

Unity asset - GeNa Pro – Terrains Villages Roads Rivers v3.5.5

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GeNa Pro stands as a sophisticated level design solution, enabling the swift and intuitive creation of stunning game or simulation levels. Compatible with various render pipelines, including Unity's Built-in Render Pipeline, the Universal Render Pipeline (URP), and the High Definition Render Pipeline (HDRP), GeNa Pro ensures optimal graphics across different platforms.

Crafting captivating scenes swiftly is now achievable with GeNa Pro!

Invest in GeNa Pro today to streamline your level creation process, saving both time and resources. Focus on refining gameplay and expedite your journey to market with professionally designed levels.

While level design can be exhilarating, the tedious task of manually shaping terrain and meticulously placing numerous objects can quickly become draining. GeNa Pro revolutionizes this process by swiftly delivering desired elements precisely where needed, tailored to the environment, in a fraction of the time.

With GeNa Pro's iterative approach, if the initial output doesn't meet your expectations, simply hit 'iterate' until you achieve the desired result. GeNa Pro offers endless variations, ensuring your levels meet your creative vision.

GeNa Pro's capabilities are unparalleled; it can generate diverse landscapes, from forests to rivers, and even intricate road systems along splines. It intelligently scans terrain, placing structures like buildings, villages, and towns strategically, interconnected by roads.

Additionally, GeNa Pro boasts a robust decorator system, granting you control over how content is placed within your scene. From flattening terrain and clearing foliage around buildings to precise ground snapping and random variations, GeNa Pro empowers you to create dynamic environments effortlessly. With libraries of sub-spawners, you can craft intricate super-spawners, enhancing the richness of your scenes.

GeNa Pro comprises several essential components, each serving a distinct purpose:

- **GeNa Spawners:** These spawn assets within scenes, facilitating the placement of various elements.
- **GeNa Map Builder:** This component procedurally generates and interconnects towns, enhancing the realism of environments.
- **GeNa Decorators:** Assets are decorated with logic that influences their spawning, allowing for greater customization and control.
- **GeNa Splines:** Used to define paths for spawners and spline extensions, enabling precise placement and movement.
- **GeNa Rivers:** Specialized spline extensions designed for creating realistic river networks within scenes.
- **GeNa Roads:** Another specialized spline extension focused on generating road networks, adding depth and realism to environments.

Key Benefits:

- User-friendly interface ensures ease of use.
- Enhances environmental aesthetics, resulting in visually pleasing scenes.
- Significant time savings compared to manual-level design methods.
- Consistent, high-quality results are achievable through automation.
- Potential for improved frame rates, depending on the scene complexity.
- Enhanced lighting capabilities for more immersive experiences.
- Engaging and enjoyable level design process.



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- Various spawning modes: single, global, paint, spline, and map-based.
- Highly extensible spawner, decorator, and spline systems, allowing for customization and flexibility.
- Spawns a wide range of assets, including textures, grasses, trees, prefabs, structures, towns, rivers, and roads.
- An automated map generation system identifies optimal locations for villages, spawns them, and connects them via roads.
- Automated road generation system utilizes grade-based pathfinding for realistic road layouts.
- An automated river generation system employs flow-based pathfinding to create natural-looking river networks.
- Compatible with terrains and meshes spanning multiple terrain tiles.
- An automated prefab optimization system enhances performance and efficiency.
- Automated light probe placement for improved lighting effects.
- Supports both edit and runtime spawning modes.
- In-editor physics-based spawning adds realism to the design process.
- API is controllable, providing additional flexibility and customization options.



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