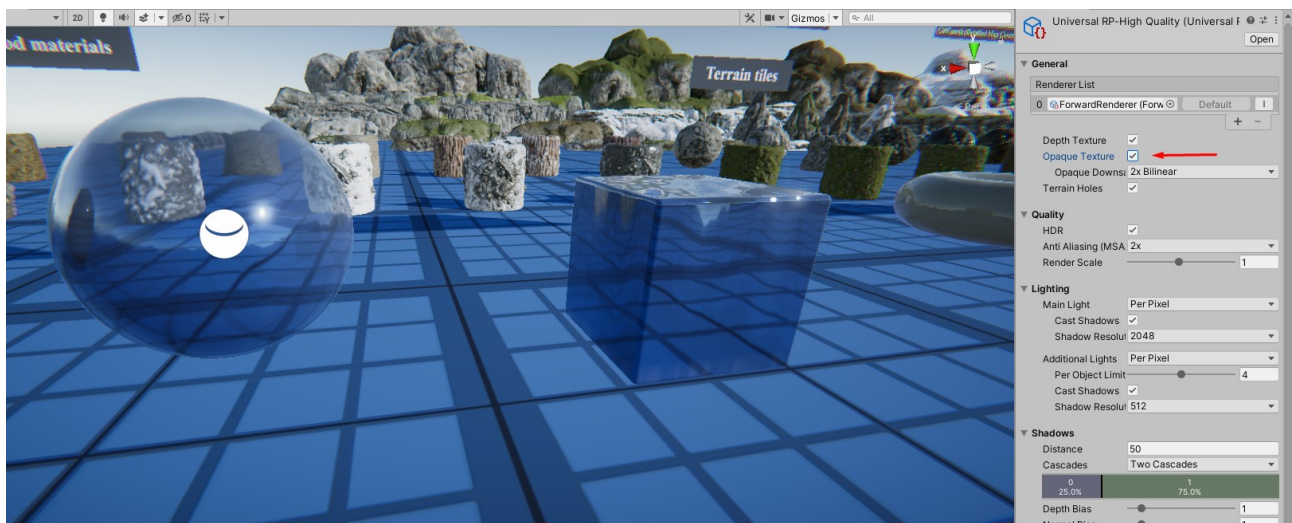
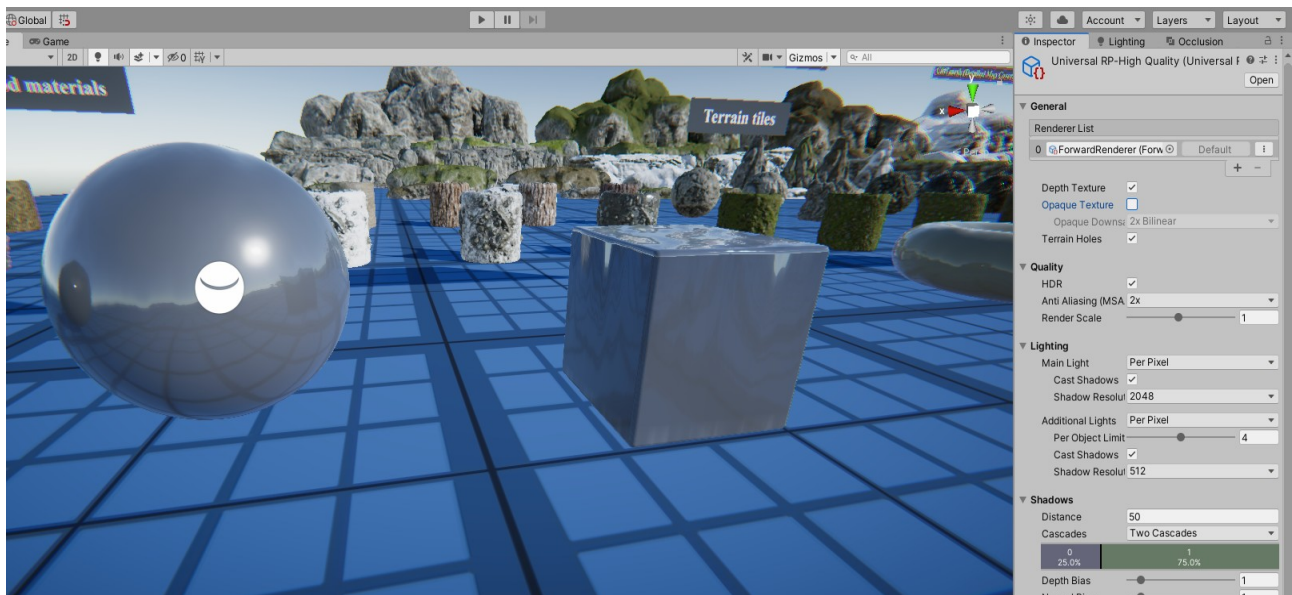


# Rocky Hills Environment - Mega Pack - URP

## URP Installation instructions

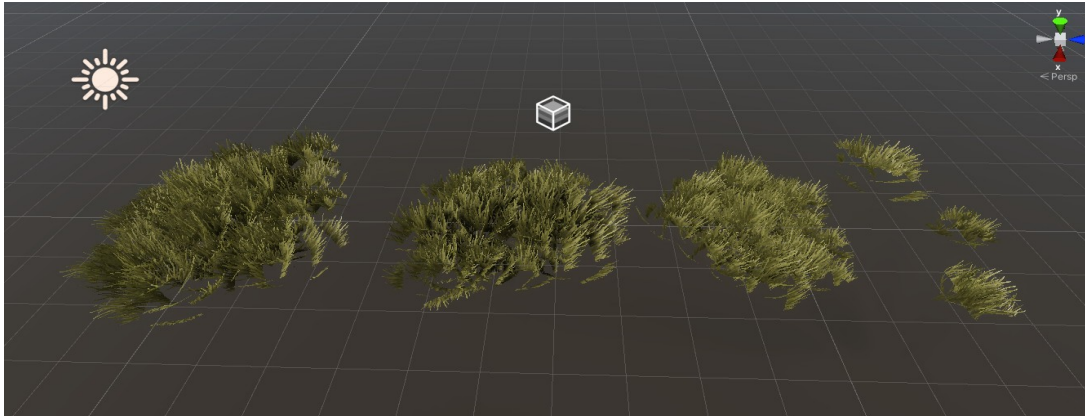
Hi there and welcome to the Rocky Hills Environment - Mega Pack URP instructions guide!

- Nothing important to mention here except that the water and transparent materials might be opaque by default. To enable the transparency go into the “Profile Settings\_URP” folder -> “UniversalRP-HighQuality.asset”, and enable it.



## What's new?

- High-performance grass. New grass meshes aiming at high performance that you can use for any type of foliage on large terrains. If you want to increase the performance, even more, **turn off billboard "fade mode" and cast shadows**.



## URP limitations

- Since this is a mobile-friendly pipeline, there will be several limitations to the CTI shaders and others for performance reasons. All limitations and features for the Custom Tree Importer shader are mentioned in the "CTI PDFs".

## Optimization tips and tricks

- Turn off billboard **"fade mode"** on all foliage and cast shadows on small foliage.
- Remove reflection probes from the scene, it drags performance down in large environments.
- Turn off expensive post-processing effects, shadow quality, etc.