



# Nature Pack

Thank you for choosing this package!  
Here are some hints on using its content, so you can start right through.

## Prefabs:

- The prefabs are located in the „Prefabs“ folder. Please don't use the source models
- Mobile prefabs are located in the „Prefabs/Mobile“ folder
- Non-static prefabs are inside the „Prefabs/dynamic“ or „Prefabs/Mobile/dynamic“ folder
- If you want to remove the carved circle from landmark1, you can replace its texture with „Landmark1 Diffuse\_1.png“ from the „textures“ folder
- if „static batching“ is enabled in the player settings, static objects will be combined automatically. This increases performance
- If the LOD levels change to early or to late, you can either adjust them individually or change the LOD-Bias in the quality settings

## Vegetation:

- Using grass meshes might slow down rendering
- Grass textures from the „Vegetation/textures/shaded“ folder look more realistic
- You can change the „max size“ of the textures in the import settings, if 2048 by 2048 is too large
- You can also set the color „format“ in the import settings to „true color“ to increase the texture detail

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