.)
- **Textures:** The package includes 3 atlas textures, 1 HDR skybox texture, and 3 grass textures. If you plan to modify the color range of a texture using an image editing program, it is recommended to proceed with caution, as many different prefabs may use a single color range. However, changing the color range to a similar tone is unlikely to cause any issues.
- **Scenes**: The package includes a total of two different scenes. The Overview scene is where all assets are listed and grouped. The Main scene provides a diverse forest setting while the Autumn and Snowy scenes are seasonal variations of the Main scene. As an extra note, disabling the grass objects from the hierarchy can significantly improve performance.
- **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 Unity packages to support different render pipelines (located in **Assets > LowPoly Forest - Lite > Unity Packages**). If you encounter purple objects in your scene, please follow these steps:

To determine which render pipeline you are using, follow these steps:

1. In Unity, go to the **Edit** menu in the top-left corner.
2. Select **Project Settings** from the dropdown.
3. In the **Project Settings** window, navigate to **Graphics** under the **Settings** section on the left.
4. In the **Graphics** tab, look for the **Scriptable Render Pipeline Settings** field.
    - If you are using the **Universal Render Pipeline (URP)**, the field will show the **URP Asset**.
    - If you are using the **High Definition Render Pipeline (HDRP)**, the field will display the **HDRP Asset**.
    - If there is no asset listed, it means you are using the **Built-in Render Pipeline**.

- If you are using the **Universal Render Pipeline (URP)**, import the **URP Materials Unity package**.
- If you are using the **High Definition Render Pipeline (HDRP)**, import the **HDRP Materials Unity package**.

Post Processing and Fog

The images published on the store page use various post-processing effects and fog with the Universal Render Pipeline (URP). If you would like to use these post-processing effects as well, please follow the instructions below:

1. Navigate to **Assets > LowPoly Forest - Lite > Unity Packages** and import the file named **"URP Post Processing"**.
2. Right-click in the hierarchy and select **Volume > Global Volume**.

3. Click on the Global Volume and, in the Inspector tab, select the **Main Global Volume** profile from the **Volume Component** section.

Colliders

- Folders Containing Optimized Collider Prefabs
  - Trees
  - Rocks
  - Details > Logs, Tree Stumps
- The terrains do not include optimized colliders, as adding them would reduce the accuracy of the terrain.
- All prefabs with optimized mesh colliders also include primitive colliders (such as Box, Capsule, etc.). In most scenarios, primitive colliders are suitable for prefabs, but some prefabs are not ideally suited for them due to their shape (such as some trees, certain bamboos, etc.).
- If the primitive colliders are compatible with the prefab, I recommend using them because they are both performance-friendly and compatible with the Unity Terrain System.
- If you choose to use mesh colliders, you can enable the convex property, which improves performance and allows your mesh colliders to interact better with other objects in your scene.
- Also, I do not recommend reducing the size of prefabs assigned to collider because some colliders are human-sized. (Being human-sized makes them performance friendly.)

Assets Suitable for Mountains

- The prefabs include extensions beneath their starting points, a feature designed to facilitate the placement of assets on hills or mountains. While most prefabs adhere to this structure, there may be some exceptions.

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. You can adjust the LOD levels according to your needs if necessary.

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.