Low Poly Vegetation Pack by LMHPoly

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https://twitter.com/lmhpoly

So now as you have imported whole "**Low Poly Vegetation Pack**" assets. Open scene (Demo_01). The scene should look like this without any image effects:

BEFORE YOU BEGIN BUILDING YOUR WORLD!

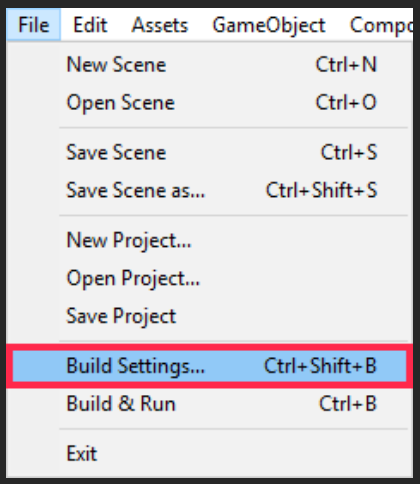
FOLLOW THESE STEPS TO ENHANCE DEMO SCENES TO LOOK AS ADVERTISED WITHOUT ANY ERRORS (for PC)

Or you can watch this video tutorial which shows how to setup a scene from "Low Poly Trees Pack". The concept is the same, so It's easy to follow.
Watch Video Tutorial Here!

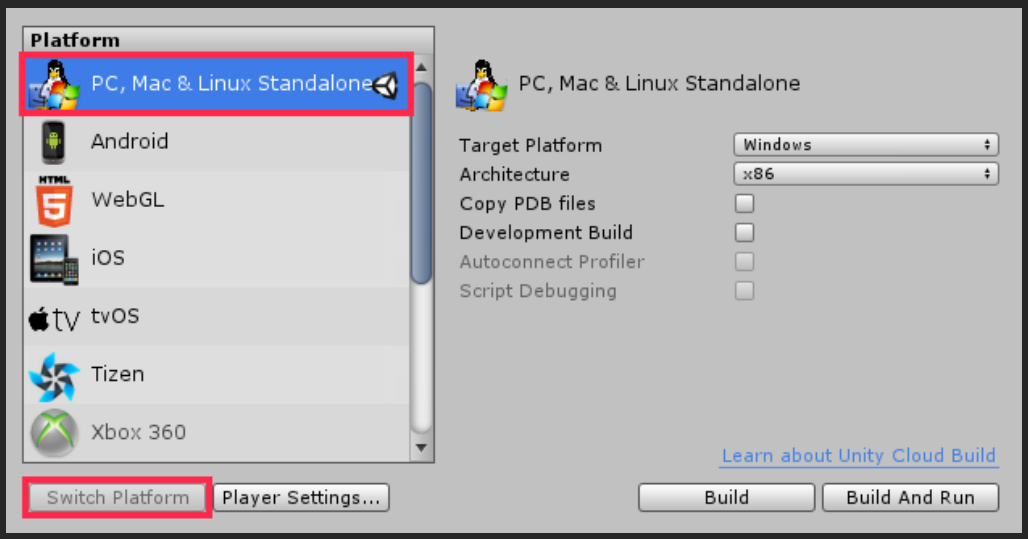
For Mobile go to page 12

1. Make sure you are using **PC, Mac & Linux Standalone!**

Go to **File > Build Settings**

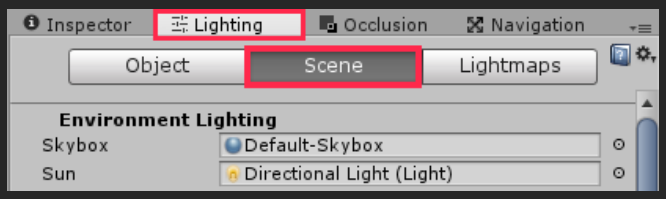


Select **PC, Mac & Linux Standalone** and hit **Switch Platform** button.

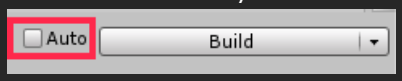


2. Before you go to the next step you need to **Disable Auto** build/bake feature.

You can find it in **Lighting** and select **Scene** tab.



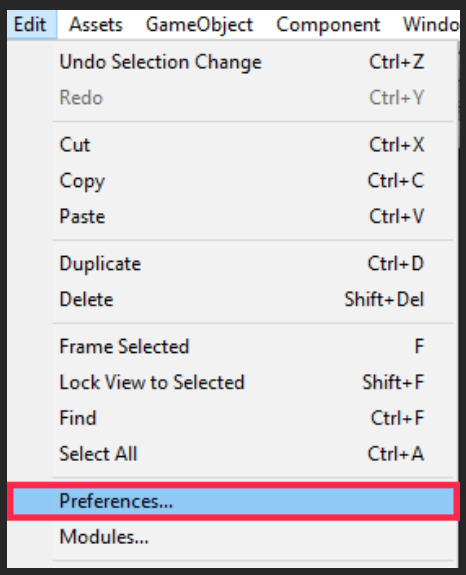
At the bottom you will see this:



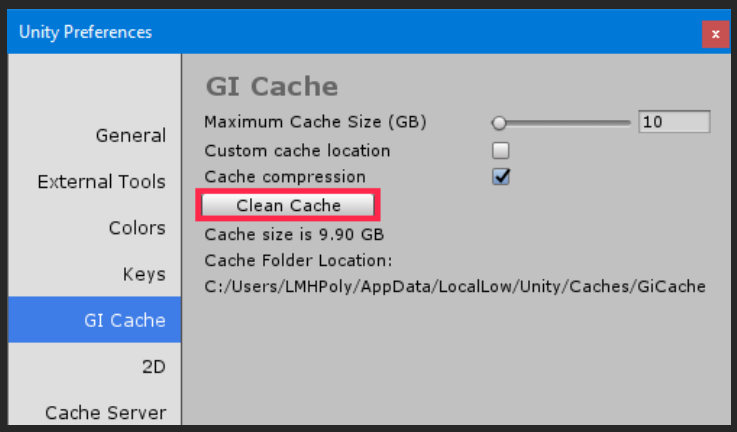
Uncheck **Auto**.

3. **Clean GI Cache**!

Go to **Edit > Preferences**



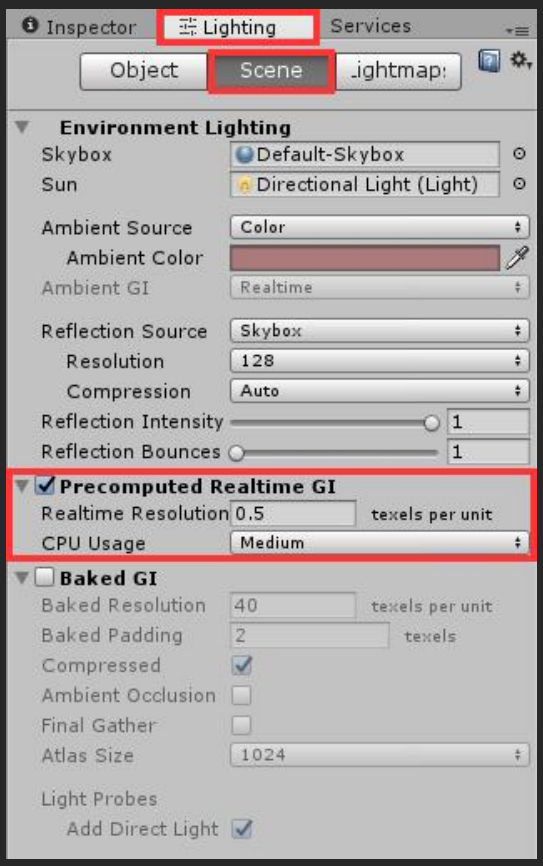
Select **Gi Cache** tab



Press **Clean Cache** button!

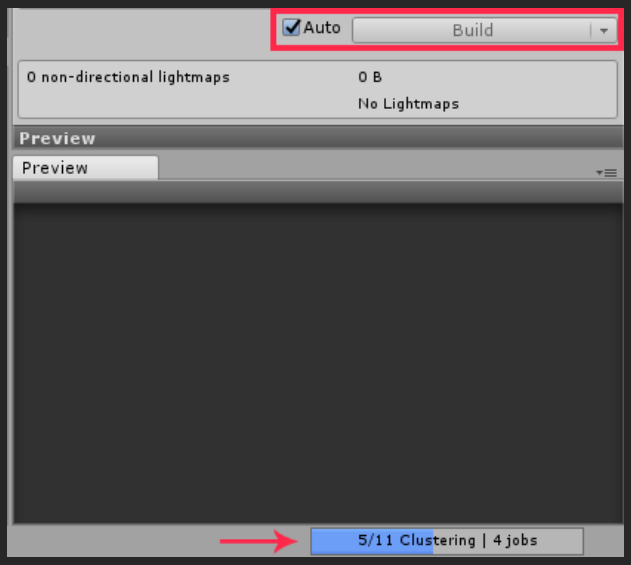
4. **Enable Precomputed Realtime GI (Global illumination)**. This enables realistic lighting.

Go to **Lighting** and select **Scene** tab. Here you can see **Precomputed Realtime GI** tab. Enable it and set **Realtime Resolution** to **0.5**



-Disable **Baked GI** if it's enabled (at the bottom of the **Precomputed Realtime GI**)!

Enable **Auto** build/bake feature

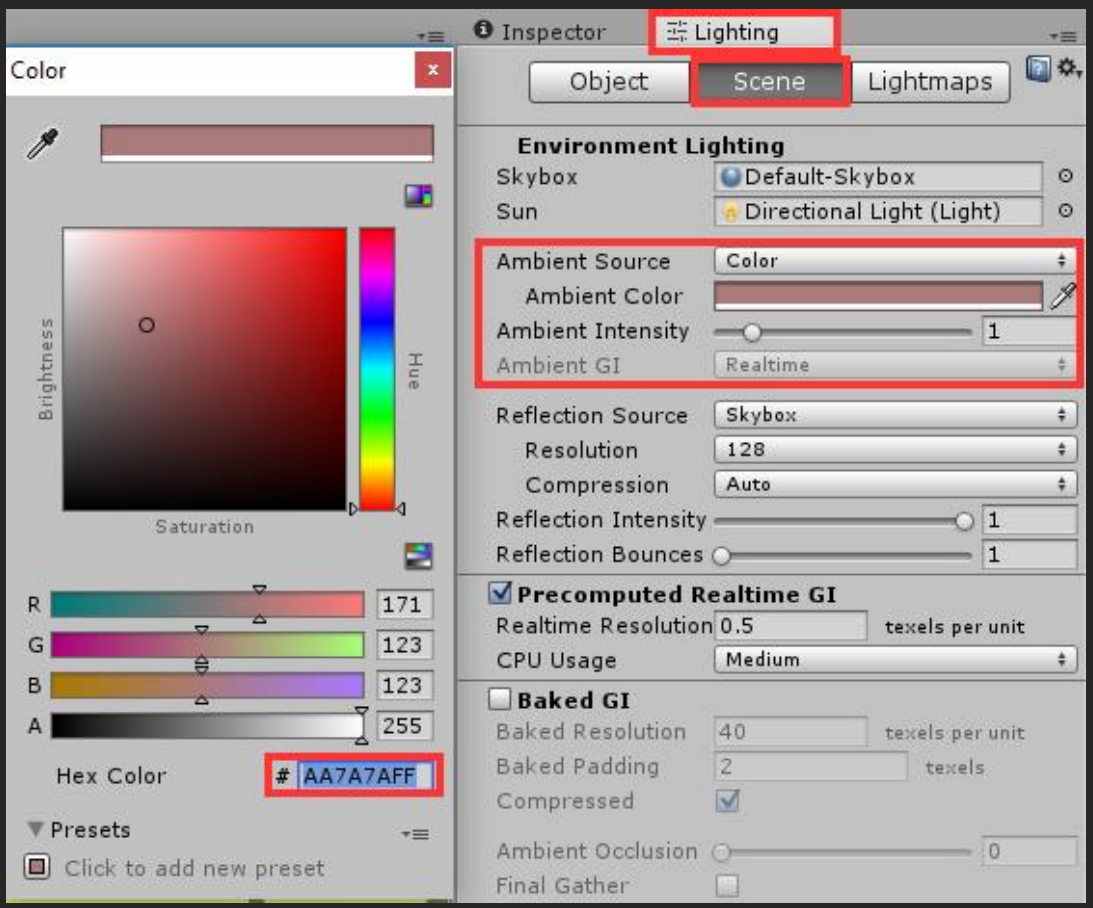


and wait until build is done (blue loading bar at right bottom corner).

-If you get some errors, try to change **Realtime resolution** to other value. For all my scenes I used 0.5. You can try lower or even bigger value like 0.3 or 1.0

Do it for every Demo Scene if needed!

5. Make sure that **Ambient Source** set to **Color**



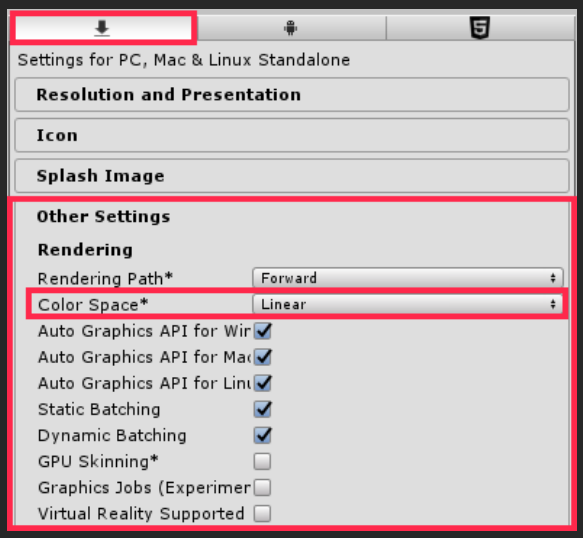
And set **Ambient Color** to **#AA7A7AFF** value (I used this for Demo Scenes.

All_Assets_Demo_01 and *All_Assets_Demo_02* use this color **#794B4BFF**

6. Make sure that **Color Space** is set to **Linear.**

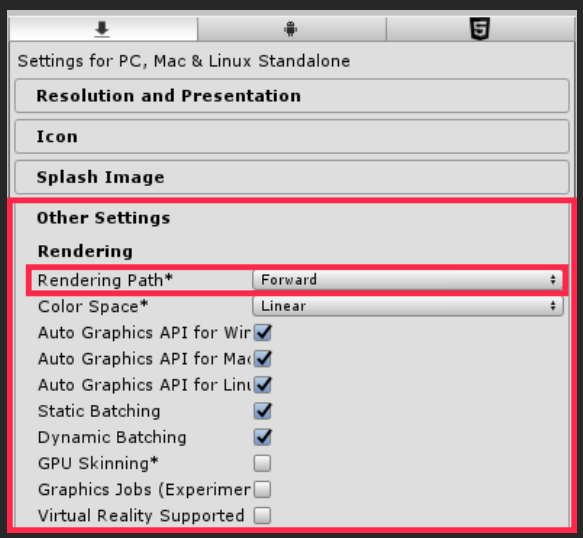
To do that go to **Edit > Project Settings > Player**

In the **Other Setting** tab, you will find **Color Space** set it to **Linear**.



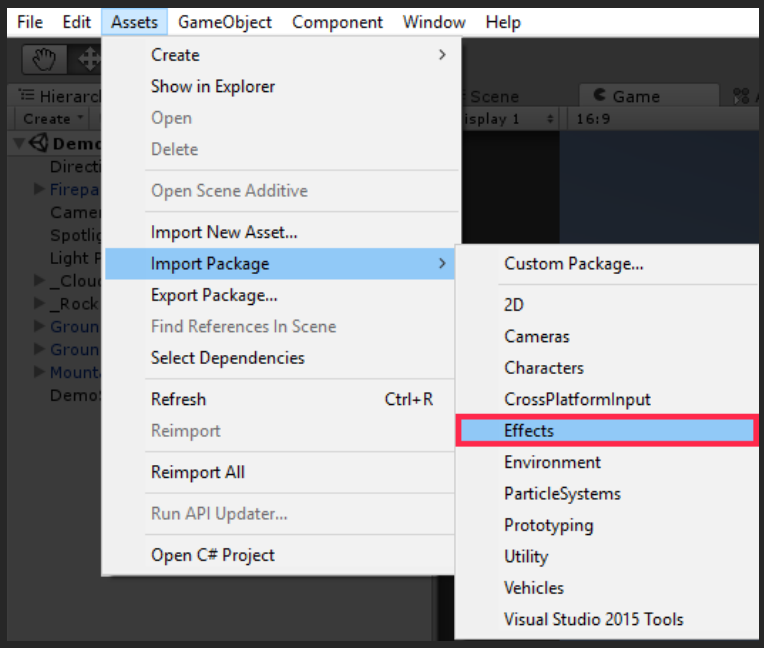
7. Make sure that you are using **Forward Rendering**.

You can find it in the same **Other Settings** tab as described before. Set **Rendering Path** to **Forward.**



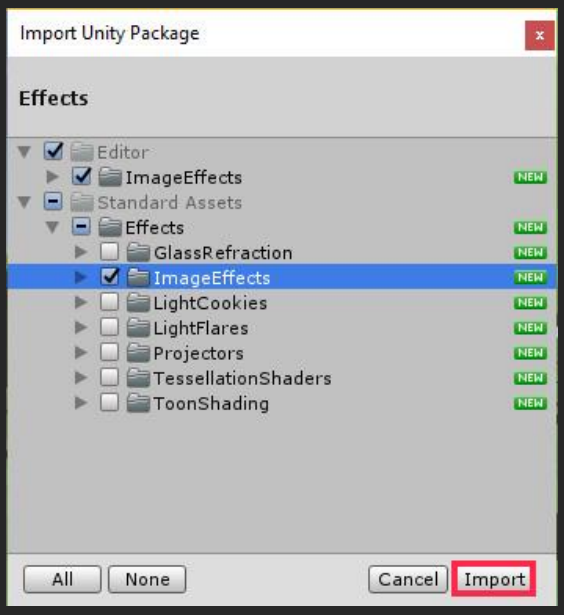
8. **Import Image Effects from "Standard Assets" package.** This needs to be done because of every Demo Scene Camera use image effects like (Ambient Occlusion, DOF, Color Correction and so on).

Go to ***Assets > Import Package > Effects***



-If there are no **Effects** package to import, you need to download **Standard Assets** for your Unity build and install it!

Select only these folders:



- ***Editor*** (and everything that's inside that folder)

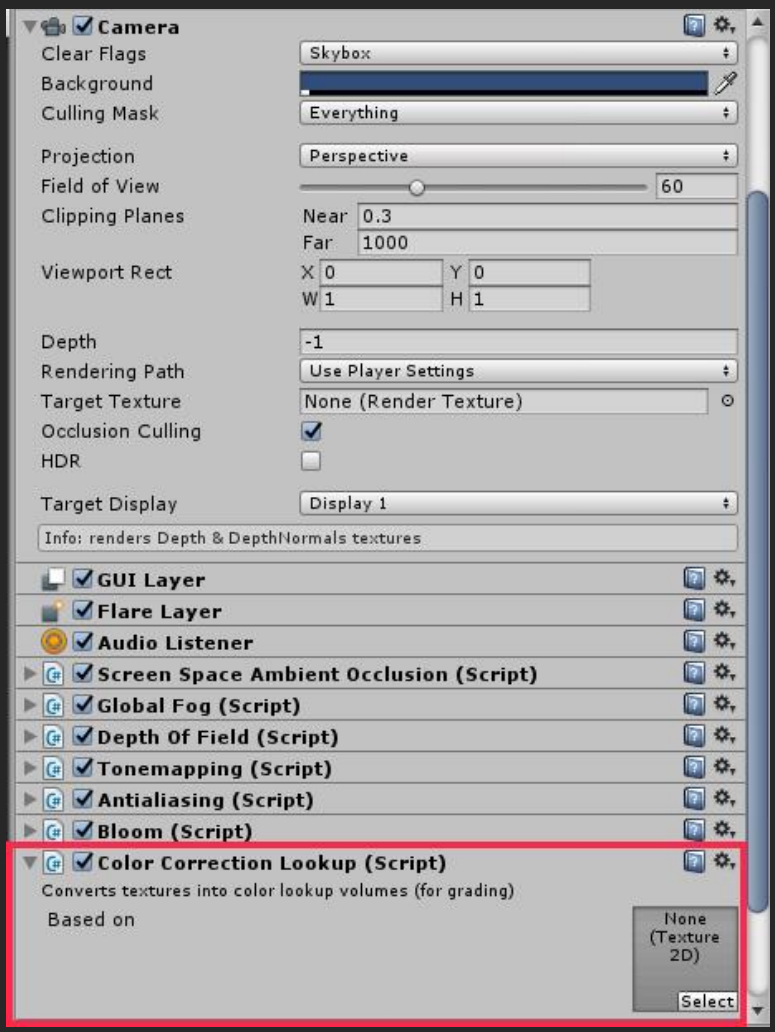
Inside ***Standard Assets > Effects*** select:

- ***Image Effects***

And ***Import.***

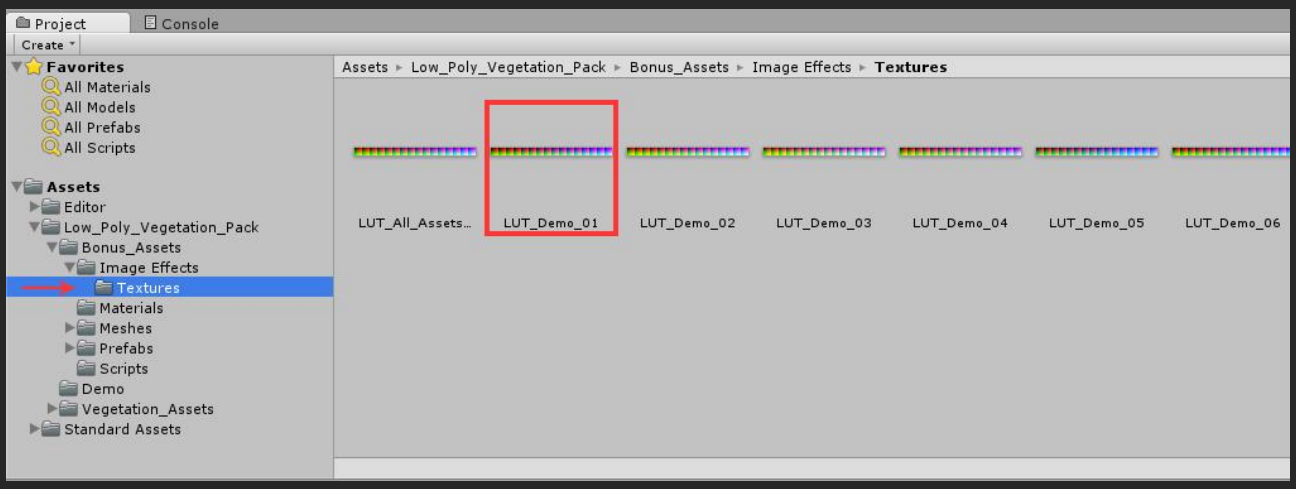
After that, you will see all camera effects working like it should.

-Select **Camera** and make sure that **Color Correction Lookup (Script)** is working. Try to **disable/enable** it and see if colors change in **game view**!



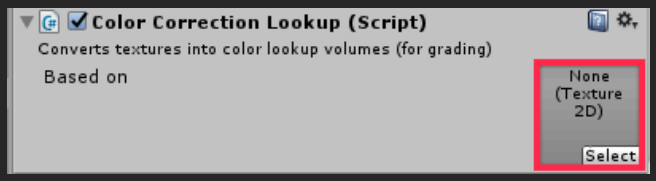
If it's not changing go to **part 9** if it's changing skip part 9!

9. At **Project** tab go to **Assets > Low Poly Vegetation Pack > Bonus_Assets > Image Effects > Textures**

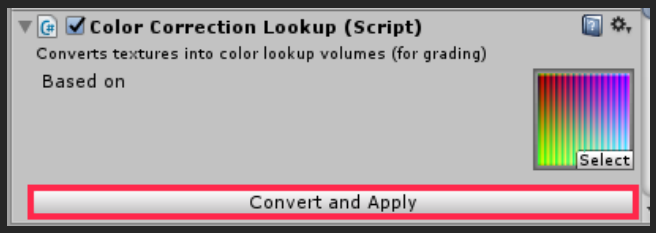


Grab and drag **LUT_Demo_01** texture file (this means that it's for Demo_01 Scene)

to Camera **Color Correction Lookup (Script)** blank square where it says **None (Texture 2D).**



And press **Convert and Apply** button.



That's it. Now you have all camera effects working.

Do it for every Demo Scene if needed!

-For Low-End PC's if you hit play and it lags, try disabling image effects one by one on the camera!

Now your scene should look like this (Demo_01):

Press Play and Enjoy!

If you have any questions, please send me an email.

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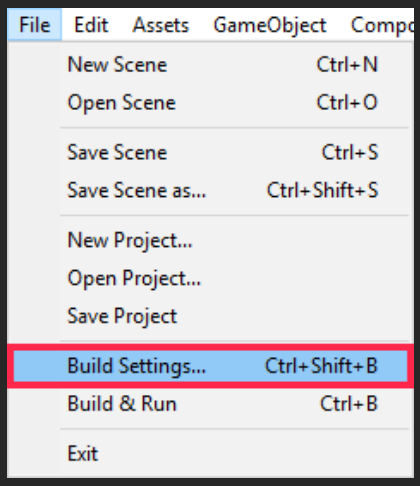
Website: http://lmhpoly.com/contact/

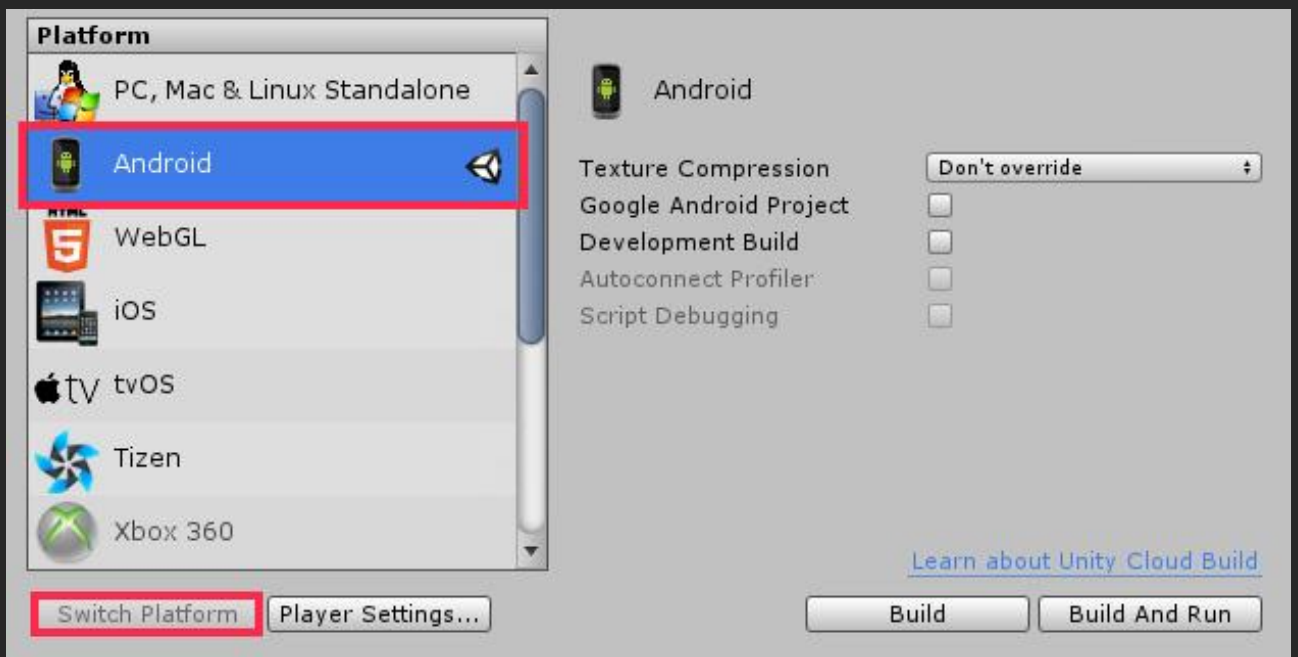
HOW TO SETUP SCENE FOR ANDROID

1. Make sure you are using **Android** build!

Go to **File > Build Settings**

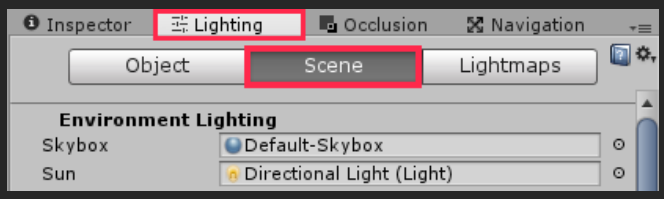


Select **Android** and hit **Switch Platform** button.

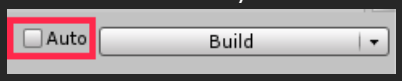


2. Before you go to the next step you need to **Disable Auto** build/bake feature.

You can find it in **Lighting** and select **Scene** tab.



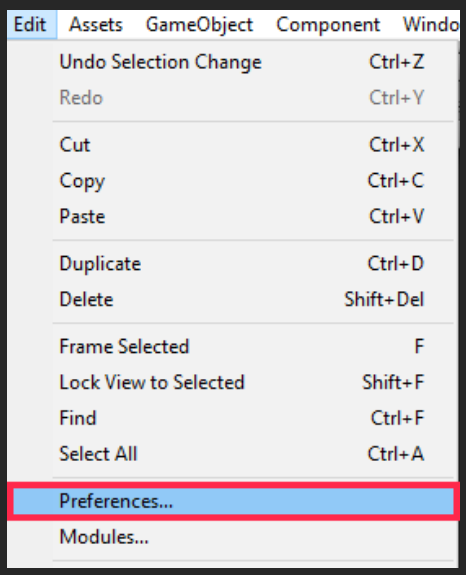
At the bottom you will see this:



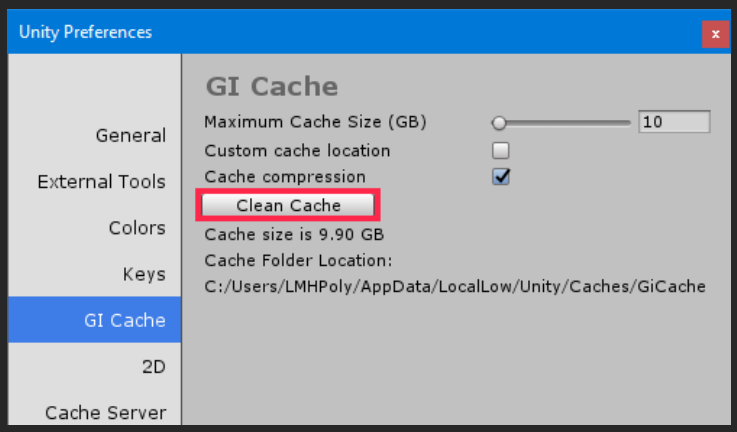
Uncheck **Auto**.

3. **Clean GI Cache**!

Go to **Edit > Preferences**



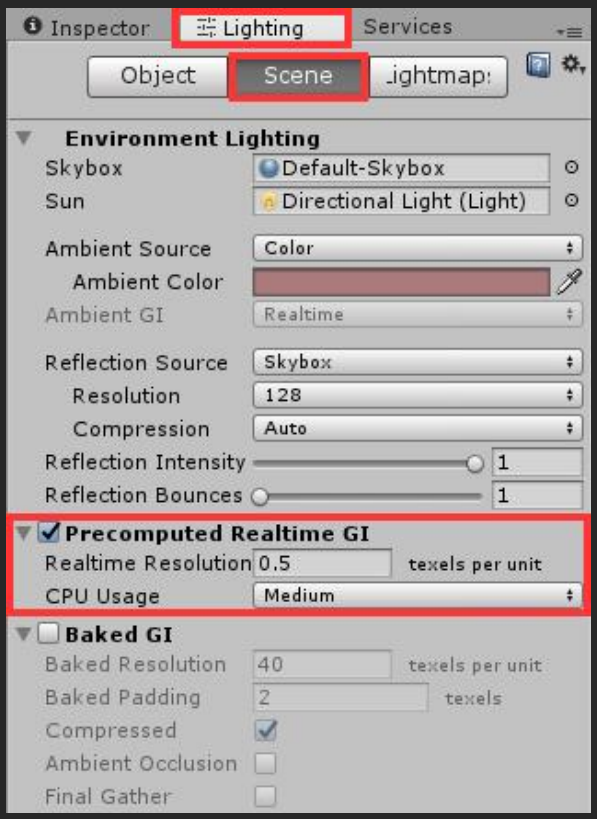
Select **Gi Cache** tab



Press **Clean Cache** button!

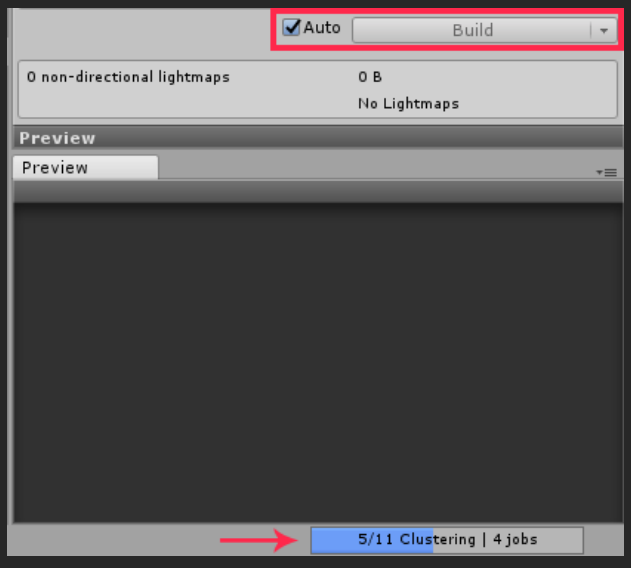
4. **Enable Precomputed Realtime GI (Global illumination)**. This enables realistic lighting.

Go to **Lighting** and select **Scene** tab. Here you can see **Precomputed Realtime GI** tab. Enable it and set **Realtime Resolution** to **0.5**



-Disable **Baked GI** if it's enabled (at the bottom of the **Precomputed Realtime GI**)!

Enable **Auto** build/bake feature



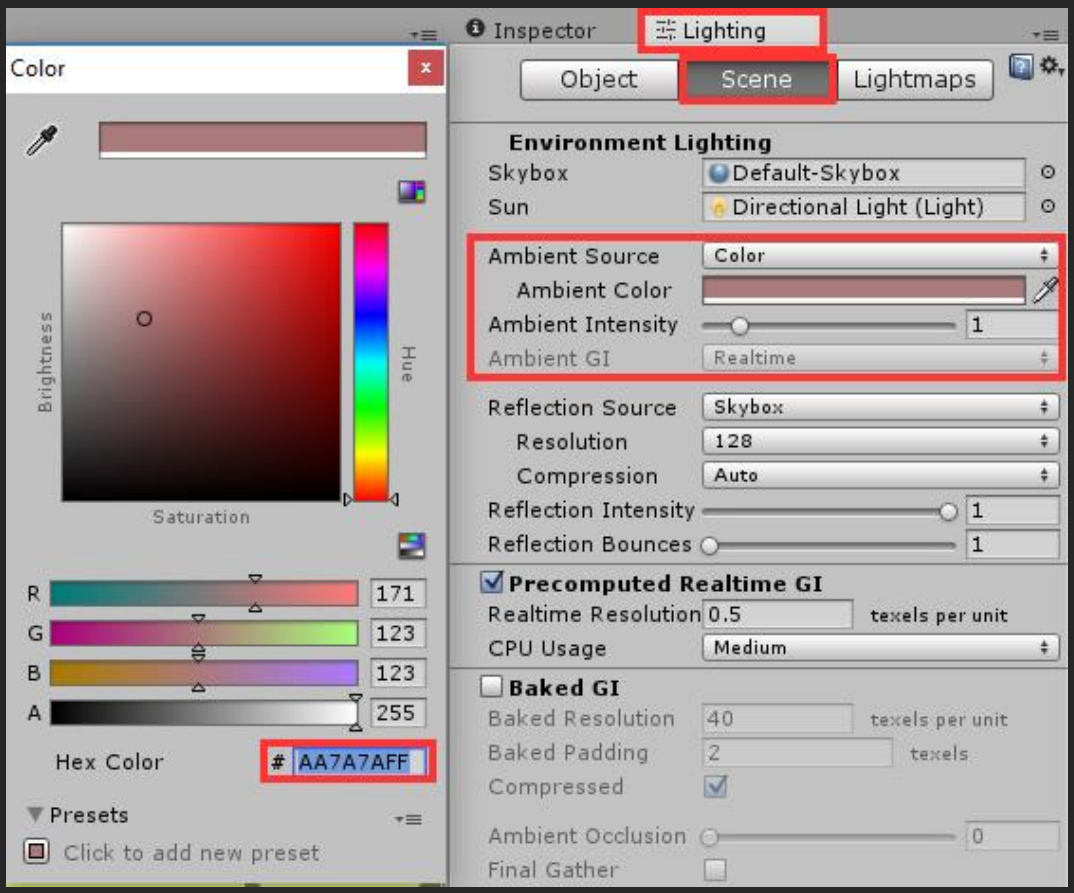
and wait until build is done (blue loading bar at right bottom corner).

-If you get some errors, try to change **Realtime resolution** to other value. For all my scenes I used **0.5.** You can try lower or even bigger value like 0.2 or 1.0.

-If you want to increase FPS slightly, Disable **Precomputed Realtime GI**!

Do it for every Demo Scene if needed!

5. Make sure that **Ambient Source** set to **Color**



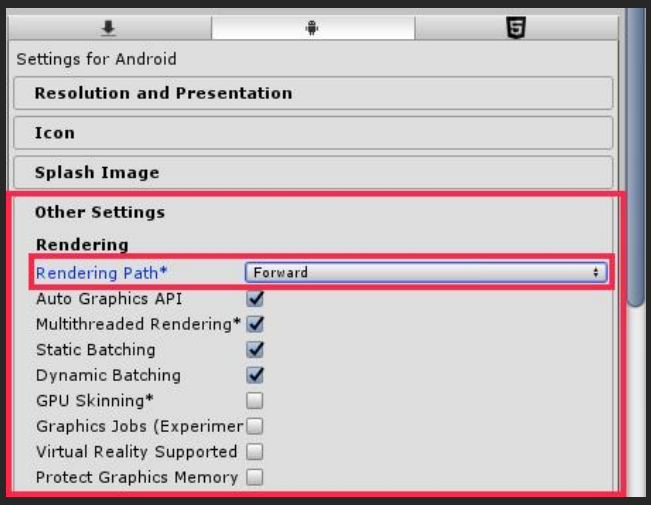
And set **Ambient Color** to **#AA7A7AFF** value (I used this for Demo Scenes.

All_Assets_Demo_01 and *All_Assets_Demo_02* use this color **#794B4BFF**

6. Make sure that you are using **Forward Rendering**.

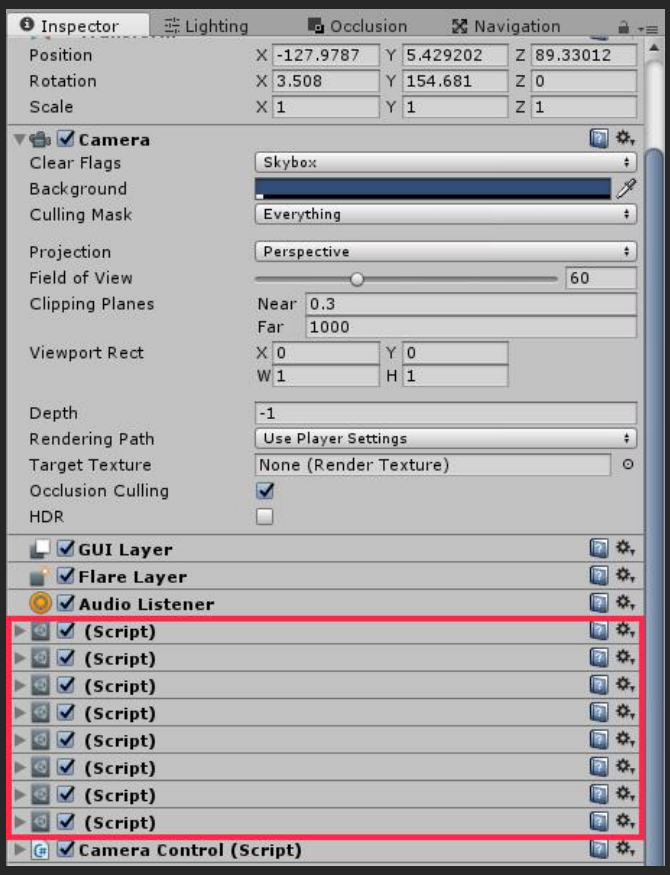
To do that go to **Edit > Project Settings > Player**

In the **Other Setting** tab, you will find **Rendering Path*** set it to **Forward.**



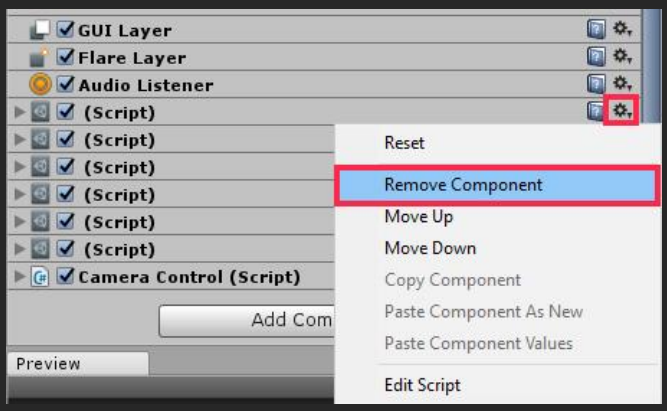
7. Remove all Camera **Image Effects**!

Select **Camera** in Hierarchy and Remove all those **(Script)** components.



-It show's all image effects as **(Script)** only if you don't have imported **Image Effects** from **Standard Assets** (I showed how to do it for PC build on page **8**).

Do it by clicking on gear icon and press **Remove Component**

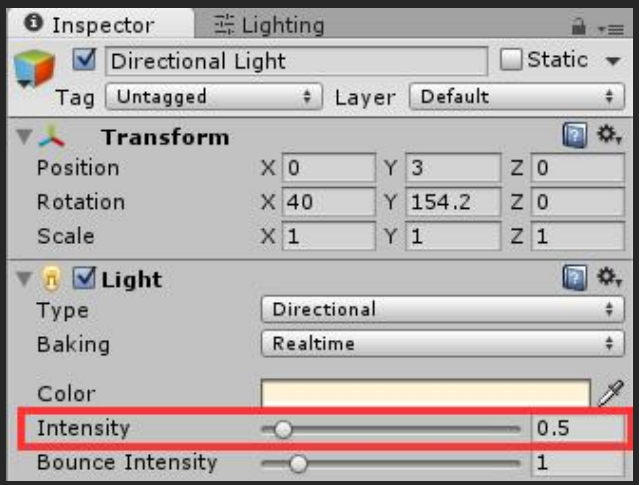


-Android don't support image effects which are added to the camera, and which ones work, they impact performance very much, so you need to disable them all.

-you can also change quality settings inside **Edit > Project Settings > Quality** for better performance!

8. Fix **Overexposed Lighting**

To do that, select **Directional Light** and reduce **Intensity** of the light. I set it to **0.5** at this point.

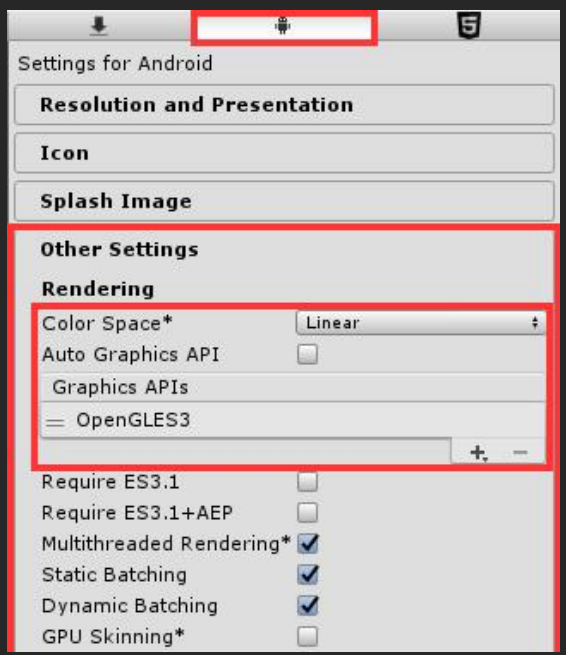


Now your *Demo_01* Scene should look like this

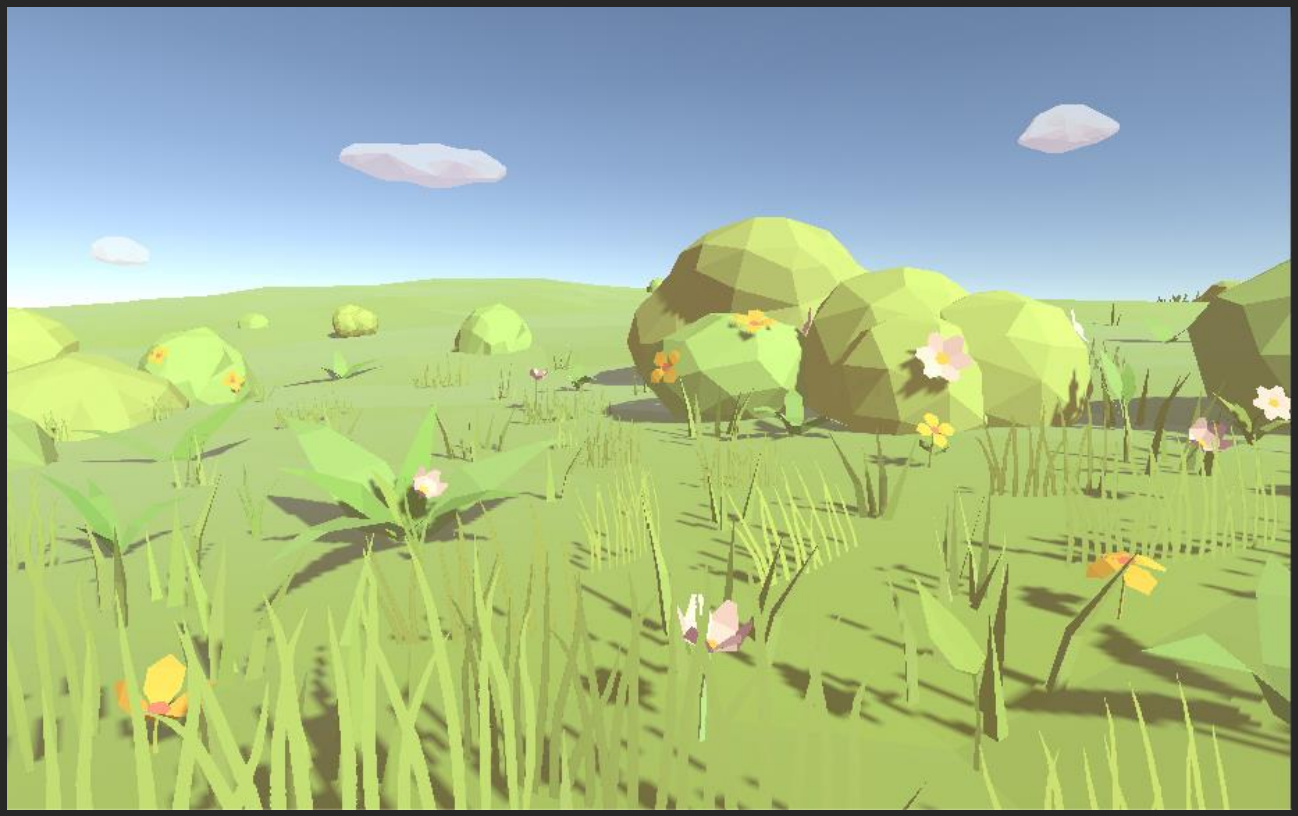
9. Fix **Overexposed Lighting** inside **Unity 5.5** (And achieve better results)

To do that go to **Edit > Project Settings > Player**

In the **Other Setting** tab, you will find **Color Space** set it to **Linear** **(Unity 5.5 Required)**.



Now your *Demo_01* Scene should look like this.



So by Using **Unity 5.5** and new **Linear** lighting feature for **Android** you can achieve much better results than using **Gamma** lighting.

This Demo_01 Scene was tested on Xperia Z Ultra (Runs at solid 60FPS) using Realtime Soft Shadows set at High Resolution.

Now you can make Android build and test it on your device!

HOW TO USE "Low Poly Vegetation Pack"

It's very simple.

Go to **Assets > Low Poly Vegetation Pack > Vegetation Assets > Prefabs**

Select which prefab type you want to import to your scene. For example, open folder **Bushes > Bush** select and drag **prefab** to your scene. That's it.

Same for **Bonus Assets.**

Go to **Assets > Low Poly Vegetation Pack > Bonus Assets > Prefabs**

Select what you want and drag it to the scene.

Every vegetation model pivot is at the center bottom of the model, so you can easily drop it on the ground, scale and rotate.

-Use **Pivot** and **Global** settings for the best experience!

You can change it tapped on the **buttons**, which are near Move, Scale tools.

HOW TO USE GRASS

There is 3 type of grass:

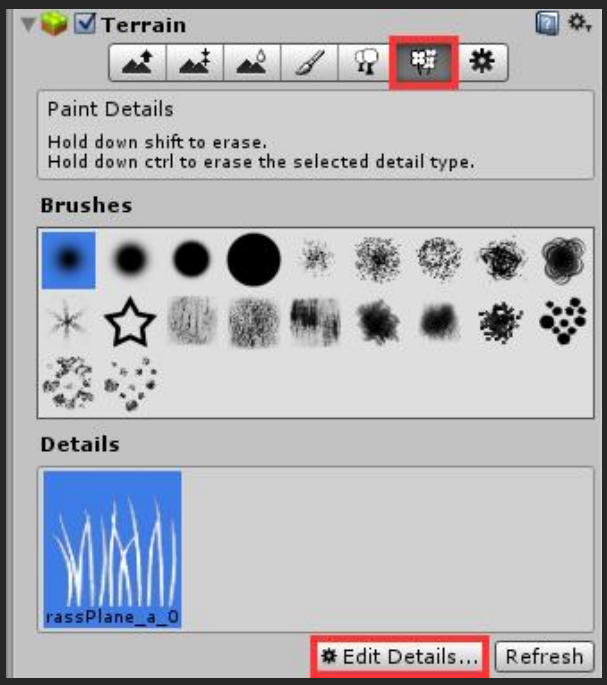
Grass3D – just drag and drop to your scene

GrassPlane - just drag and drop to your scene

MeshGrass - just drag and drop to your scene

+ you get 9 Grass Textures inside **Low Poly Vegetation Pack** > **Vegetation Assets Textures** folder. You can use those textures inside Terrain Editor to paint grass on your Terrain.

Select your terrain and go to: **Paint Details** tab.



Press **Edit Details…** and select **Add Grass Texture.** Select one of 9 grass textures (for example *GrassPlane_a_04*) and you good to go.

-You can set **any color** you want for that grass.

ADDITIONAL INFO

PREFAB NAMES

For example: **Cactus_a_m_01**

a – type of the model (for example there are a lot of different mushroom types, *Mushroom_a_01*, *Mushroom_b_01*, etc).

m – medium size

You can find these letters:

s – small size

m – medium size

l – large size

OneS – mesh is one sided. For example you can't see leaves from another side

TwoS – mesh is two sided. For example you can see leaves from both sides.

Keep in mind that every vegetation mesh is different, no matter is it small or large. There are

SCRIPTS

Every scene **Camera**, **Directional Light** and **_Clouds**(*an empty game object which contains all clouds on the scene*) has movement controls.

For example select **Camera** and on **Inspector** scroll down to the bottom, you will see **Camera Control (Script)** attached to it. Here you can control **Camera Movement Speed** using sliders.

Same with **Direction Lights** and **_Clouds**.

CONTACTS

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Website: http://lmhpoly.com/contact/

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https://twitter.com/lmhpoly