



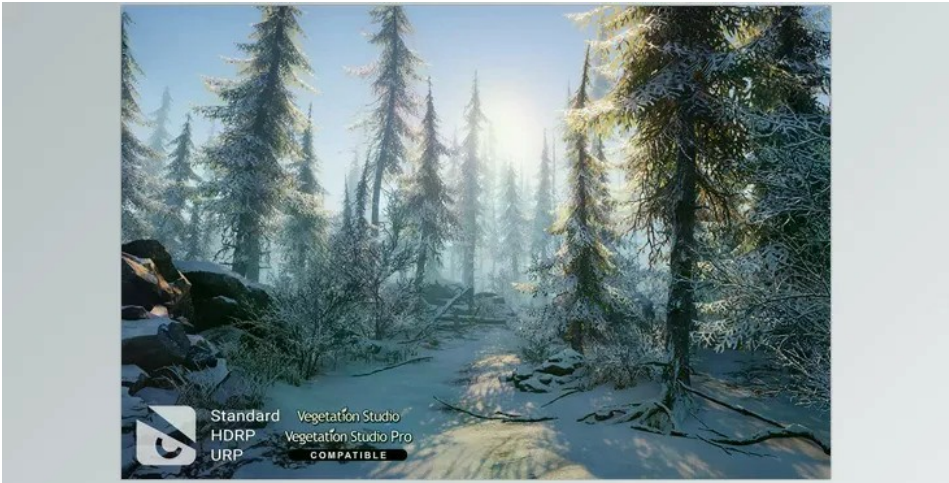
Unity Asset - Winter Environment - Nature Pack v2.7

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The **Unity Asset - Winter Environment - Nature Pack** asset is designed for the efficient and high-quality development of winter nature scenes in Unity.

It includes shaders for adjusting snow amounts on trees, grass, and props, compatible with both standard Unity Terrain and Vegetation Studio systems.

The AG Global Settings feature provides extensive control over global and local wind settings, such as direction, amplitude, speed, scale, and mesh stiffness, along with parameters for AO, Translucency, Tint Color, and Snow. High-resolution textures created from scanned data enhance realism.

"Unity Asset - Winter Environment - Nature Pack" Samples:

Key features include support for HDRP & URP templates (Unity 2023.2.0+), amplified shader functions, GPU and DOTS instancing, real-time wind setting modifications, PBR textures, and optimized performance with low overdraw and draw call usage. The asset also offers cross meshes, detailed ground texture maps, and LODs for all prefabs.



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