



## Unity asset - The Vegetation Engine v12.4.0

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**Unity asset - The Vegetation Engine v12.4.0:** Welcome to the Vegetation Engine, an award-winning asset designed to elevate your game's environment with highly customizable vegetation and props shaders. Developed as the successor to the original Stylized Water Shader asset, the Vegetation Engine offers a rich set of features tailored to enhance your Unity projects.

Built on over eight years of experience in water rendering, this asset provides unparalleled customization options, allowing you to unify assets from various sources such as the Unity Asset Store, Megascans, Speedtree, Tree Creator, and more, or even custom models created by your team. With features like high-quality wind motion, interaction, local wind, seasons, wetness, subsurface scattering, and more, the Vegetation Engine empowers you to create immersive and dynamic environments.

One of the standout features of the Vegetation Engine is its one-click conversion workflow for third-party vegetation assets. Once converted, these assets seamlessly integrate with the engine's features and work across all render pipelines. The shaders included in the package are highly customizable and compatible with all render pipelines, ensuring feature parity and flexibility.

The Vegetation Engine also introduces a comprehensive set of modular elements and layers, allowing you to control motion, interaction, seasons, global overlays, tinting, size, and more with minimal performance impact. With constant updates and improvements, this asset is trusted by tens of thousands of game developers worldwide, supporting a wide range of render pipelines, platforms, and third-party tools.

**Compatibility:** The Vegetation Engine supports the Standard Render Pipeline, Universal Render Pipeline, and HD Render Pipeline, along with various modules tailored for specific needs. It also integrates seamlessly with popular third-party tools like Amplify Shader Editor, Vegetation Studio Pro, Nature Renderer, GPU Instances, and more.

Additionally, the Vegetation Engine supports vegetation created with tools such as Speedtree, Broccoli Tree Creator, Unity Tree Creator, CTI, Treelt, and MTree, as well as assets from Quixel Megascans, Polyart Studio, Daelonik Artworks, Synty Studios, and many others.

With its extensive compatibility, customizable shaders, and powerful features, the Vegetation Engine is a must-have asset for any Unity developer looking to create stunning and immersive game environments.



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