Notes

This asset only works with the Universal Rendering Pipeline (URP) and High Definition Rendering pipeline (HDRP) for now. A guide to setting up URP/HDRP can be found here https://docs.unity3d.com/2020.1/Documentation/Manual/BestPracticeMakingBelievableVisuals0.html

For any further questions feel free to contact me at quintenhenry@hotmail.be!

Optimization

By default the Unity terrain isn't very optimized for Grass. Especially in HDRP. You can use the Terrain Optimization script to try and optimize your grass. This will used instanced rendering in a hex grid to try and optimize the number of draw calls (In some cases it might be more efficient to not use the script and let the default Unity Terrain handle it for you). Furthermore you can play with the LOD group and the amount of grass blades.

Thanks for downloading my asset!

If this asset was helpful to you please remember to leave a review here https://assetstore.unity.com/packages/vfx/shaders/simple-stylized-grass-shader-187667!