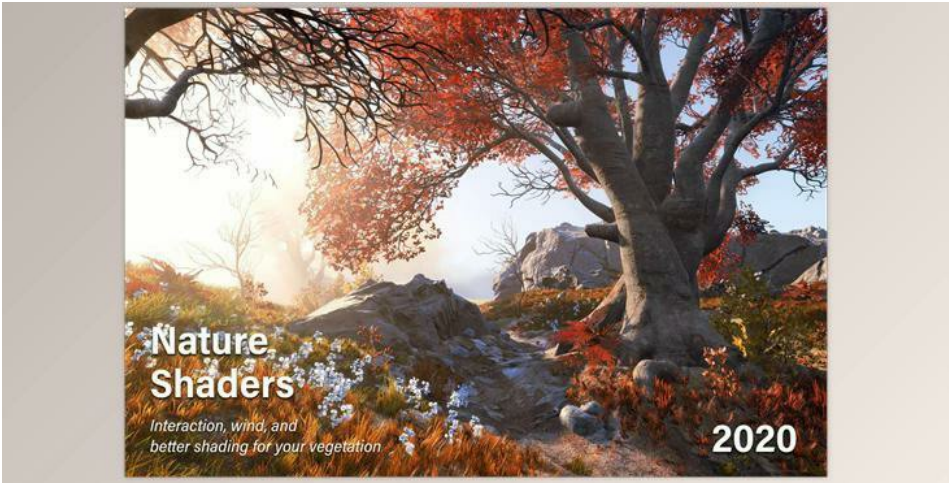




## Unity Asset - Nature Shaders 2020 v1.0.12

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### Unity Asset - Nature Shaders 2020 v1.0.12:

#### Nature Shaders

Elevate your vegetation with Nature Shaders, a comprehensive shader collection designed to enhance player interaction, simulate wind effects, and elevate shading quality for your vegetation assets.

#### Render Pipeline Compatibility

Nature Shaders seamlessly integrate with all Unity render pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), offering optimized graphics across a wide range of platforms.

#### Interaction, Wind, and Enhanced Shading

Experience player interaction, lifelike wind simulations, and superior shading quality for your vegetation assets with Nature Shaders. Built upon a trusted shader framework utilized by over 25,000 developers, expect polished, user-friendly, and optimized shaders with extensive documentation.

#### One-Click Setup

Simplify your workflow with Nature Shaders' one-click setup. Convert any prefab into a Nature Asset effortlessly, with automatic configuration of materials and shaders, ensuring compatibility across all render pipelines without additional setup. Enjoy seamless integration and enhanced visual fidelity with minimal effort.

#### Interaction

- Experience immersive interactions with your vegetation: push down grass, sway plants, and leave trails behind objects. Any object in your scene can interact with vegetation effortlessly by adding a collider.

#### Wind

- Capture the dynamic essence of wind as it passes through your vegetation, ranging from gentle breezes to turbulent storms.

#### Translucency

- Achieve lifelike lighting effects with simulated light passing through leaves, ensuring accurate shading of your vegetation in all lighting conditions.

#### Color Correction

- Fine-tune the color of your vegetation using precise color correction methods. Create diverse color variations for the same vegetation across different areas of your scene.

#### Perspective Correction

- Enhance realism by automatically tilting grass away from the camera when viewed from a top-down perspective, creating a denser and more authentic appearance.

#### Dynamic Masking

- Modify vegetation density or remove vegetation within specific areas of your scene dynamically. Ideal for concealing



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vegetation under buildings, enabling grass cutting mechanics, or implementing unique gameplay features.

Dynamic Color Overlay

- Customize the color of vegetation within specific areas of your scene dynamically. Easily create, move, and adjust these areas to achieve desired visual effects.

Mesh Conversion

- Seamlessly analyze meshes with Nature Shaders' proprietary algorithm to identify tree branches, leaves, and other vegetation shapes. Automatically configure wind and interaction settings without the need for manual model or mesh adjustments.

Convert/Import from:

- SpeedTree
- Quixel Megascans
- Unity's Tree Creator
- Any Asset Store asset
- Custom models created by your team

Material Conversion

- Streamline your workflow with automatic material conversion using included conversion profiles. This process seamlessly copies properties and remaps them as necessary, ensuring smooth integration with your vegetation assets.



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