Unity Asset - C.V.P - Pine Woods v3.0

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Unity Asset - C.V.P - Pine Woods v3.0:

Immerse yourself in captivating environments with our meticulously crafted vegetation pack, meticulously developed from scratch with references, textures, and sounds sourced from real Pine Woods.

Render Pipeline Compatibility:

Choose the render pipeline that suits your project's needs:

- Built-in Render Pipeline: Unity's default pipeline, offering general-purpose rendering with limited customization options.
- Universal Render Pipeline (URP): A flexible Scriptable Render Pipeline for quick and easy customization, ensuring optimized graphics across diverse platforms.
- High Definition Render Pipeline (HDRP): Deliver cutting-edge, high-fidelity graphics on top-tier platforms with this advanced Scriptable Render Pipeline.

- Explore 2 demo scenes: Cinematic and Prefabs Viewer.
- Access over 169 ready-to-use prefabs with LODs, including trees, bushes, fruits, dead branches, and plants.
- Enjoy 5 PBR rock materials and 5 rock models for added realism.
- Enhance your scenes with 76 seamless PBR ground textures and 13 terrain layers.
- Immerse players with particle systems featuring falling leaves, flies, fireflies, and mist.
- Utilize water material presets for lakes and puddles to bring aquatic elements to life.
- Enhance ambiance with a 1k skybox and cubemap.
- Complete the sensory experience with SFX footsteps and ambient sounds.

Whether you're creating a serene woodland retreat or a bustling forest adventure, this vegetation pack provides everything you need to breathe life into your virtual world.

AE Core (Shared Assets and Tools):

Welcome to AE Core, a collaborative repository designed to complement upcoming C.V.P assets. Within this folder, you'll discover a suite of essential tools including Æ Game Objects Simplifiers, 3D models, textures, SFV, VFX, and more.

DEC Shaders:

Unlock the potential of your visuals with DEC Shaders, a robust collection crafted using modular construction techniques with Amplify Shader Editor (ASE) function nodes. This comprehensive set includes shaders such as:

- Cutout Wind Translucency
- Billboard Wind
- Surface Wind Detail
- Surface Height Detail Tessellation
- Surface Detail
- Triplanar Spherical
- Grunge Mask
- Water Lake
- Rain Versions

DE Global Controller:

Empower your scenes with the DE Global Controller, a dynamic script that seamlessly integrates Unity's built-in wind zone

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and DEC Shaders to manage global properties like wind intensity, rain, and more.

Supported Render Pipelines:

- Standard Render Pipeline (Standard): Requires Unity 2019.4 or higher
- Scriptable Render Pipelines (URP/HDRP):
- 7x [api 07.5.3 or higher]
- 8x [api 08.2.0 or higher]
- 10x [api 10.4.0 or higher]
- 11x [api 11.0.0 or higher]

Additional Support and Extra Files:

Enhance your workflow with additional resources and files, including Post-processing stack profiles tailored for various environmental conditions (sunny, cloudy, sunset, foggy, cave, terror, creepy, night vision, and more). Plus, seamless support for Standard, URP, and HDRP Unity packages, accompanied by easy-to-follow documentation for smooth integration into any render pipeline.