Environment Pack: Free Forest Sample v1.0

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Description

This free pack is a collected sample of assets from Supercyan asset pack Environment Pack: Forest. With this pack you can create atmospheric forest themed environments with the beautifully hand painted objects. This pack is also excellent to test out characters and objects with the included free environment scene. The scene uses Unity terrain that is easy to edit without any additional tools. Have fun and enjoy!

Details

- Complete asset listing:
    - 2 grass patches
    - 2 different mushrooms
    - 1 wooden sign
    - 2 different size stones
    - 2 different trees and a tree stump
    - 3 ground textures: moss, rock and road.
    - 1 clear blue skybox (6-sided textured)
    - 1 very simple night time skybox (single color, no textures)
- 2 demo scenes each with its own lighting: bright day and moody night + a showcase scene featuring all 10 props in a row.
- Mobile friendly prefabs can be found with *Mobile_* prefix and materials with *_low* suffix.

Technical details

- All props have ready to use prefabs.
- The average polycount ranges from 160 triangles and 85 vertices except for trees. Trees have about 920 triangles and 470 vertices.
- All the prefabs excluding ground foliage and trees have custom modeled mesh colliders for the best performance and collision accuracy. The trees have capsule colliders by default because Unity terrain does not support **Mesh Collider** component if you are using the "Paint Trees" tool. However all trees have **Mesh Collider** component which you can turn on in the tree's **Inspector** settings and turn off/Remove Component **Capsule Collider** if you want to use trees individually with more accurate colliders.
- Plants and trees work with Unity Terrain, just add them with Edit Trees and Edit Details tools and start creating your forest. You can also use a demo scene as base where majority of the props and textures have been set up.
- No transparent textures or backface-culling used in models. This makes assets low poly and mobile friendly. Texture size ranges from 1024 to 2048.
- Pack contains a custom made Supercyan Shader that is used for all prop materials. Shader only supports the Built-in render pipeline.

- Older Supercyan "CelShader" shader in now a legacy shader. This shader can be found in the folder **supercyan/legacy/celshader**.
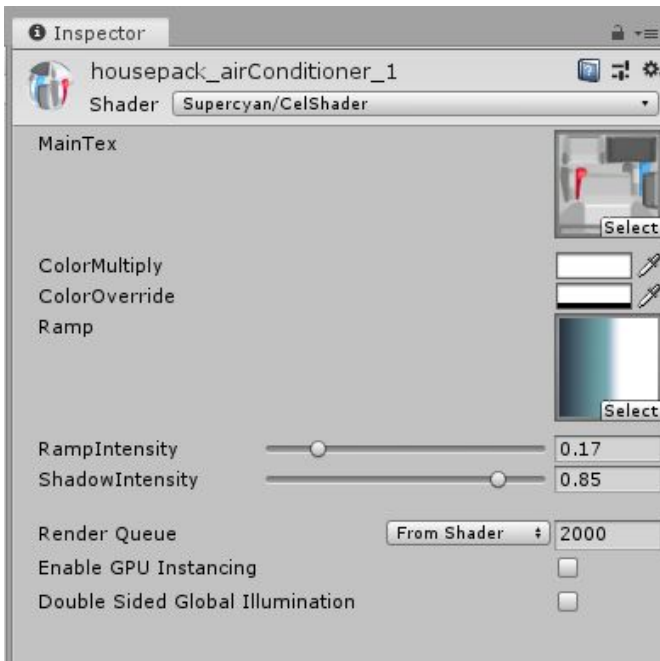
Supercyan Shader properties
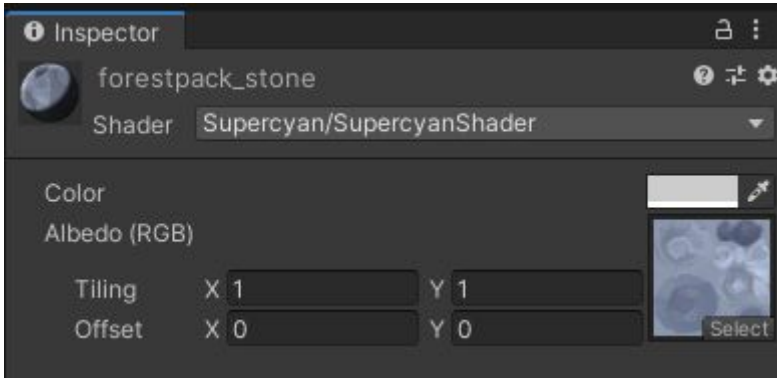
Color = Color the albedo texture is multiplied with (supports instancing).

Albedo = Albedo texture

Legacy CelShader shader properties

MainTex = Main texture

ColorMultiply = Color that gets multiplied with the main texture

ColorOverride = Color that is put on top of the main texture, alpha is the intensity

Ramp = Color lookup table that is applied based on the shadows

RampIntensity = Transparency of the applied ramp

ShadowIntensity = Shadow transparency

Support

For support contact us at via email: supercyan@wearebind.com

You can also find us at: twitter.com/supercyanassets

Our website: www.supercyanassets.com