

User Guide

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Introduction

- Thank you for choosing the “LowPoly Forest – Lite.” Your support is instrumental in enhancing the quality of this product and shaping the development of future offerings.
- This guide is designed to help you maximize the potential of your newly acquired assets, providing clear instructions, answers to common questions, and additional insights to ensure a seamless experience.

Package Contents

- **Models:** Models are imported in fbx format and come with different lod levels in each fbx file.
- **Prefabs:** The Prefabs folder is organized into categories to help you find what you're looking for more quickly.

- **Materials:** The package includes 1 stylized skybox material, 1 grass materials for 2D grass, 1 atlas materials, 1 water material, 1 cloud material, and 1 material for the overview scene plane. Note: If you plan to use the cloud prefabs in a nighttime setting, it is recommended to disable the emission on the cloud material. (Instructions: To disable the emission, navigate to the material settings, locate the Emission option, and uncheck or set the emission intensity to 0.)
- **Textures:** The package includes 1 atlas textures, 1 HDR skybox texture, and 1 grass textures. If you plan to modify the color range of a texture using an image editing program, it is recommended to proceed with caution, as many different prefabs may use a single color range. However, changing the color range to a similar tone is unlikely to cause any issues.
- **Scenes:** The package includes a total of two different scenes. The Overview scene is where all assets are listed and grouped. The Main scene provides a diverse forest setting. As an extra note, disabling the grass objects from the hierarchy can significantly improve performance.
- **Documentation:** The Documentation folder contains the User Guide, Comparison of LowPoly Forest Packs, and License. Please make sure to read the License, which does not contain anything beyond Unity's Standard License. For more information, please refer to the [Asset Store Terms of Service and EULA](#).

Render Pipeline Support

The package includes unity packages for supporting different render pipelines (Assets > LowPoly Forest - Lite > Unity Packages). If your scene has purple objects, please follow these steps:

- If you are using the Universal Render Pipeline, import the URP Materials unity package.
- If you are using the High Definition Render Pipeline, import the HDRP Materials unitypackage.

Post Processing and Fog

The images published on the store page use various post-processing effects and fog with the Universal Render Pipeline (URP). If you would like to use these post-processing effects as well, please follow the instructions below:

1. Navigate to **Assets > LowPoly Forest - Lite > Unity Packages** and import the file named **"URP Post Processing"**.
2. Right-click in the hierarchy and select **Volume > Global Volume**.

3. Click on the Global Volume and, in the Inspector tab, select the **Main Global Volume** profile from the **Volume Component** section.

First, if you do not have the Lightning window, you can add it by going to **Window > Rendering > Lighting** from the top-left corner. If you want to add fog to your scene, you can find it under **Lighting > Environment > Other Settings > Fog**. The fog in the images published on the store page may vary from scene to scene or from image to image, but generally, I used the following settings for the fog:

- **Mode = Exponential**
- **Density = 0.001**

Another customized setting I adjusted is under **Environment > Environment Lighting**:

- **Intensity Multiplier = 0.5.**

Assets Suitable for Mountains

- The prefabs include extensions beneath their starting points, a feature designed to facilitate the placement of assets on hills or mountains. While most prefabs adhere to this structure, there may be some exceptions.

LODS

- Most prefabs have four LOD (Level of Detail) levels. LOD 3 has a more significant reduction in polygons compared to the other LOD levels. Therefore, the LOD 3 transition is set to 2% by default. You can adjust the LOD levels according to your needs if necessary.
- Details > Leafs and Grasses have 2 LOD levels because lower LOD levels are not feasible due to the shape details that need to be preserved in the model.

Easy Terrain Placement

- The Unity Snapping Tool is a handy feature that allows you to place objects precisely in your scene. By selecting the terrain you want to align and pressing the V key, you can enable vertex snapping, which helps align objects correctly by snapping them to the vertices of other objects. This is particularly useful when working with terrains or aligning prefabs perfectly in your scene.

Frequently Asked Questions

1. **Can I use this asset package in my commercial projects?**
 - Yes, you can. Unity's standard license allows you to use purchased or downloaded 3D asset packages in your commercial projects. However, you cannot redistribute or resell the assets as-is.
2. **Can I modify the assets included in this package?**
 - Yes, you can. You can edit, modify, and personalize the 3D assets included in the package.
3. **Can I use this asset package in game engines other than Unity?**
 - Yes, you can. You can use these assets in other game engines. There are no restrictions.
4. **Does this package include external dependencies?**
 - No, this package does not contain any external dependencies
5. **Will there be updates to this package in the future?**
 - Yes, there may be updates containing bug fixes and some improvements.
6. **When I imported the package and opened the scene, everything appeared purple. What should I do?**
 - This issue indicates that Unity packages specific to the used Render Pipeline have not been imported. To resolve this issue, go to the [Render Pipeline Support](#) section in this PDF.
7. **Can I create my own prefabs using the models provided?**
 - Yes, you are free to create your own prefabs using the models included in the package.
8. **Which unity versions is this package compatible with?**
 - This package works seamlessly from version 2019.4 LTS to the latest versions of the Unity.

Reporting a Problem and Suggestion

- If you encounter a specific issue, experience a bug, or have suggestions regarding the package, please don't hesitate to report it to me at this email: peanar3d@gmail.com
- Reporting any bugs or suggestions is crucial for improving the package and ensuring you have a smoother experience.