



### Unity Asset - Nature Package v1.3

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Tailored for seamless creation of high-quality vegetation, this package boasts an assortment of tree models, pine trees, flowers, and stones. Primarily crafted for the High Definition Render Pipeline (HDRP), users opting for the Universal Render Pipeline (URP) or standard renders must manually reconfigure materials and post-processes.

For optimal display of natural assets, it is essential to manually compile the Diffusion Profile by selecting any nature material and clicking "fix" as it does not compile automatically.

The pack is designed to function with Unity versions 2020.2.6f1 and higher, operating smoothly within the HD Render Pipeline version 10.3.1 and beyond.

#### Package contents include:

- 32 trees and bushes
- 9 rocks and stones
- 39 variations of grasses and flowers
- 8 ground textures (4 diffuse, 4 normal)
- 2 demo scenes

Triangle counts (Tris) range from 2 to 13,400, and texture sizes vary from 128x128 (grass) to 4096x4096 (trees). All meshes are equipped with a Level of Detail (LOD) for enhanced performance.



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