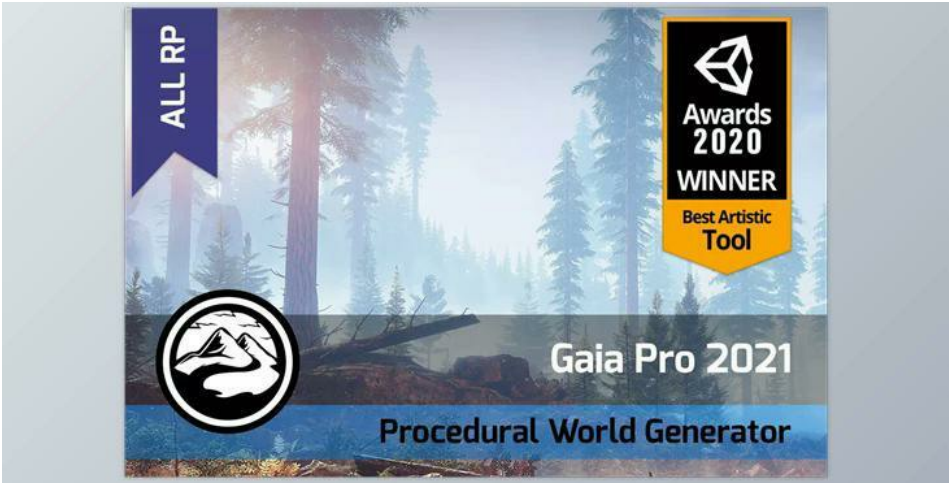


Unity asset - Gaia Pro 2021 – Terrain Scene Generator v3.4.1

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Unity asset - Gaia Pro 2021 – Terrain Scene Generator v3.4.1:

Gaia is a robust system for generating, optimizing, and streaming stunning environments across various platforms including mobile, VR, console, and desktop.

Compatible with Unity's Render Pipelines:

- Built-in Render Pipeline: Unity's default pipeline with limited customization options.
- Universal Render Pipeline (URP): A customizable, platform-optimized pipeline.
- High Definition Render Pipeline (HDRP): Provides high-fidelity graphics for high-end platforms.

Additional Compatibility Information:

- Flora grass system works across all pipelines, with optimal results in HDRP.
- Water reflections are not functional in VR/XR currently. URP offers a special VR water shader supporting single-pass rendering; other pipelines require multi-pass rendering for VR/XR.

Gaia simplifies the creation process, offering various workflows from artist-driven to fully procedural. It enables effortless terrain sculpting, texturing, foliage placement, and environment design, catering to a spectrum of styles from low-poly stylized to photorealistic.

Gaia's Workflow:

- Select world size, biome, and target platform.
- Generate base terrain procedurally or manually.
- Texture, populate, and plant-based on the chosen biome.
- Optionally export optimized versions for mobile or MMOs.
- Configure lighting, water, wind, controllers, and post-FX with a single click.
- Explore your world in real time.
- GPU-accelerated stamping and spawning.
- Multi-terrain support for expansive environments.
- Wizard-driven setup tailored for target platforms.
- Modular design for flexible usage.
- Comprehensive water system with shaders and underwater effects.
- Unity-standard approach ensuring compatibility with other tools.
- Extensible biome system allowing the use of both pre-built and custom content.
- Real-time previews for stamp mixing and matching.
- Mesh and vegetation shaders with weather support.
- World Designer for fully procedural world generation.
- Terrain-to-mesh conversion capability.
- Support for Built-in, URP, and HDRP pipelines.
- Integration with lighting, post-FX, and sound FX.
- Third-party extensions and stackable filtering options.



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