

# Rocky Hills Environment - Mega Pack - HDRP



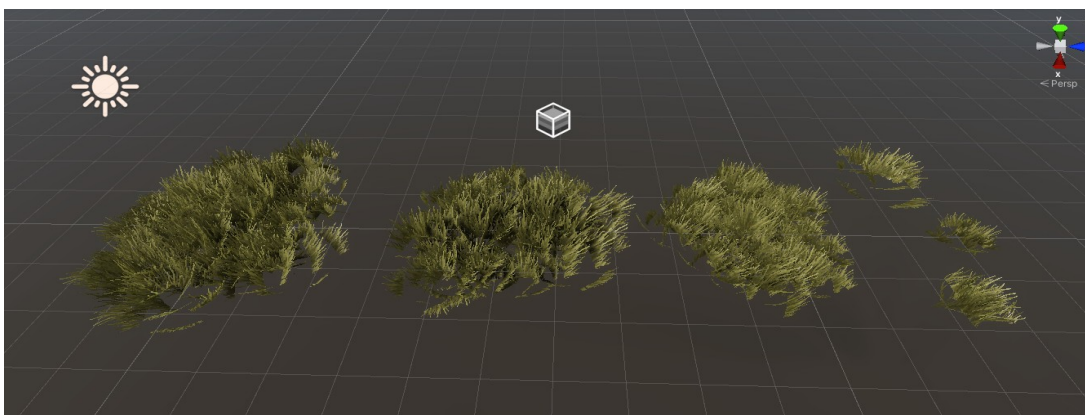
## HDRP Installation instructions

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

- To set up HDRP, import the HDRP pack “**RHE\_Mega Pack - HDRP Setup**” located in the root folder -> “**Rocky Hills Environment - Mega Pack**” and overwrite everything. This should overwrite all prefabs, shaders, and materials. You will get a new “Custom tree importer runtime components folder” for HDRP and a new “Scenes\_HDRP” folder. After this you should delete the “**CTI Runtime Components URP**” folder and other folders marked as **\_URP**.

## 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**.

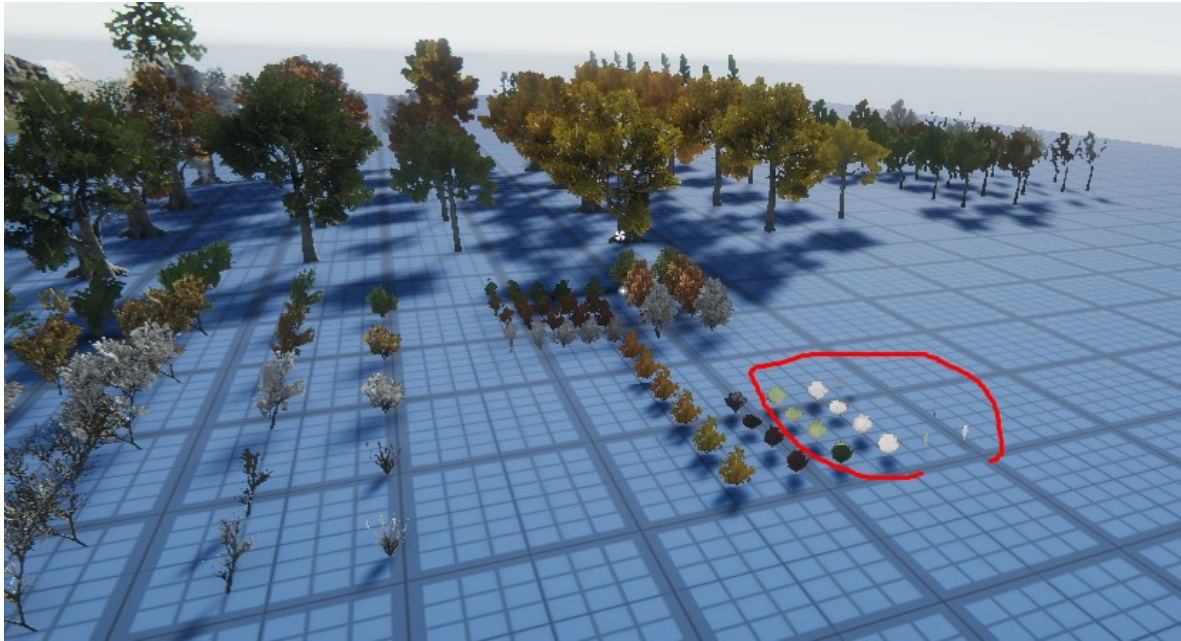




- Extra shaders.
- New intractable demo scene with UI.

## HDRP bugs and glitches

- This pipeline might have some small issues here and there but hopefully nothing too major. You might notice that one small beech tree and a few small bushes billboards appear too bright or have weird shading. I tried everything but for some reason, I couldn't get it to work. I'm not sure why this happened but if it's too much of a glaring issue, just turn off the billboards on these assets since they are fairly small and don't really need billboards.





- Old scenes, these scenes were made for URP but still work in HDRP (find them in: "Scenes\_HDRPExtra" folder). Since HDRP terrain only supports 8 tiles at this time and the old one had more than 12, you might have to delete some of them to fix the terrain holes. I also left the terrain grass details ON, since maybe one day Unity will have it working in HDRP again.



- The simple water shader wasn't yet successfully converted to HDRP so there might be issues with it.

## 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.