

HQ Photographic Textures Grass Pack Vol.1

v.1.7

1. Structure Paths names of the Pack have been changed to make compatibility with latest Unity versions as: Turboscalpeur/HQ Photographic Textures Grass Pack Vol.1/ .

This update will not overwrite previous versions.

2. Now 3 Grounds Textures have been updated with new Maps to get full PBR Support.

HQ Photographic Textures Grass Pack Vol.1

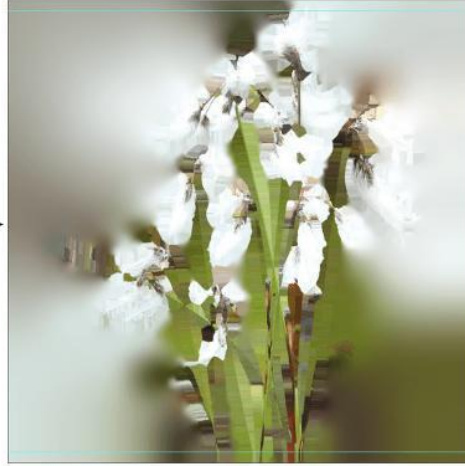
v.1.6

1.The 80 Grass Textures have been readjusted in their Layers; Dilated Copies + Background Colors are now availables in all of them + the Alpha Channels as showed below:

Eriophorum_01.psd



Vanilla Texture



Texture with Dilated Copy,
Background Color &
Alpha Channel



Alpha Channel
activated

2. Most of the empty spaces in the Layers are now removed;

3. Textures Positions readjusted from their Layers & some Settings Improvements have been done;

4. Two New Grounds Textures with a Normal Map added;

5. You can delete the old "Grass Board Old-New Names HELP" and the Important NOTE.pdf from the previous versions, there are a new Grass Board & a new Versions Changes.pdf.;

HQ Photographic Textures Grass Pack Vol.1

v.1.5.5

This New Update, **will overwrite the v.1.5**, just delete the "Grass Ground Covers" Folder; now all the Textures are compiled in the same and unique "Grass" Folder.

However, it will not overwrite the more older versions since the v.1.4.5;
You should delete any previous Version of the HQ Photographic Textures Grass Pack Vol.1 first and reuploading that one.

All the Grass are now adjusted in Square Layers and settled as "Advanced" Textures in the Inspector.

The Grass Board is outdated (will be finalised on the last Update), you have now 80 Grass; 8 New Grass are coming with the v.1.5.5:

Acorus_01, Acorus_02, Acorus_03, Acorus_04
Iris Laevigata_01, Iris Laevigata_02
Sisyrinchium_01, Sisyrinchium_02

These 8 New Grass are all living near water.

Planning for the next versions:

- 1.Improvement of all the Current Textures as making them matching better the Terrains;
- 2.GX extension for Gaia;
- 3.Compatibility with Landscape Builder, World Creator Professional;

HQ Photographic Textures Grass Pack Vol.1

v.1.5

IMPORTANT NOTE:

This New Update, will not overwrite the Old Builds.

You should delete any previous Version of the HQ Photographic Textures Grass Pack Vol.1 first and reuploading that one.

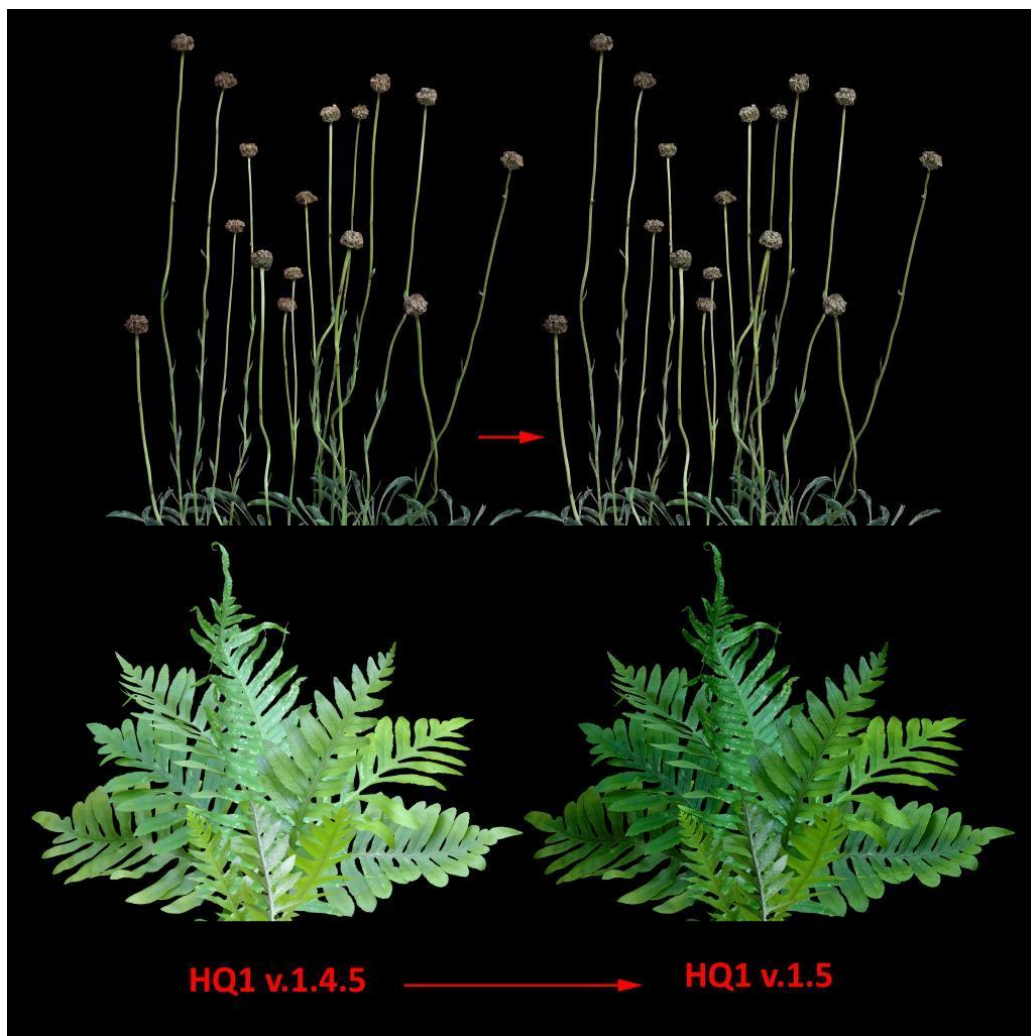
If you have already some of the previous Files Version used in a Game/Project, i can though provide the New Update with the old names by sending me your purchasing order & request by mail at turboscalpeur@gmail.com.

A **Grass Board Old-New Names HELP** is included in the Pack, to not get lost with these big changings.

The current Version (v.1.5) have all the names & architecture changed now, in order to get compatibility with Others Assets as Gaia.

A lot of new Improvements on mostly all the HQ1 Textures, some new Grasses Textures added for still a better experience within'.

HQ1 Before-After Comparison:



Moreover, you now have better names for choosing, positioning, scaling; the names & architecture of the HQ1 will not be changed anymore in the future.

If you have any suggestions/requests, don't hesitate to mail me at turboscalpeur@gmail.com for support.

turboscalpeur