

This modular kit is what you have been looking for created your natural environments  
Package includes a Trees, Large rocks, rocks, smallRocks, grass, bushes, ferns, etc...

All textures are in TARGA and PNG format with 256/512/1024/2048/4096 resolution.  
Polycount variable between models 10~20000 Tris

40 unique models.

All the models have their own prefabs with LOD's.

1 ExampleScene

Please rate and comment our work. Let us know if something is wrong or needs to be improved.

**IMPORTANT!!**

To obtain the same visual quality of the images look at the documentation.

# PostProcess Settings

Post Process Layer (Script)

Volume blending

Trigger: FirstPersonCharacter (Transform)

Layer: Postprocess

Anti-aliasing

Mode: Temporal Anti-aliasing (TAA)

Jitter Spread: 0.75

Stationary Blending: 0.95

Motion Blending: 0.85

Sharpness: 0.25

Deferred Fog

Enabled: ☒

Exclude Skybox: ☒

This adds fog compatibility to the deferred rendering path; actual fog settings should be set in the Lighting panel.

Stop NaN Propagation: ☒

Directly to Camera Target: ☐

Post Process Volume (Script)

Is Global: ☒

Weight: 1

Priority: 0

Profile: Main Camera Profile (Post)

Overrides

Ambient Occlusion

Mode: Multi Scale Volumetric Obscure

Intensity: 1.5

Thickness Modifier: 1

Color:

Ambient Only: ☐

Auto Exposure

Filtering (%): -5

Minimum (EV): 0

Maximum (EV): 0.15

Exposure Compensation: 0.15

Type: Progressive

Speed Up: 8

Speed Down: 8

Color Grading

Mode: High Definition Range

Tonemapping: ACES

White Balance: Temperature: 0, Tint: 0

Tone: Post-exposure (EV): 0.2, Color Filter: HDR, Hue Shift: 0, Saturation: 0, Contrast: 0

Channel Mixer: Red: 100, Green: 0, Blue: 0

Trackballs: Lift: 0.00, Gamma: 0.95, Gain: 1.39

Grading Curves: Hue Vs Hue

Bloom

Intensity: 0.5

Threshold: 0.3

Soft Knee: 0.5

Clamp: 65472

Diffusion: 7

Anamorphic Ratio: 0

Color: HDR

Fast Mode: ☐

Texture: None (Texture)

Intensity: 0

Motion Blur: Shutter Angle: 270, Sample Count: 10