



Unity Asset - Mountain Lake - Forest Pack v1.0.1

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The **Mountain Lake - Rock & Tree Pack** is a collection of 50 game-ready rocky forest assets optimized for the High Definition Render Pipeline (HDRP), Universal Render Pipeline (URP), and Built-In Render Pipeline.

How to use trees, rocks, grass, and ferns to design your project?

You can use "Unity Asset - Mountain Lake - Forest Pack" to design your project.

These assets include meticulously sculpted trees, rocks, grass, and ferns, all designed for high performance and visual fidelity in game environments.

"Unity Asset - Mountain Lake - Forest Pack" Samples:

The pack features an example scene, multiple tree and rock types, pre-made rock group prefabs, terrain layers, and distant landscape elements. Assets are optimized with Level of Detail (LOD) settings, low-poly shadow proxies, and efficient UV packing, ensuring minimal performance impact on mid to high-end platforms. Materials are fully PBR with high-resolution textures and custom editable shaders.



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