LOW POLY NATURE BUNDLE

LMHPOLY

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Follow me on **X** / **Twitter** to see what I'm working on right now:

https://x.com/lmhpoly

I would love to hear your feedback!

Thank you for using my **Low Poly Nature Bundle**! If you've enjoyed working with it and found it useful in your project/s, please consider leaving a quick review on the Unity Asset Store. Your feedback helps me improve the assets and support future updates.

Leave a Review

Don't miss out, and be the first!

Get notified about the new "Low Poly Nature Bundle" and other asset updates + my new game asset releases straight to your inbox.

Subscribe to LMHPOLY Game Asset Newsletter.

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Introduction

Low Poly Nature Bundle includes 4 huge asset packs:

- Low Poly Modular Terrain Pack (*LMHPOLY\Low Poly Nature Bundle\Modular Terrain)*
- Low Poly Rocks Pack (*LMHPOLY\Low Poly Nature Bundle\Rocks)*
- Low Poly Trees Pack (*LMHPOLY\Low Poly Nature Bundle\Trees)*
- Low Poly Vegetation Pack (*LMHPOLY\Low Poly Nature Bundle\Vegetation)*

Every asset pack has its own documentation on how to use the assets more in-depth:

- *LMHPOLY/Low Poly Nature Bundle/Modular Terrain/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/Rocks/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/Trees/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/Vegetation/_READ_ME*

Low Poly Nature Bundle has 10 demo scenes at *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes*.

In the images above, every demo scene uses **Post-Processing** camera image effects with my custom **Post-Process Profiles** applied, which are included in the Bundle. By default, post-processing effects are not applied!

When you import the **Low Poly Nature Bundle** to Unity for the first time, your demo scenes should look something like this (no post-processing, and gamma color space - *Demo_08):*

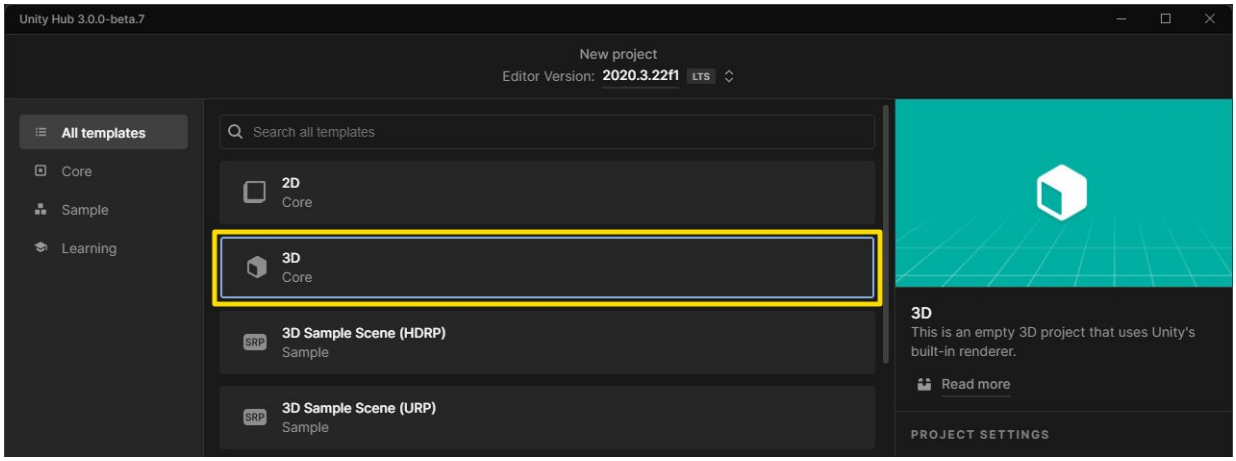
To make it look like this (with post-processing, and linear color space - *Demo_08):*

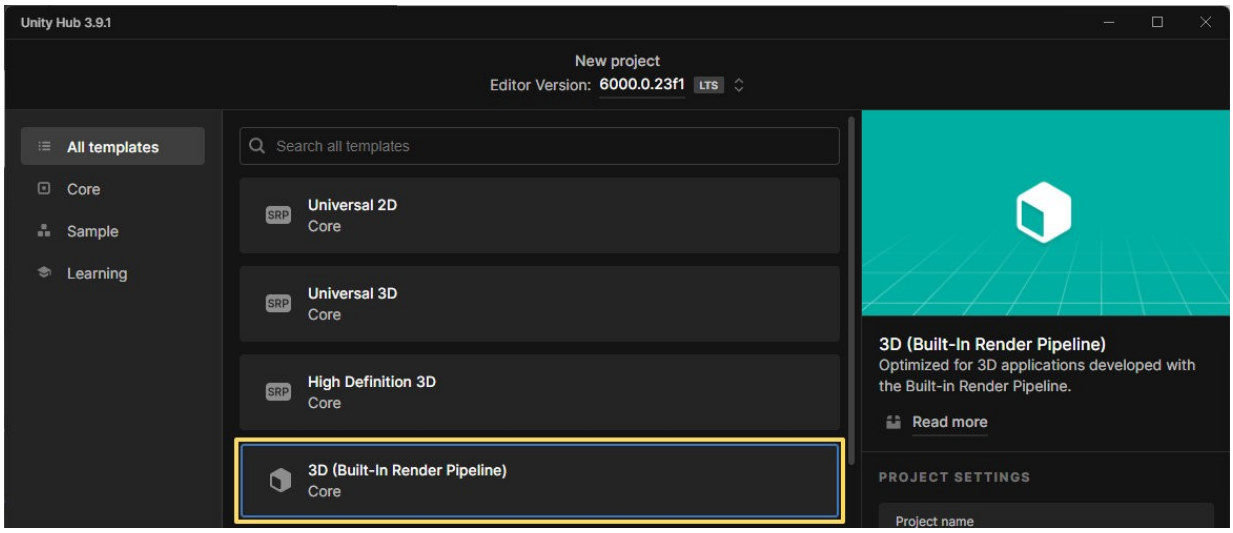
- For **3D (Built-In Render Pipeline)** watch this video tutorial or continue reading the tutorial down below!
- For **URP / Universal 3D Render Pipeline** read this tutorial section!
- For **HDRP / High Definition 3D** read this tutorial section! - this tutorial is not for post-processing, but on how to fix the dark lighting problems in the HDRP demo scenes.

How to Setup Demo Scenes (Post-Processing) in 3D (Built-In Render Pipeline) (PC, Mac & Linux)

Watch this video tutorial or continue reading the tutorial down below!

***This tutorial is made for Unity Standard Pipeline (3D Built-In Render Pipeline) only!**



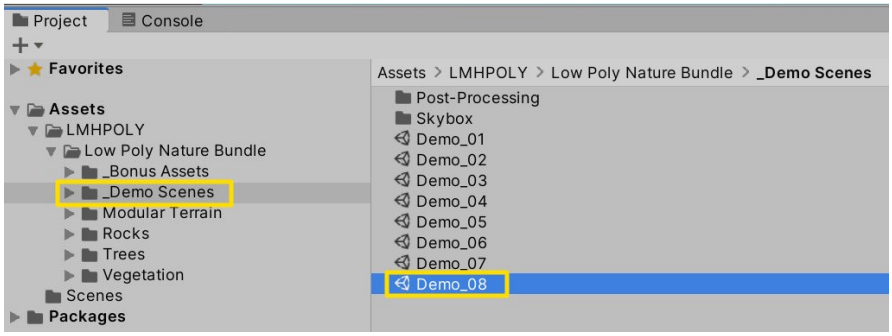


*If you are using Unity **URP / Universal 3D**, read the tutorial here.

*If you are using Unity **HDRP / High Definition 3D**, read the tutorial here.

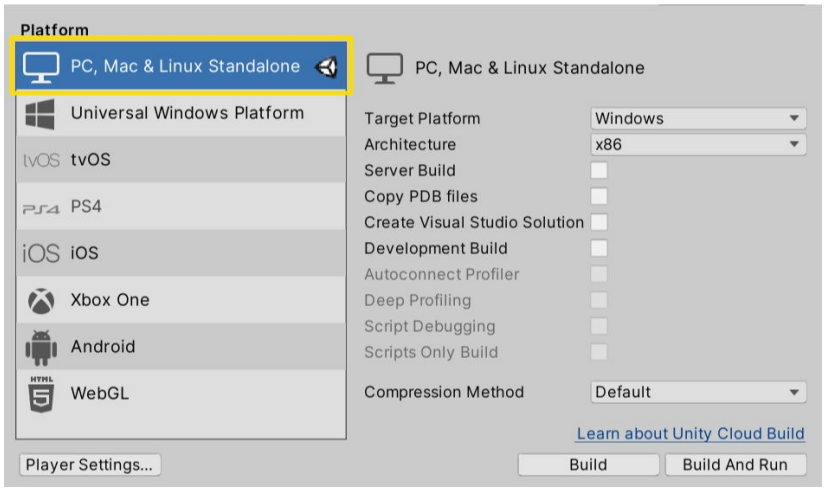
Otherwise, continue reading the tutorial on the next page...

Before we start, let's open the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes*

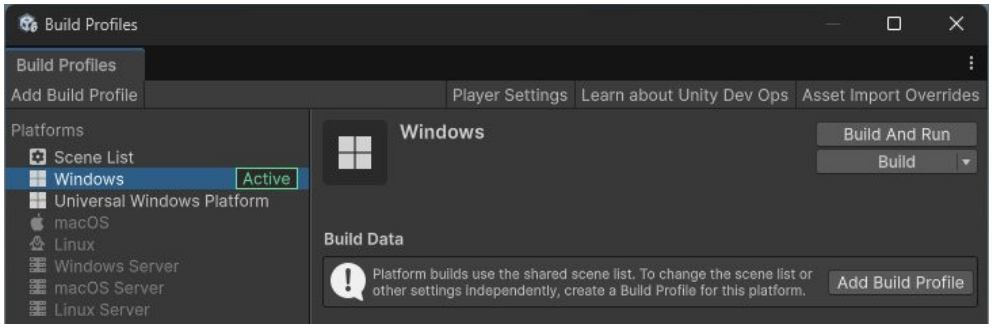


Then go to *File > Build Settings*

Make sure you are using a **PC, Mac & Linux Standalone** build.



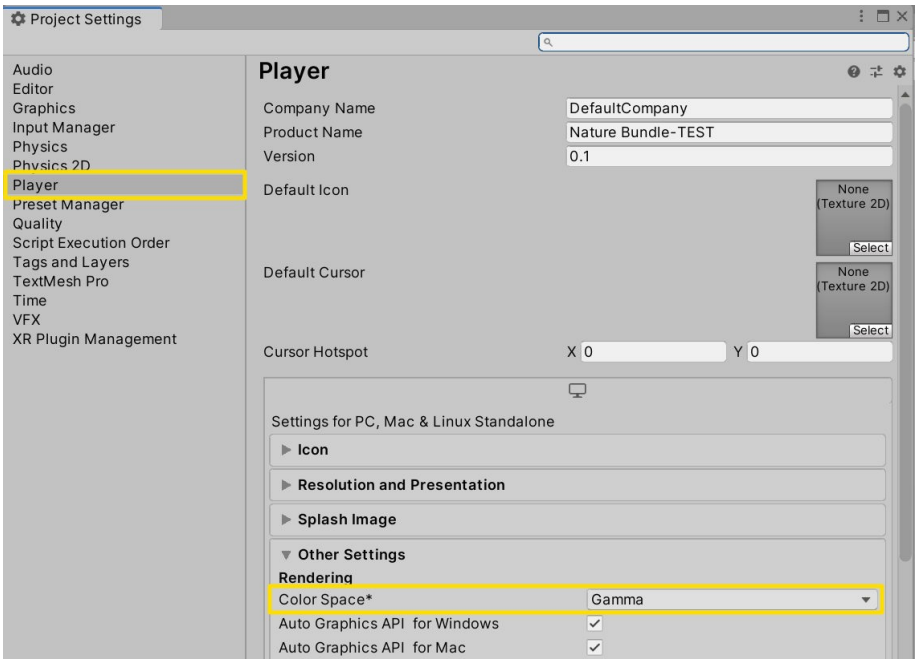
For Unity 6, go to to *File > Build Profiles*



1. Change to the Linear Color Space (older versions of Unity)

Go to the *Edit > Project Settings*

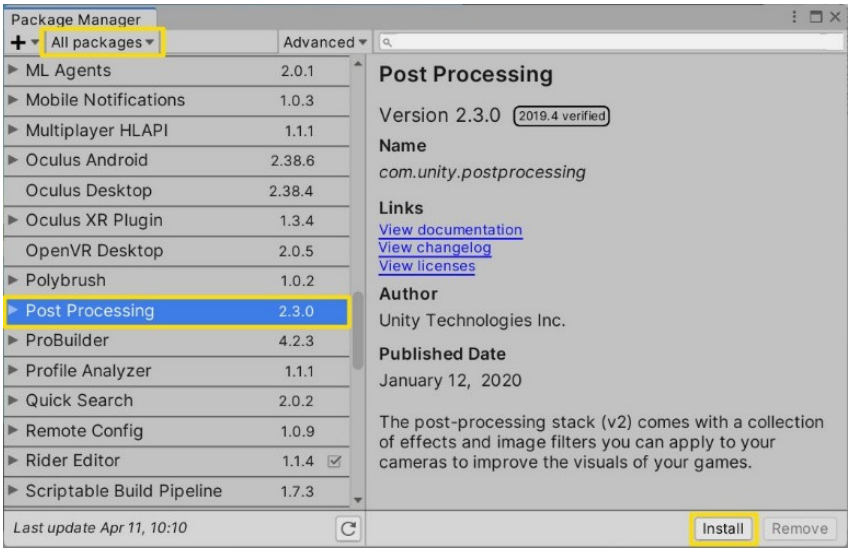
Open the **Player** tab, **Other Settings** section, and set the **Color Space*** to **Linear**.



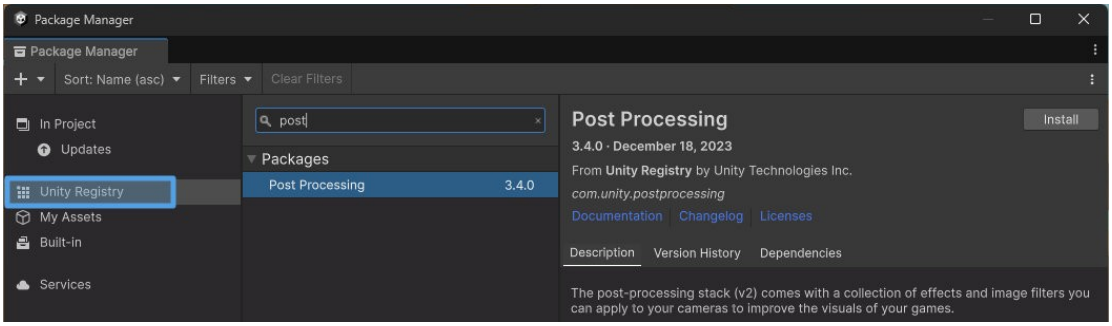
2. Install the Post-Processing

Go to the *Window > Package Manager*

Set view to **All packages**, search for the **Post Processing**, select it, and click **Install**.



For Unity 6 it's located in the **Package Manager**, **Unity Registry** tab:

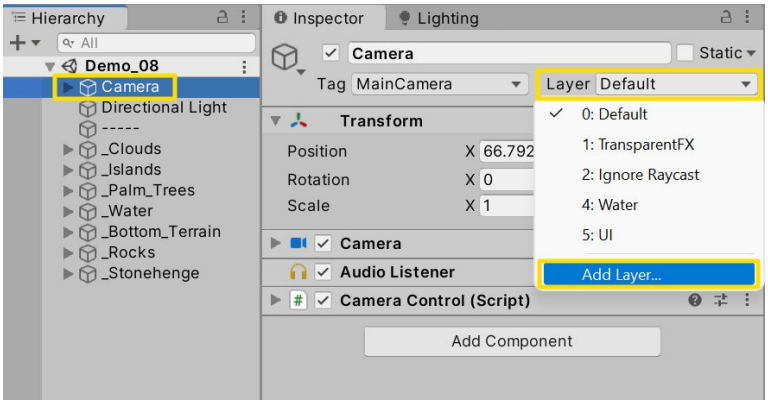


***NOTE:** If you have problems in the later steps setting up the Post-Processing:

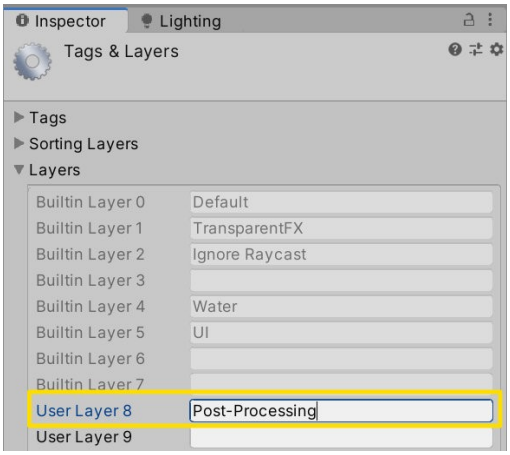
- Restart Unity.
    - If it still doesn't work, go to *Window > Package Manager*, and remove the **Post Processing** package.
    - Restart Unity
    - Install the **Post Processing** package again. Now it should work.

3. Set up the Post-Processing

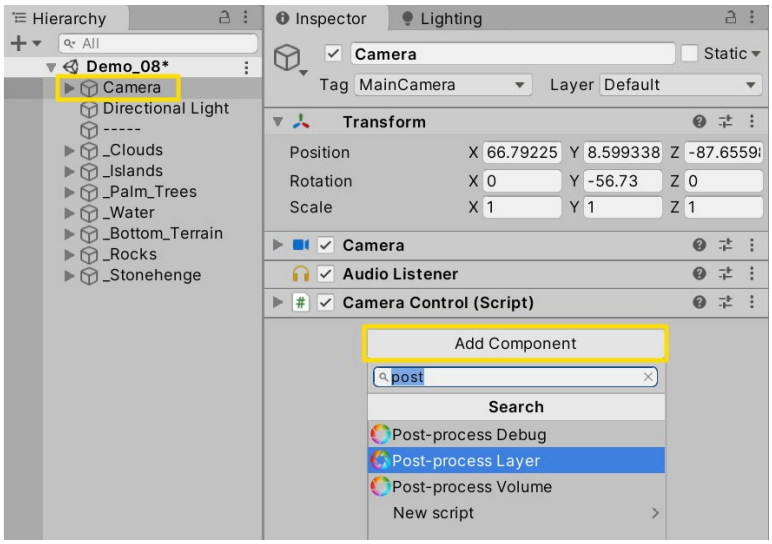
Select the **Camera** in the **Hierarchy**, click on **Layer > Add Layer**



Let's add a new layer to any blank space and call it ***Post-Processing*** *(you can call it however you want)*.

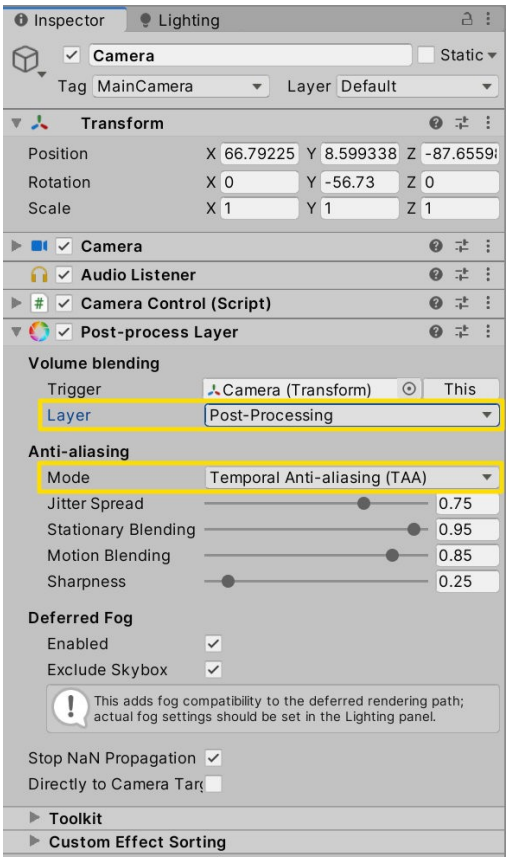


Select the **Camera** again, click on **Add Component**, and type **post** in the search bar. You should see 3 Post-process components. Click on **Post-process Layer** to add it to the **Camera**.

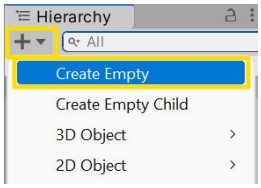


And set the **Layer** to **Post-Processing** *(the Layer we just created).*

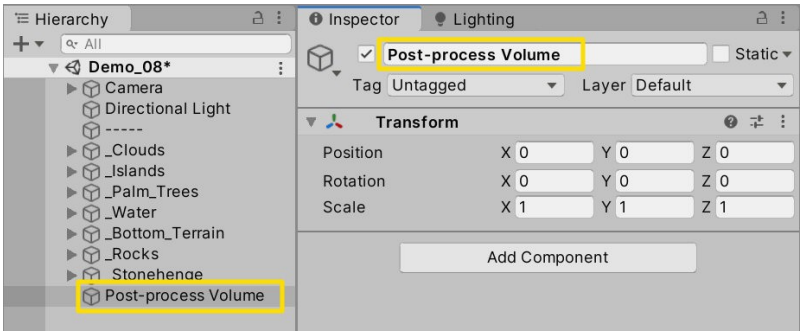
Also, I like to set **Anti-aliasing** to **Temporal Anti-aliasing (TAA)** - to get rid of those jagged edges and some screen tearing when moving the Camera in the game.



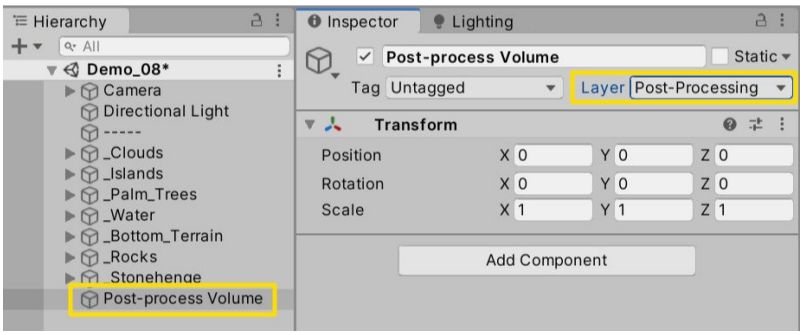
Now, inside the **Hierarchy**, we need to **Create Empty** gameObject



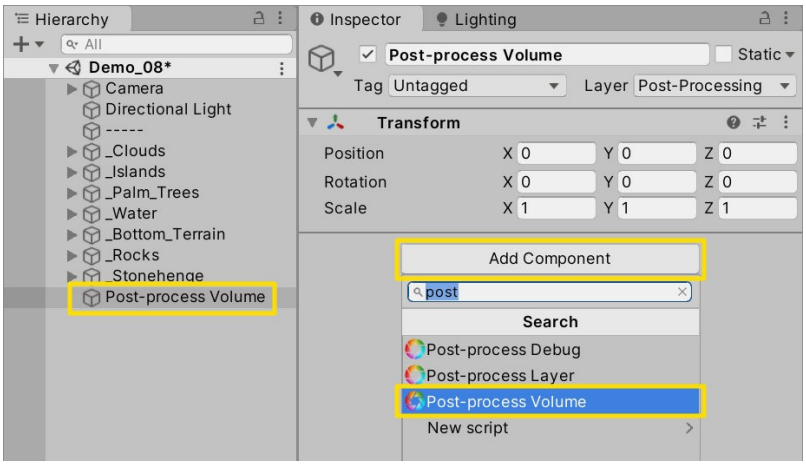
Let's call it **Post-process Volume**



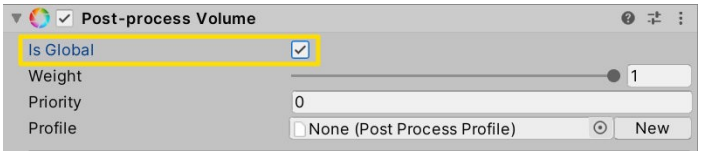
Set the **Layer** to **Post-Processing** *(the Layer we created before).*



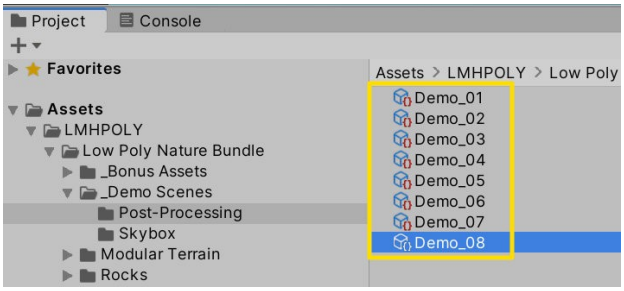
Add Component > Post-process Volume



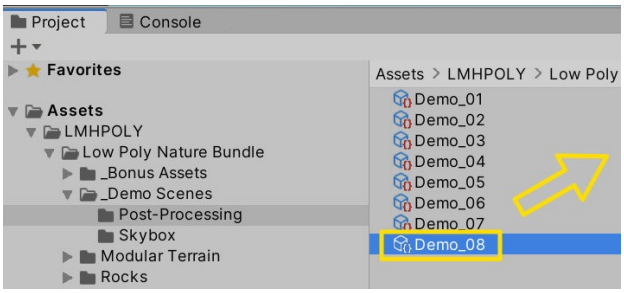
Enable **Is Global**



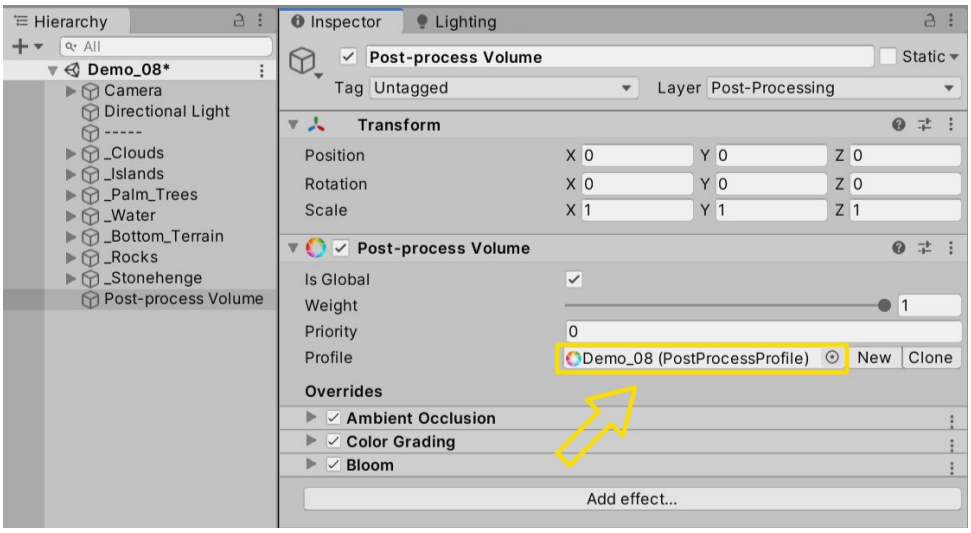
Then go to *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes/Post-Processing.* Here you can find my pre-made custom **Post-Processing Profiles**, which we can use for every Demo scene to quickly apply effects like Color Grading, Ambient Occlusion, etc.



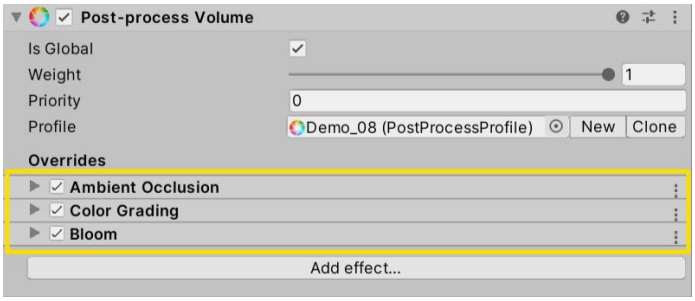
Drag and drop **Demo_08** *(Post-Process Profile)*



To the **Profile** area in the **Post-process Volume** section



Here you can see what effects this scene is using



After completing these steps, your scene should look like this:

To quickly add the Post-Processing effects to any other Demo scene by applying my custom Post-Processing profiles, you need to repeat all the steps from: adding **Post-process Layer** to the **Camera**.

Also, every single low poly asset pack has demo scenes located at:

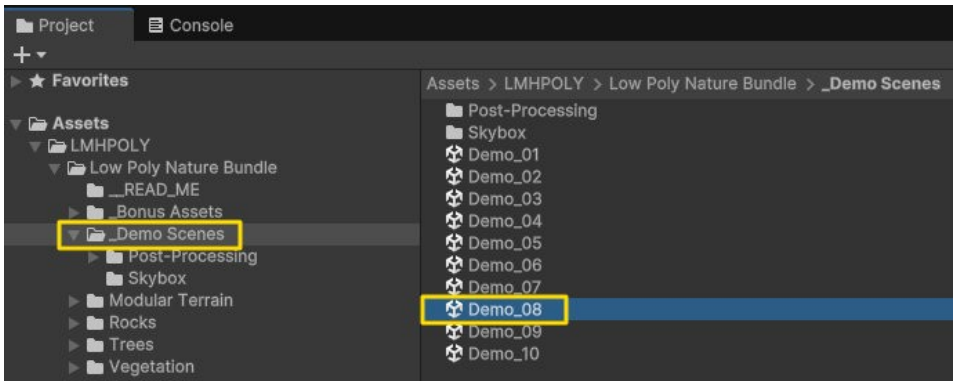
- *LMHPOLY/Low Poly Nature Bundle/**Modular Terrain**/Demo/Demo_Scenes*
- *LMHPOLY/Low Poly Nature Bundle/**Rocks**/Demo/Demo_Scenes*
- *LMHPOLY/Low Poly Nature Bundle/**Trees**/Demo/Demo_Scenes*
- *LMHPOLY/Low Poly Nature Bundle/**Vegetation**/Demo/Demo_Scenes*

And every asset pack has custom Post-Processing Profiles located at:

- ***Modular Terrain**/Demo/Demo_Scenes/ Post-Processing*
- ***Rocks**/Demo/Demo_Scenes/ Post-Processing*
- ***Trees**/Demo/Demo_Scenes/ Post-Processing*
- ***Vegetation**/Demo/Demo_Scenes/ Post-Processing*

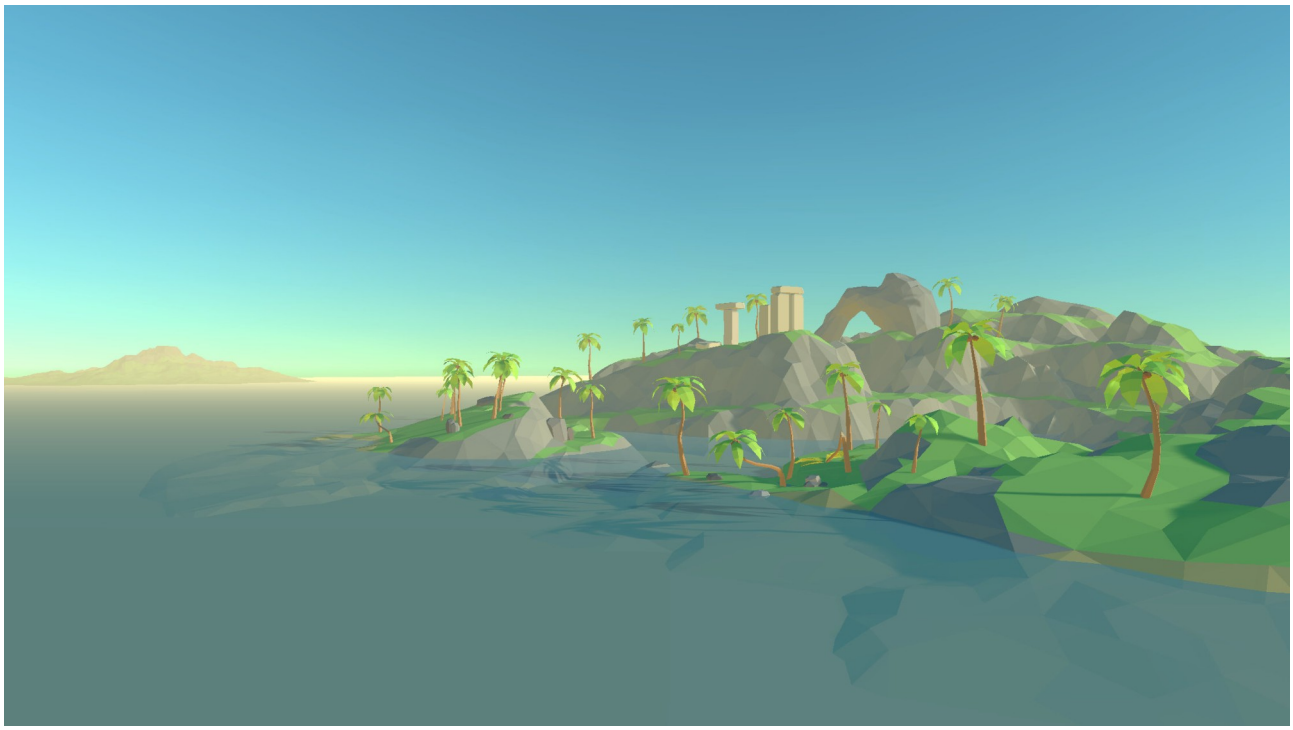
How to Setup Demo Scenes (Post-Processing) in URP / Universal 3D (PC, Mac & Linux)

Before we start, let's open the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes*



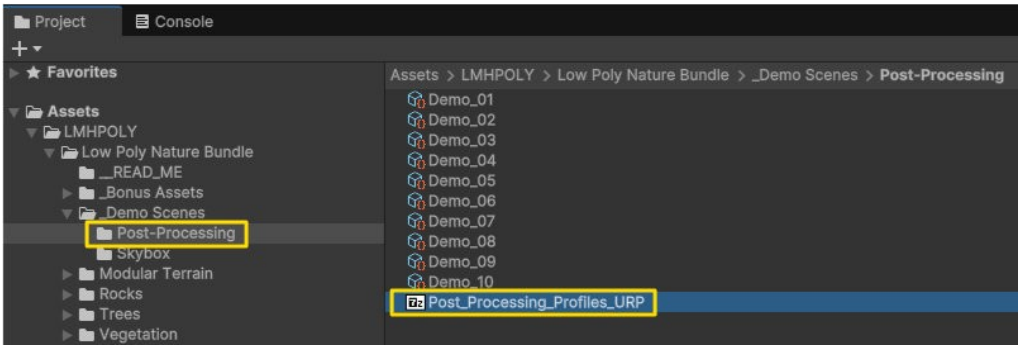
*If your scene has **Pink Materials**, read on how to fix it here.

Your scene "**Demo_08**" should look like this:



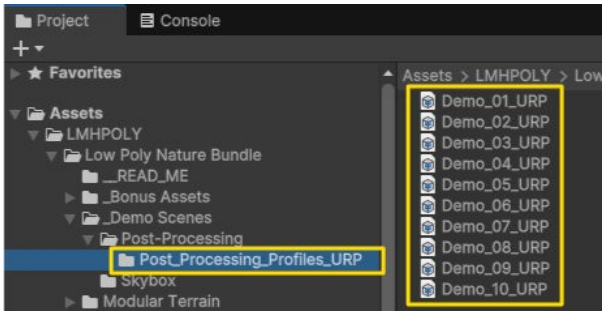
Unity 6 example

Open the **Post-Processing** folder located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes\Post-Processing*

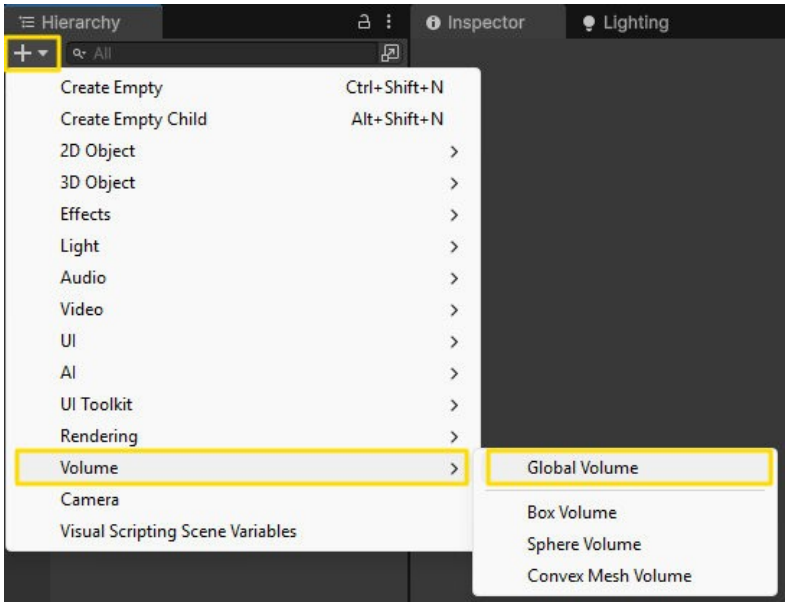


You will find the zip file "**Post_Processing_Profiles_URP**." Open it in the file explorer and extract the files inside to a new folder called *"Post_Processing_Profiles_URP,"* or whatever you call it.

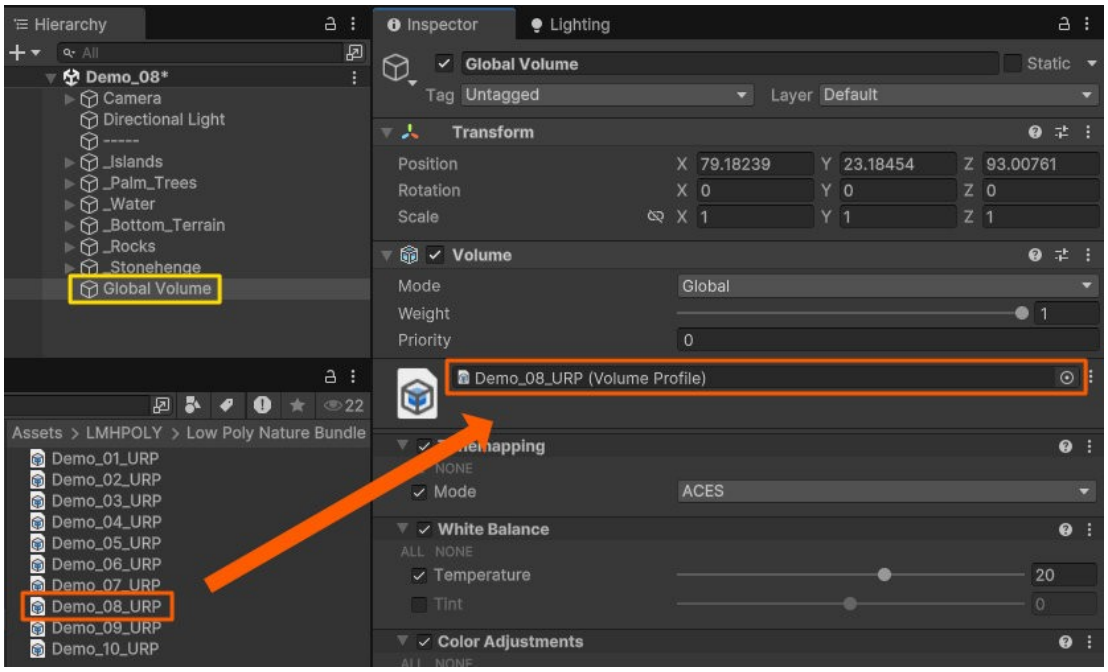
You will see 10 Post-Processing Profile files for 10 demo scenes: *Demo_01_URP, Demo_02_URP, etc.*



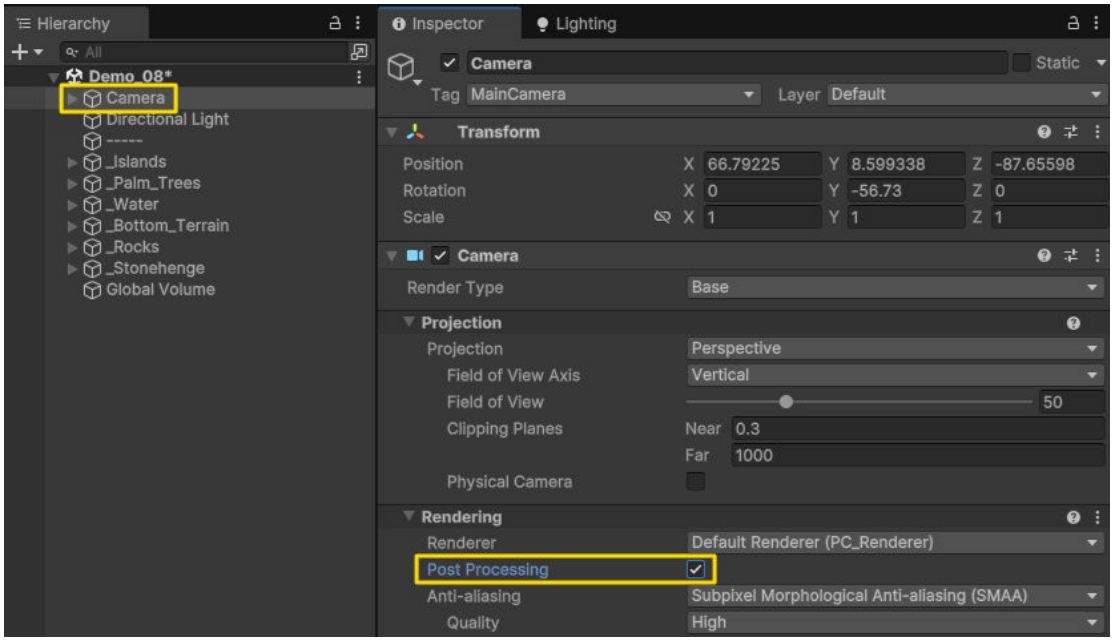
Now, inside the **Hierarchy**, press the '**+**' *> Volume > Global Volume*



Select the newly created **Global Volume** inside the **Hierarchy**. Drag and drop **Demo_08_URP** Post-Processing Profile to the **(Volume Profile)** location *(highlighted in the picture below.)*

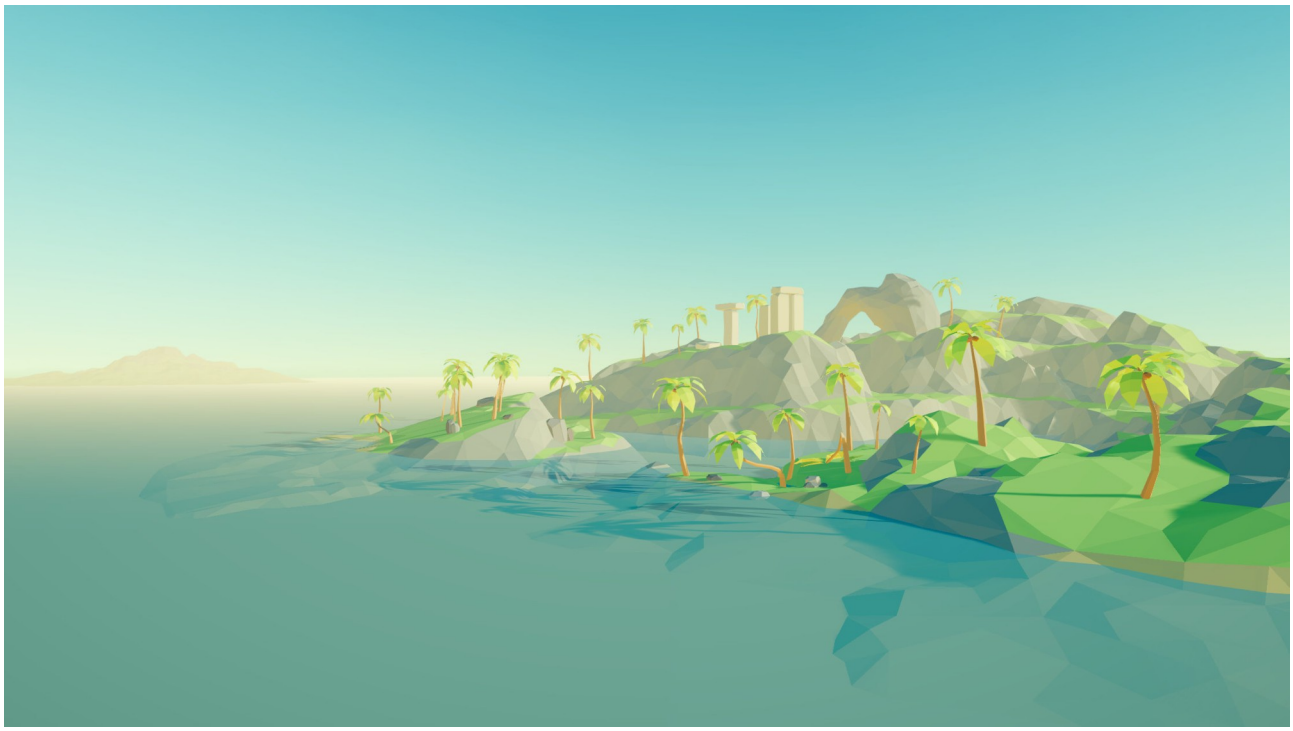


Now, Post-Processing will work in the **Scene View** only. To make it appear in the **Game View**, select the **Camera** and enable **Post-Processing**.



*You can also enable **Anti-aliasing**, which is below the Post Processing option, to make the image look smooth. Can be a big performance hit, depending on the hardware and the mode you choose.

And that's it. The **Demo_08** scene should look like this:



BONUS TIP

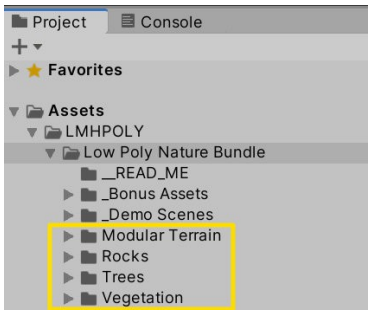
Some of the demo scenes have a second Directional Light, '**Sun Ambient**,' added to the scene to fake bounced lighting and add more depth to the scene. For example, *Demo_09* and *Demo_10* have it.

In Unity URP / Universal 3D, **'Sun Ambient'** can be too strong compared to when it's used in the Unity Built-In render pipeline. I recommend reducing the **'Sun Ambient' Intensity** to a lower value. For example, for the **Demo_09**, I set the **'Sun Ambient' Intensity** to as low as **0.02**, and it looks better, not too bright.

How to Use the Assets

Low Poly Nature Bundle includes **4** huge asset packs located at:

- Low Poly Modular Terrain Pack (*LMHPOLY\Low Poly Nature Bundle**Modular Terrain**)*
- Low Poly Rocks Pack (*LMHPOLY\Low Poly Nature Bundle**Rocks**)*
- Low Poly Trees Pack (*LMHPOLY\Low Poly Nature Bundle**Trees**)*
- Low Poly Vegetation Pack (*LMHPOLY\Low Poly Nature Bundle**Vegetation**)*



***All assets are ready to use and are located inside the **Prefabs** folder/s.

For example, if you want to use:

- **Modular Terrain** prefabs, go to *LMHPOLY/Low Poly Nature Bundle/**Modular Terrain**/Terrain_Assets/**Prefabs**.*
- **Rock** prefabs, go to *LMHPOLY/Low Poly Nature Bundle/**Rocks**/Rock Assets/**Prefabs***
- **Tree** prefabs, go to LMHPOLY/Low Poly Nature Bundle/**Trees**/Tree Assets/**Prefabs**
- **Vegetation** prefabs, go to *LMHPOLY/Low Poly Nature Bundle/**Vegetation**/Vegetation Assets/**Prefabs***
- Also, there are **BONUS** assets at *LMHPOLY/Low Poly Nature Bundle/**_Bonus Assets/Prefabs***

***Make sure to use these settings before using my assets for the best experience:**

Drag and drop any prefab to your **Scene** / **Hierarchy**.

To learn more about prefab types and naming conventions, learn how to use the prefabs in more detail: changing colors, painting grass, painting textures, modifying terrain - continue reading the next page...

Every asset pack has its own **Documentation.pdf** on using the assets more in-depth.
Documentations are located at:

- *LMHPOLY/Low Poly Nature Bundle/**Modular Terrain**/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/**Rocks**/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/**Trees**/_READ_ME*
- *LMHPOLY/Low Poly Nature Bundle/**Vegetation**/_READ_ME*

Open the **Documentation.pdf** for:

- **Rocks** and go to the page **40** - *How to use "Low Poly Rocks Pack"*
- **Modular Terrain** and go to the page **46** - *How to use "Low Poly Modular Terrain Pack"*
- **Trees** and go to the page **41** - *How to use "Low Poly Trees Pack"*
- **Vegetation** and go to the page **47** - *How to use "Low Poly Vegetation Pack"*

I highly recommend watching these 2 videos on how to use Modular Terrain:

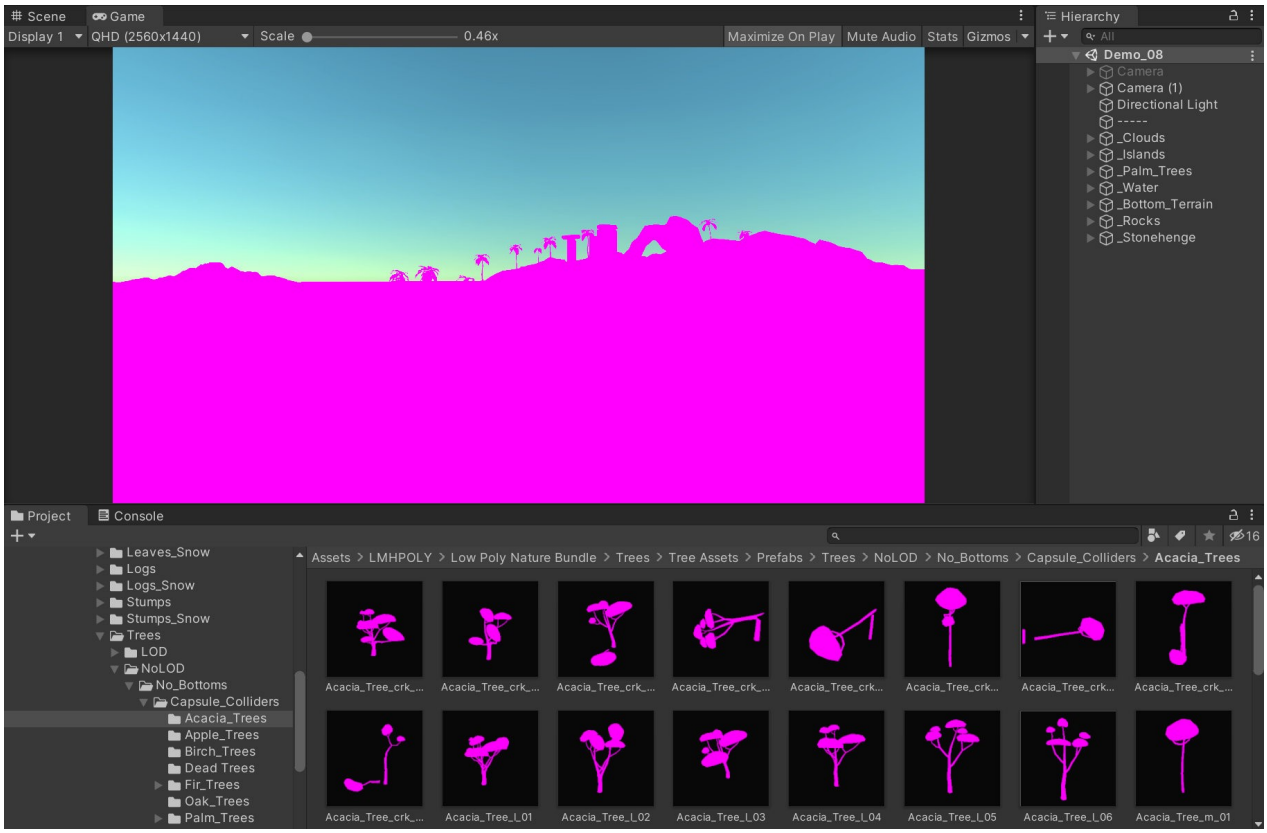
Unity Tutorial: How to Use - Low Poly Modular Terrain Pack

Unity Tutorial - Sculpt, Texture & Paint Assets on the Mesh (Polybrush)

Unity URP (Universal 3D)

Fix Pink Materials

After importing **Low Poly Nature Bundle** to your Unity **Universal Render Pipeline (URP) / Universal 3D** project, you might encounter pink textures.

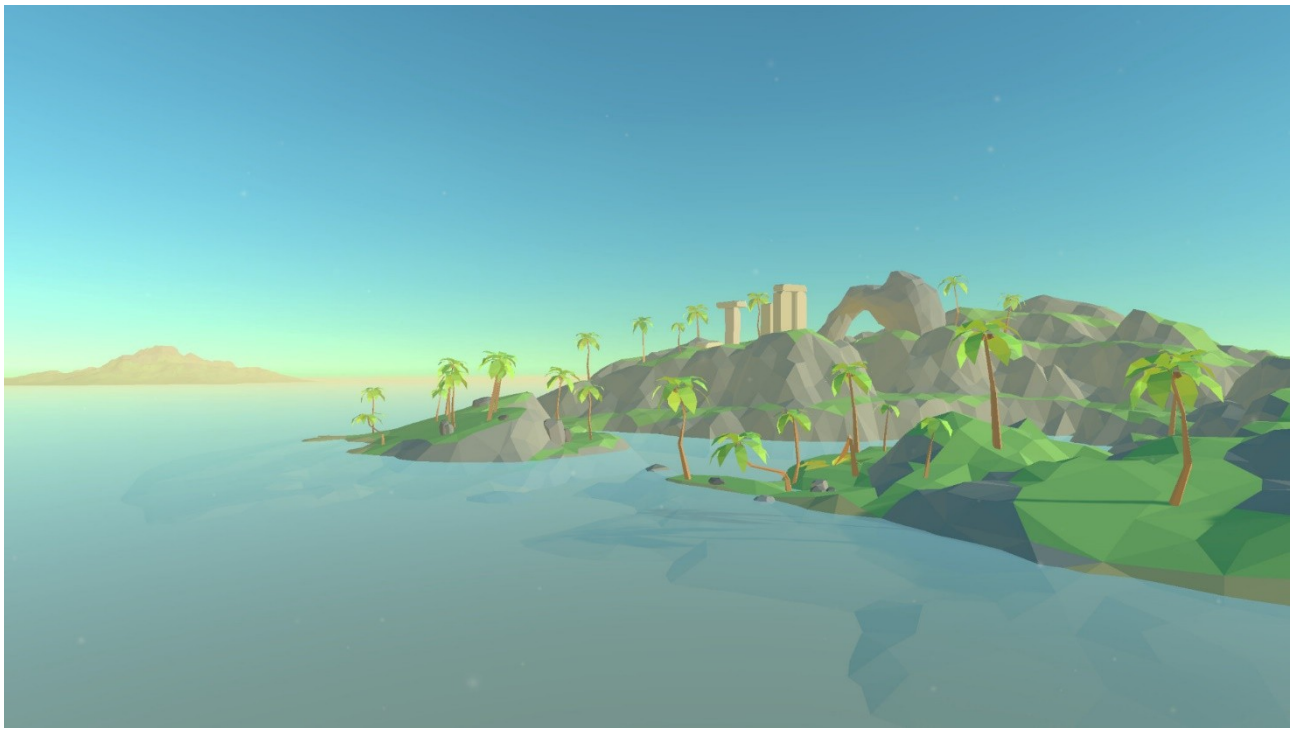


All of the **Low Poly Nature Bundle** assets use materials with a default **Standard Unity Shader**. But **URP / Universal 3D** uses different materials and shaders, so we need to change all materials from **Standard shader** to **Universal Render Pipeline/Lit shader**.

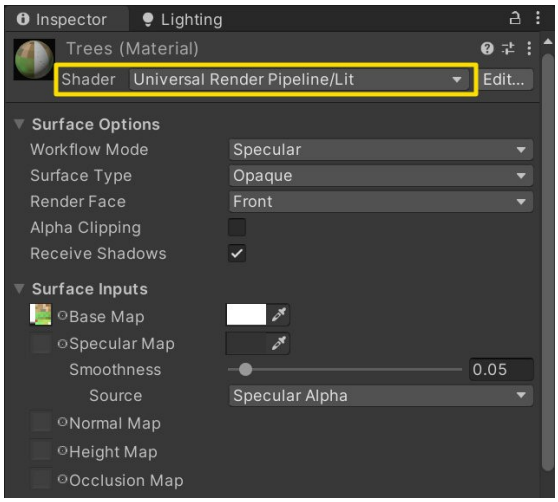
For older versions of Unity, for example 2019.4

Go to *Edit > Render Pipeline > Universal Render Pipeline >* ***Upgrade Project Materials to UniversalRP Materials***

Now the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes* should look like this:

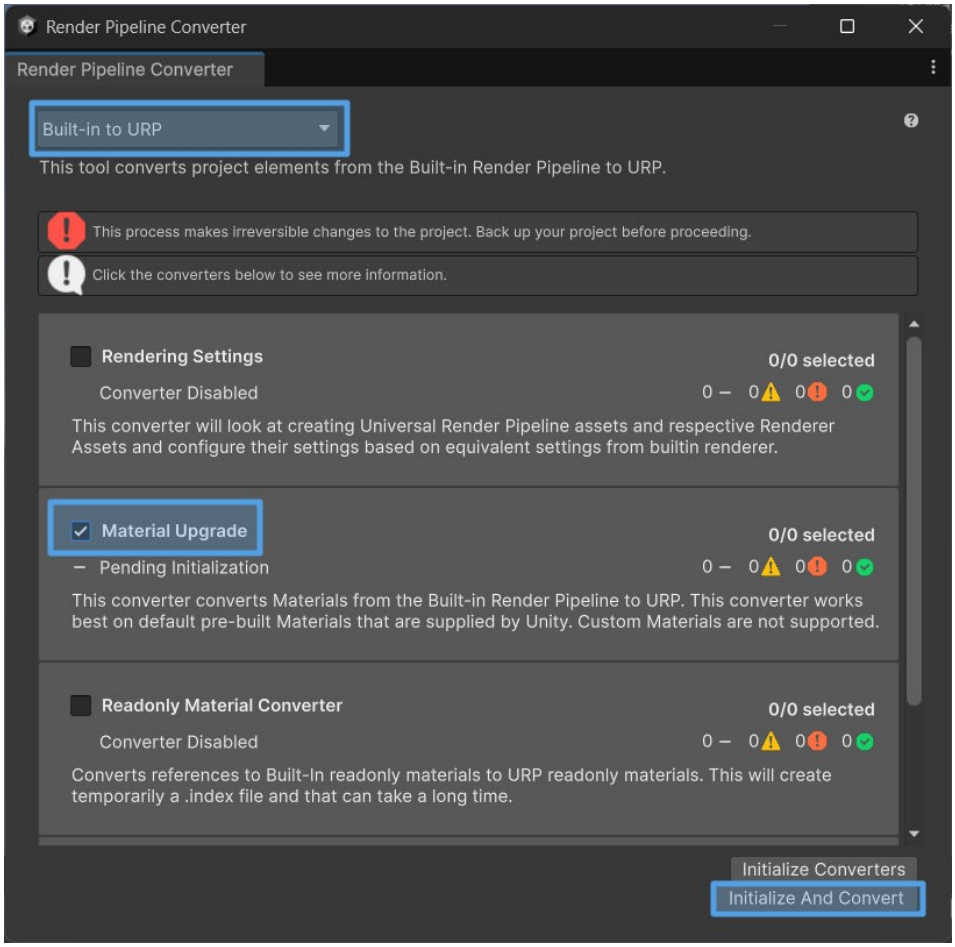


All project Materials that used **Standard shader** were converted to **Universal Render Pipeline/Lit** shader.



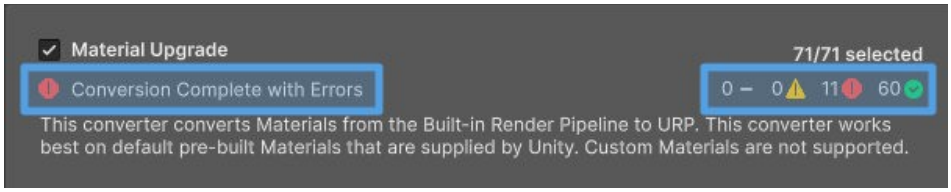
For newer versions of Unity, for example Unity 2021 - Unity 6

Go to *Window* > *Rendering* > ***Render Pipeline Converter.***



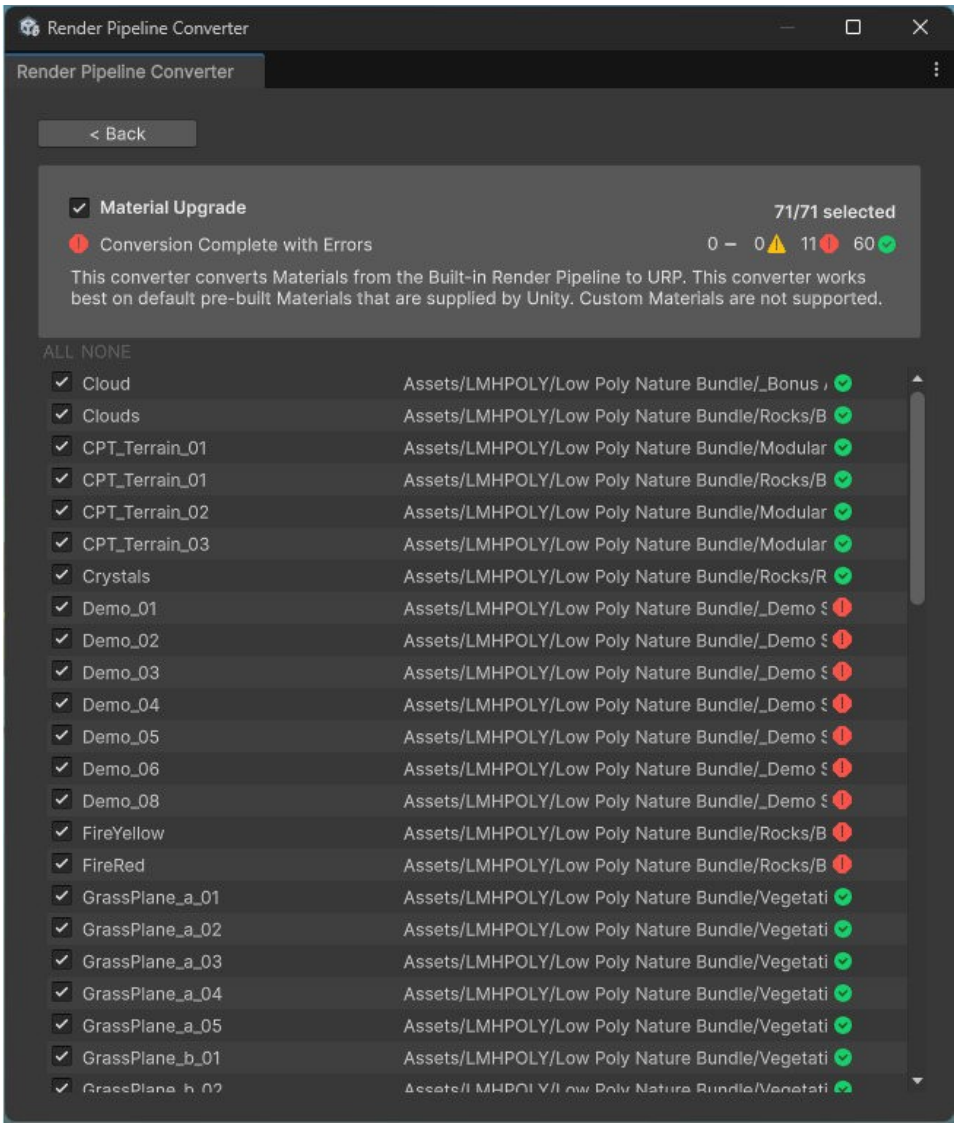
Make sure that the **Built-in to URP** is set. Enable **Material Upgrade** and press **Initialize And Convert**.

After it's completed you will see the message ***'Conversion Completed with Errors.'*** This is what we want.

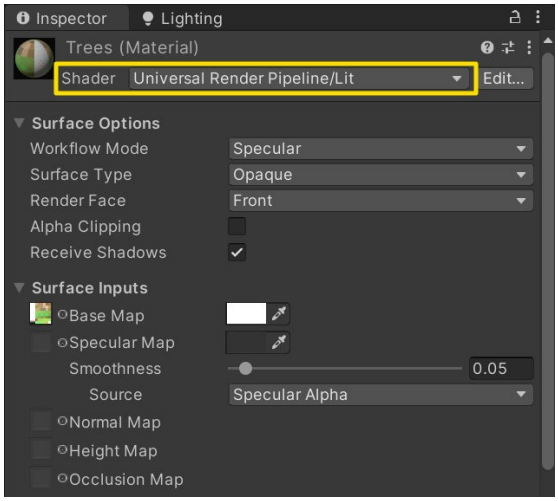


Error and completed messages count can be different for you!

You can click on the **Material Upgrade** section to see which of the Materials were completed conversions and which ones not.

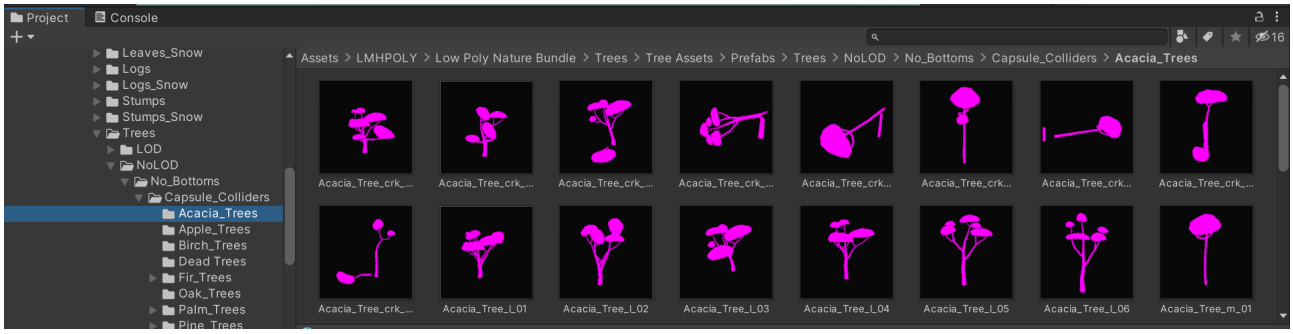


All project Materials that used **Standard shader** were converted to **Universal Render Pipeline/Lit** shader.

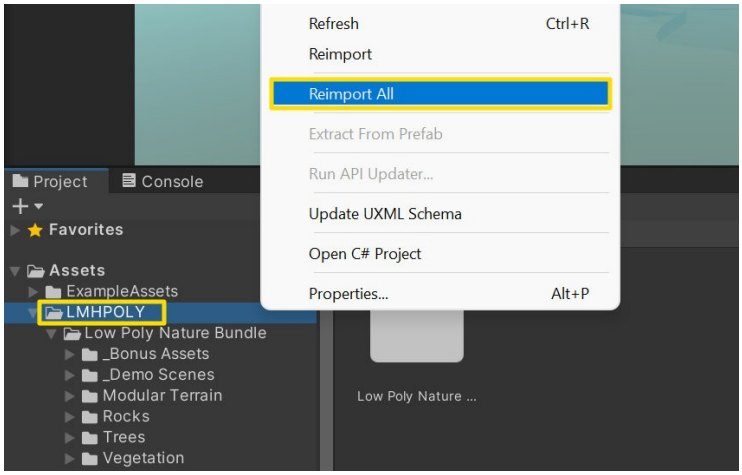


*You can also do conversion manually by selecting **Material** and changing the **Shader** but it's much slower.

Now, if you open any **Prefabs** folder, all prefabs might still be pink in the preview window

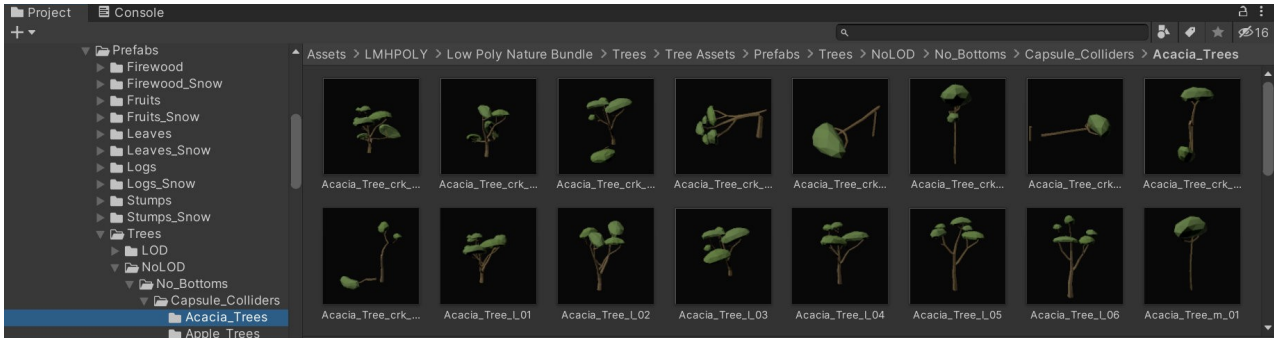


If so, to fix that – **RClick** on the *LMHPOLY* folder, which contains all of the assets, and select **Reimport All**.



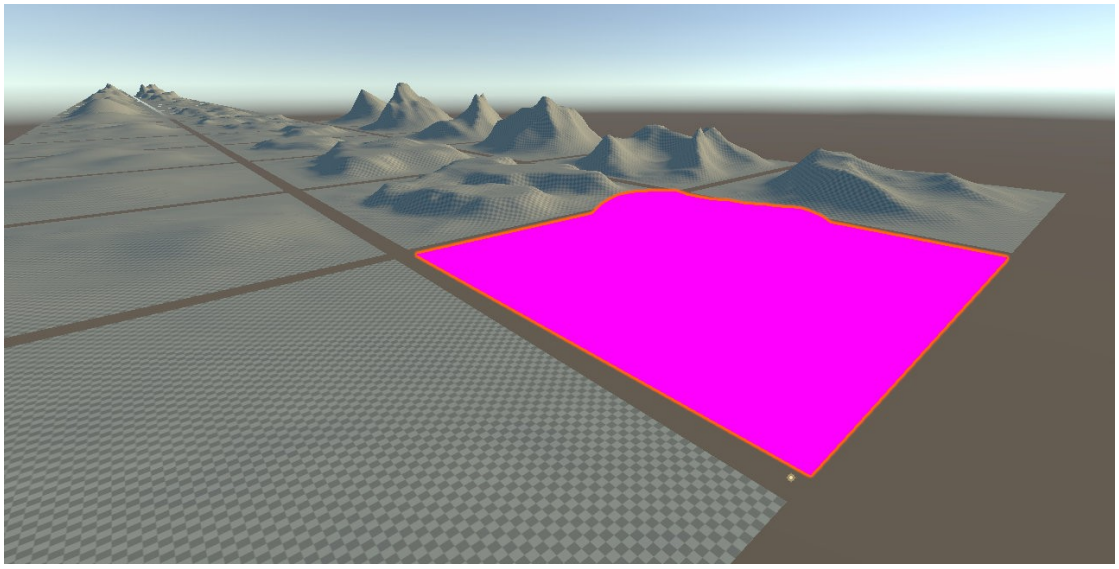
This can take a while since Unity will reimport the whole project with thousands of files...

After the reimport is done, you should see that all the **prefabs** have a normal color preview. *LMHPOLY/Low Poly Nature Bundle/Trees/Tree Assets/Prefabs/Trees/NoLOD/No_Bottoms/Capsule_Colliders/**Acacia_Trees*** folder example:



Fix Pink Materials on U_Terrain

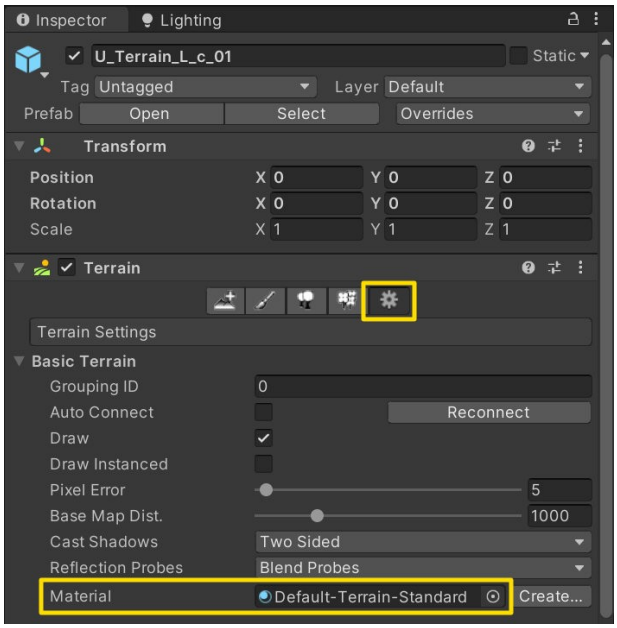
Go to the *LMHPOLY/Low Poly Nature Bundle/Modular Terrain/Demo/Asset Scenes* and open the **U_Terrain_Assets** demo scene.



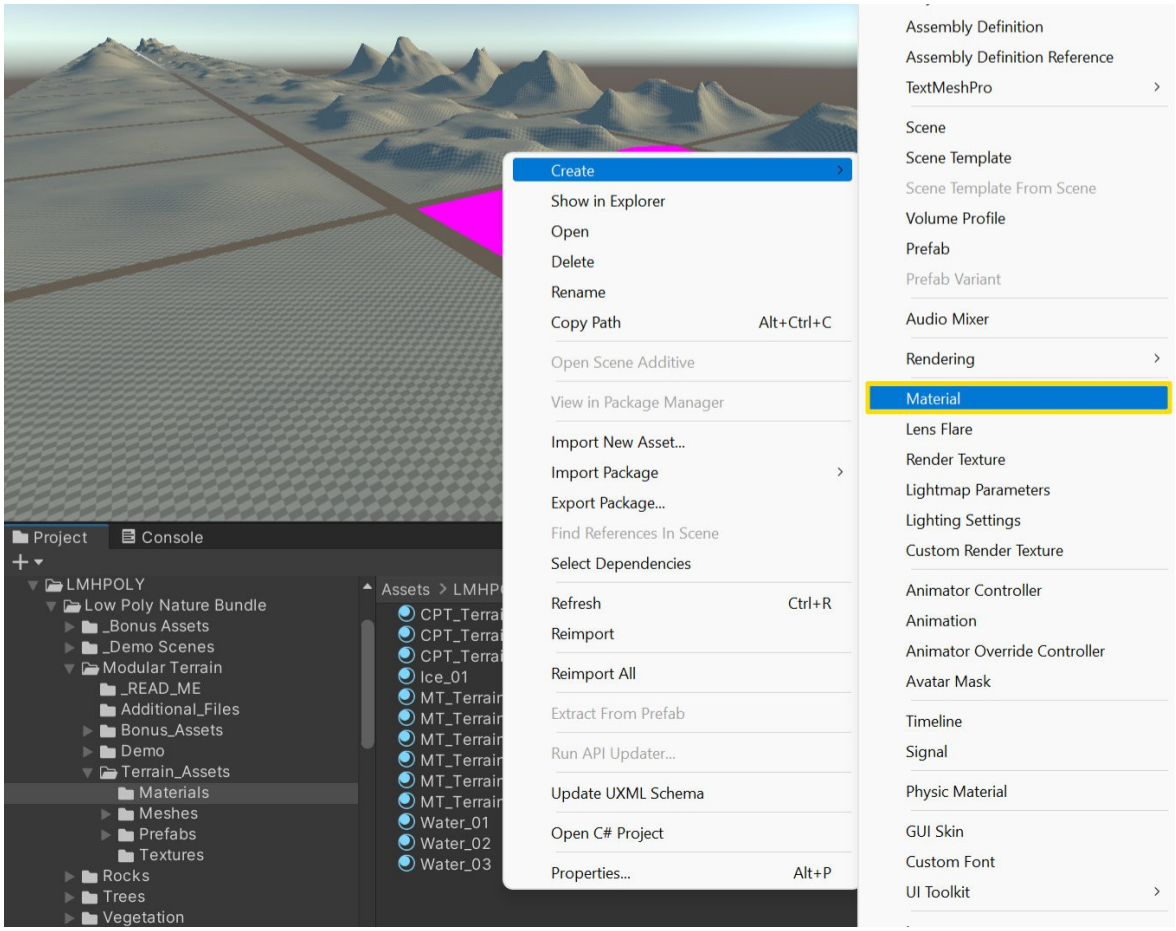
*If you still have pink material on **U_Terrain** prefabs after *Edit > Render Pipeline > Universal Render Pipeline > **Upgrade Project Materials to UniversalRP Materials***, follow the instructions below.

U_Terrain prefabs are located at: *LMHPOLY\Low Poly Nature Bundle\Modular Terrain\Terrain_Assets\Prefabs\Terrain\U*

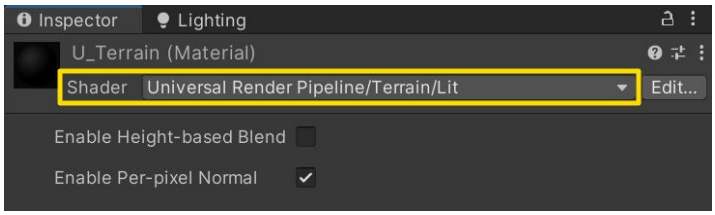
U_Terrain uses **Default-Terrain-Standard** material from a built-in render pipeline.



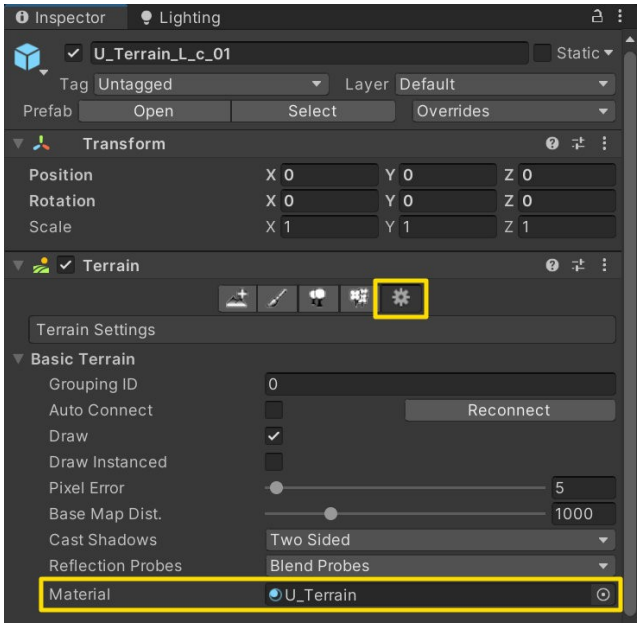
URP uses completely different terrain material, which you need to create and apply manually if Unity didn't do it! Create a new **Material** and call it **U_Terrain**.

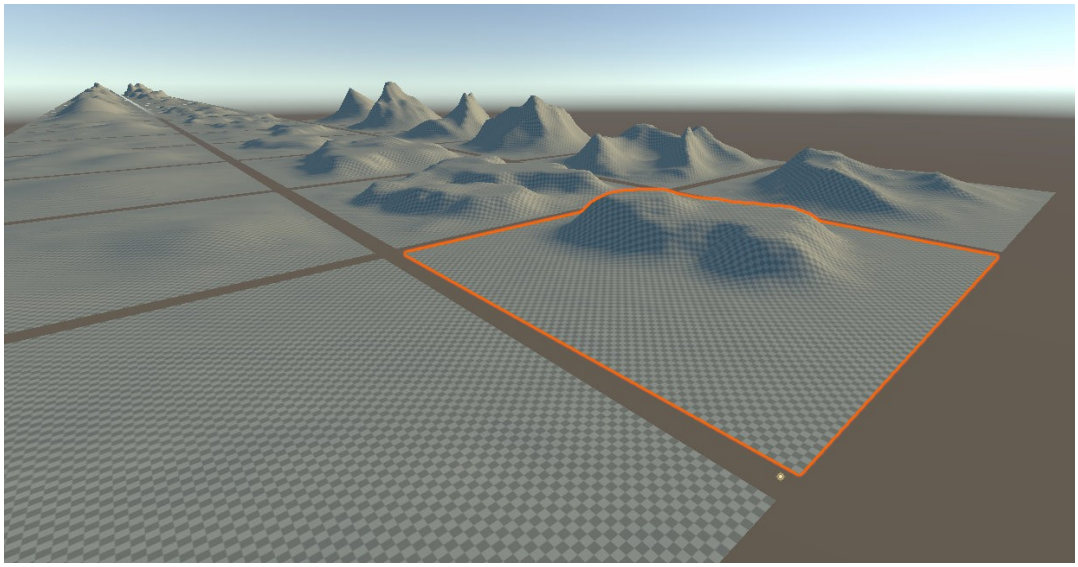


Select newly created Material **U_Terrain** and change the **Shader** to **Universal Render Pipeline/Terrain/Lit**



And apply it to the **U_Terrain** prefab/s

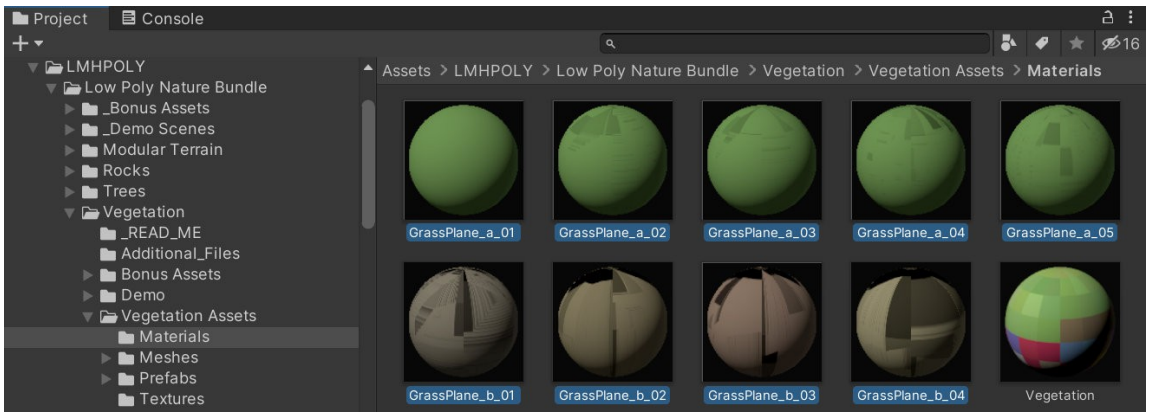

Inspector
Lighting
U_Terrain_L_c_01
Static
Tag Untagged
Layer Default
Prefab Open Select Overrides
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Terrain
Terrain Settings
Basic Terrain
Grouping ID 0
Auto Connect Reconnect
Draw
Draw Instanced
Pixel Error 5
Base Map Dist. 1000
Cast Shadows Two Sided
Reflection Probes Blend Probes
Material U_Terrain

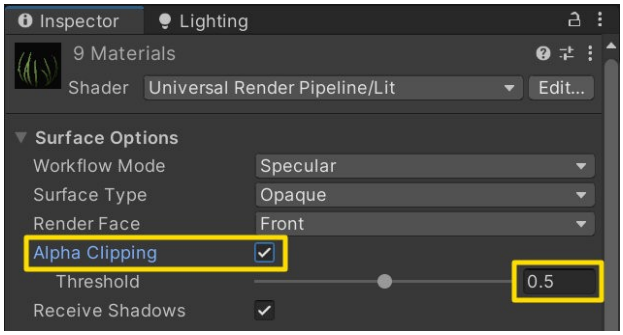


Fix GrassPlane Materials

Go to the *LMHPOLY/Low Poly Nature Bundle/Vegetation/Demo/Demo_Scenes* and open the **Demo_01** scene. If your **GrassPlanes** look like this:

Go to *LMHPOLY/Low Poly Nature Bundle/Vegetation/Vegetation Assets/Materials*. Select all **GrassPlane** materials and enable **Alpha Clipping**.





Now, the **GrassPlanes** should look like this:

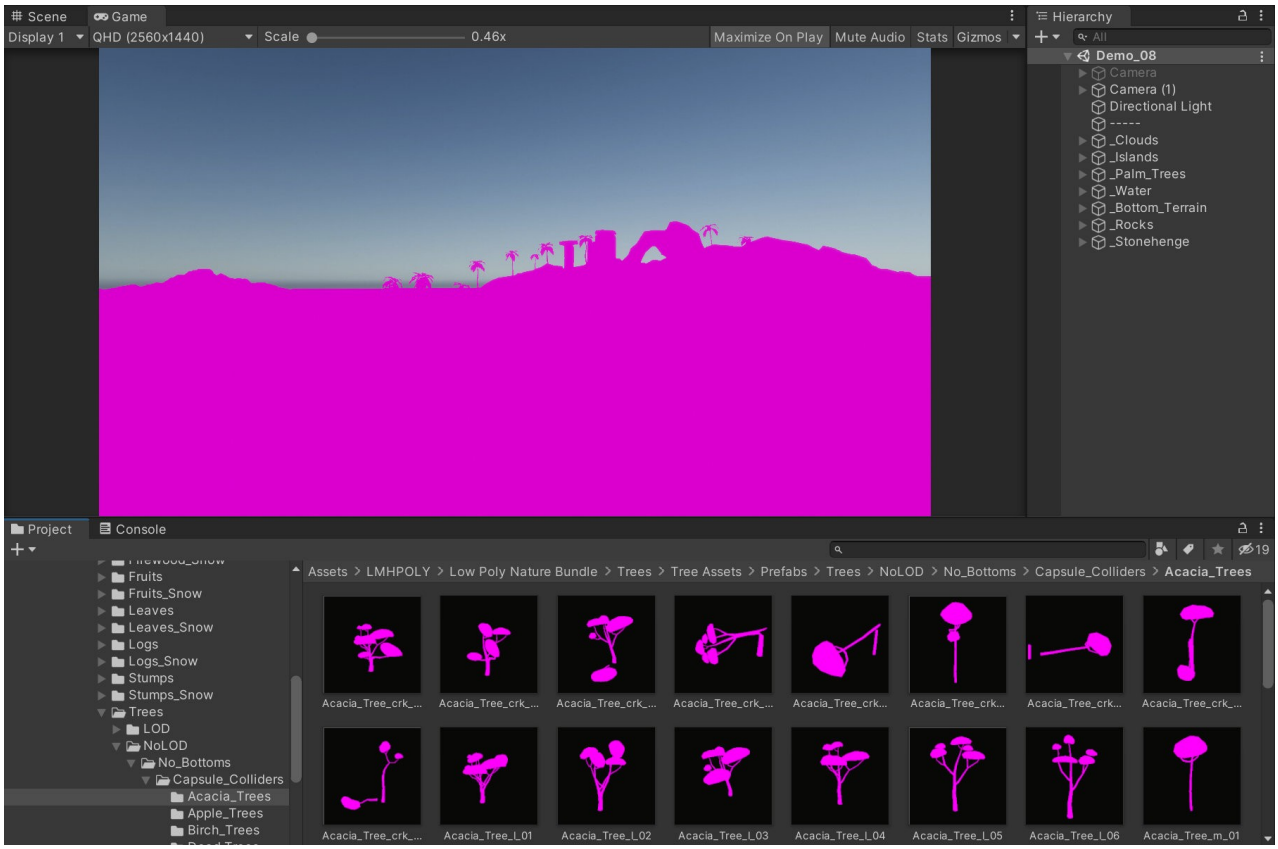
URP Post-Processing

*Since I don't have post-processing profiles made for URP, I have this video tutorial you can watch on How to Setup Post-Processing in Unity URP for my or your own scenes.

Unity HDRP (High Definition 3D)

Fix Pink Materials

You might encounter pink textures after importing **Low Poly Nature Bundle** to your Unity **High Definition Render Pipeline (HDRP) / High Definition 3D** project.



All of the **Low Poly Nature Bundle** assets use materials with a default **Standard Unity Shader**. But **HDRP / High Definition 3D** uses different materials and shaders, so we need to change all materials from **Standard shader** to **HDRP/Lit shader**.

For older versions of Unity, for example 2019.4

Go to *Edit > Render Pipeline > HD Render Pipeline > Upgrade from Builtin pipeline >* ***Upgrade Project Materials to High Definition Materials***

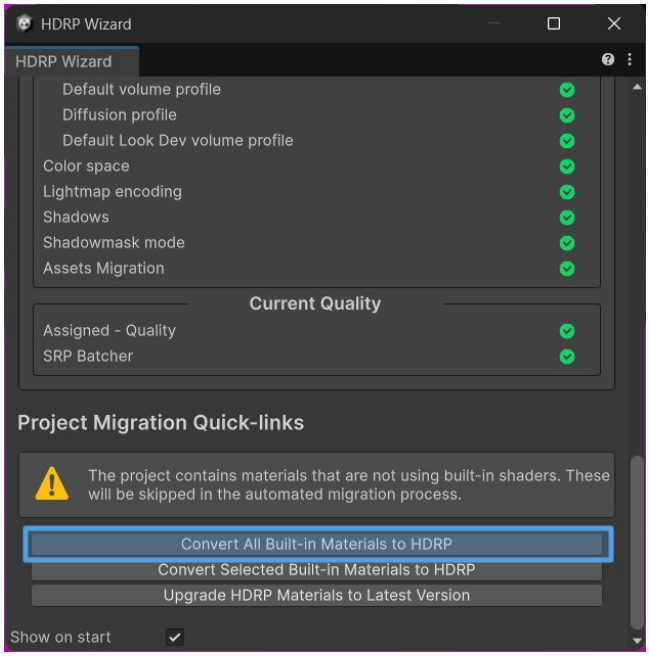
For newer versions of Unity, for example Unity 2021 - Unity 6

Go to *Edit > Rendering > Materials >* ***Convert All Built-In Materials to HDRP****.*

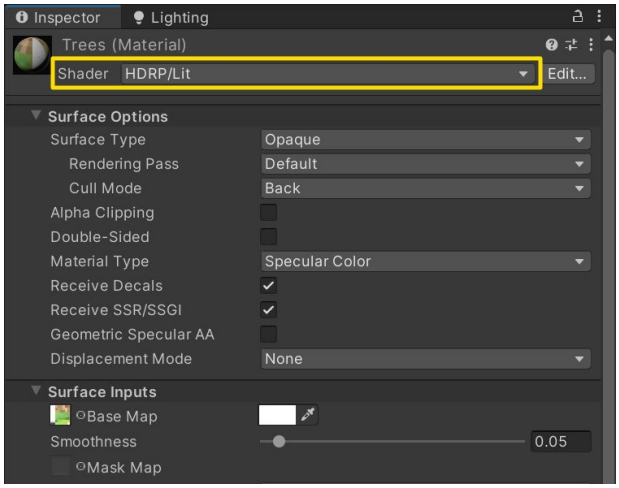
Or

Go to *Window > Rendering >* ***HDRP Wizard.***

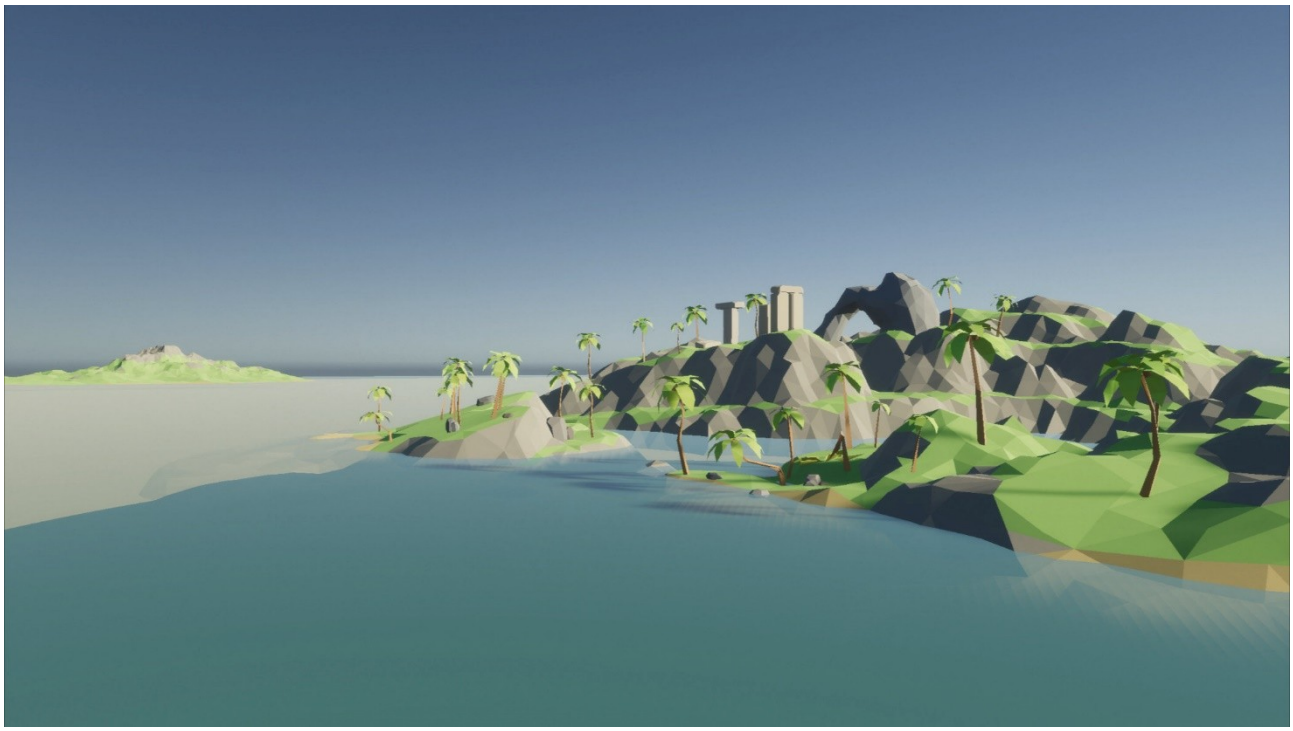
Scroll to the bottom and press **Convert All Built-In Materials to HDRP**.



All project Material shaders that use **Standard** shader were changed to **HDRP/Lit** shader.

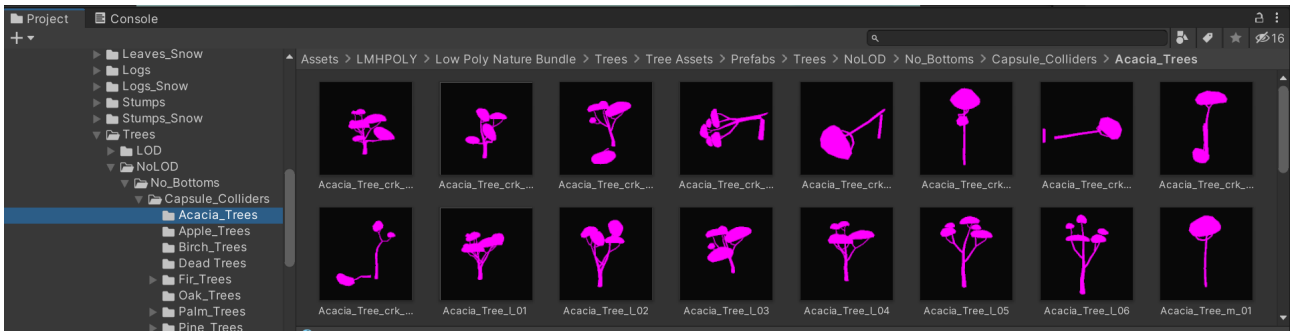


Now the **Demo_08** scene located at: *LMHPOLY/Low Poly Nature Bundle/_Demo Scenes* should look something like this:

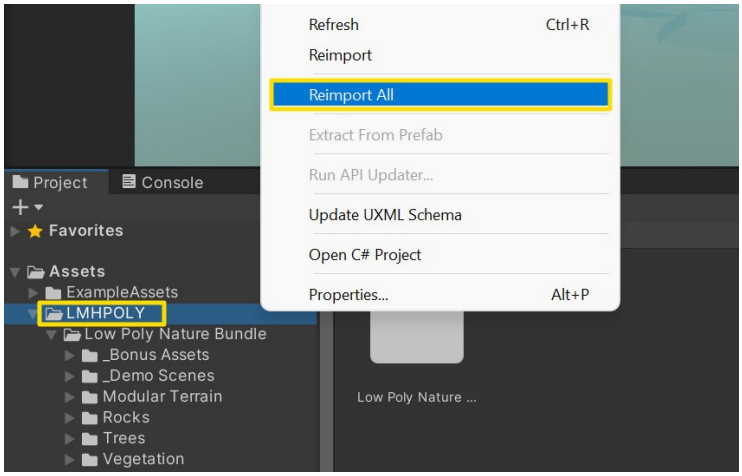


*If the scene looks dark, without lighting or have black shadows read on section Fix Dark Lighting in HDRP.

Now, if you open any **Prefabs** folder, all prefabs might still be pink in the preview window

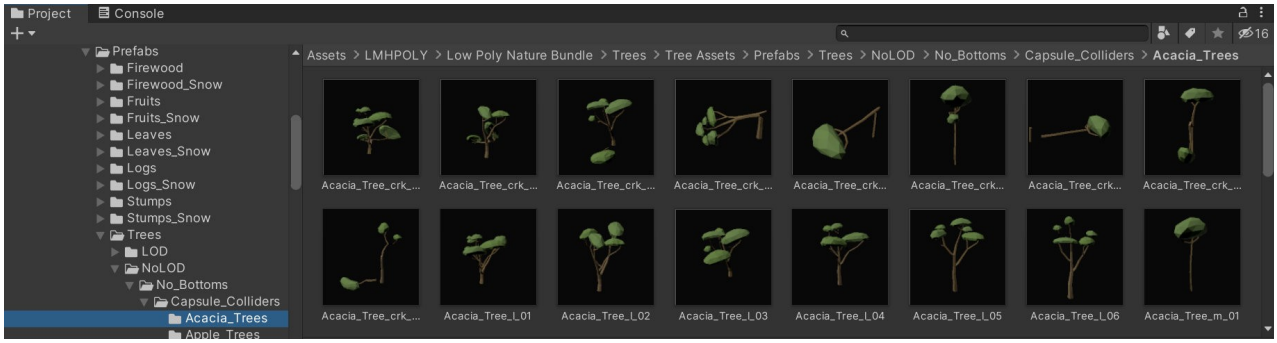


If so, to fix that – **RClick** on the *LMHPOLY* folder, which contains all of the assets, and select **Reimport All**.



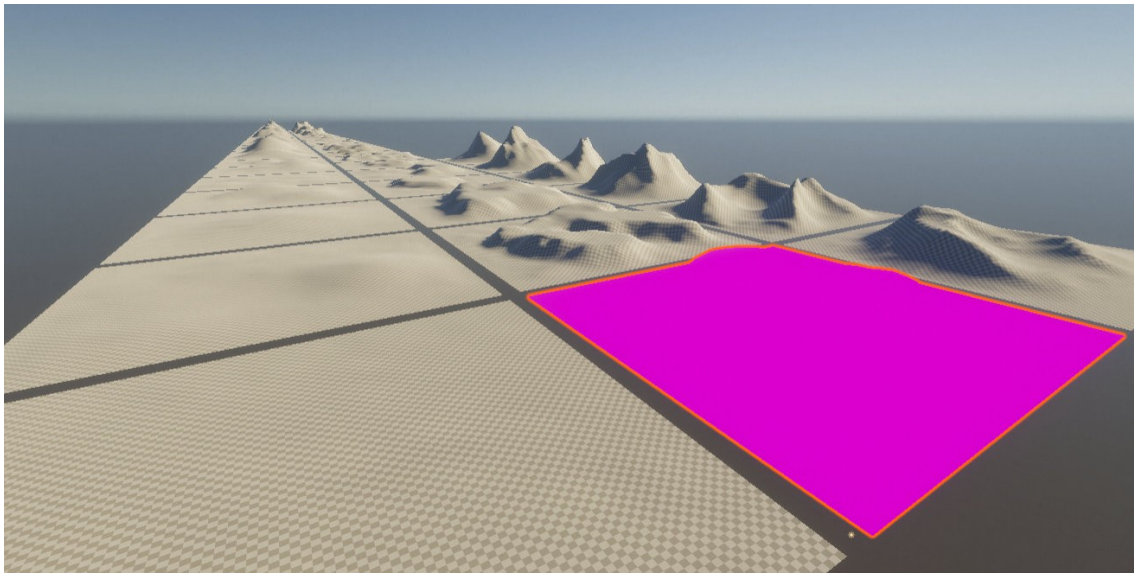
*This can take a while since Unity will reimport the whole project with thousands of files...

After the reimport is done, you should see that all the **prefabs** have a normal color preview. *LMHPOLY/Low Poly Nature Bundle/Trees/Tree Assets/Prefabs/Trees/NoLOD/No_Bottoms/Capsule_Colliders/**Acacia_Trees*** folder example:



Fix Pink Materials on U_Terrain

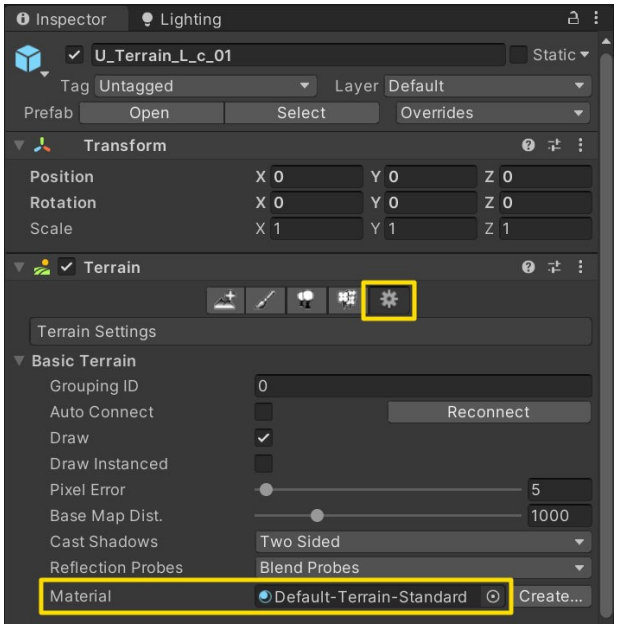
Go to the *LMHPOLY/Low Poly Nature Bundle/Modular Terrain/Demo/Asset Scenes* and open the **U_Terrain_Assets** demo scene.



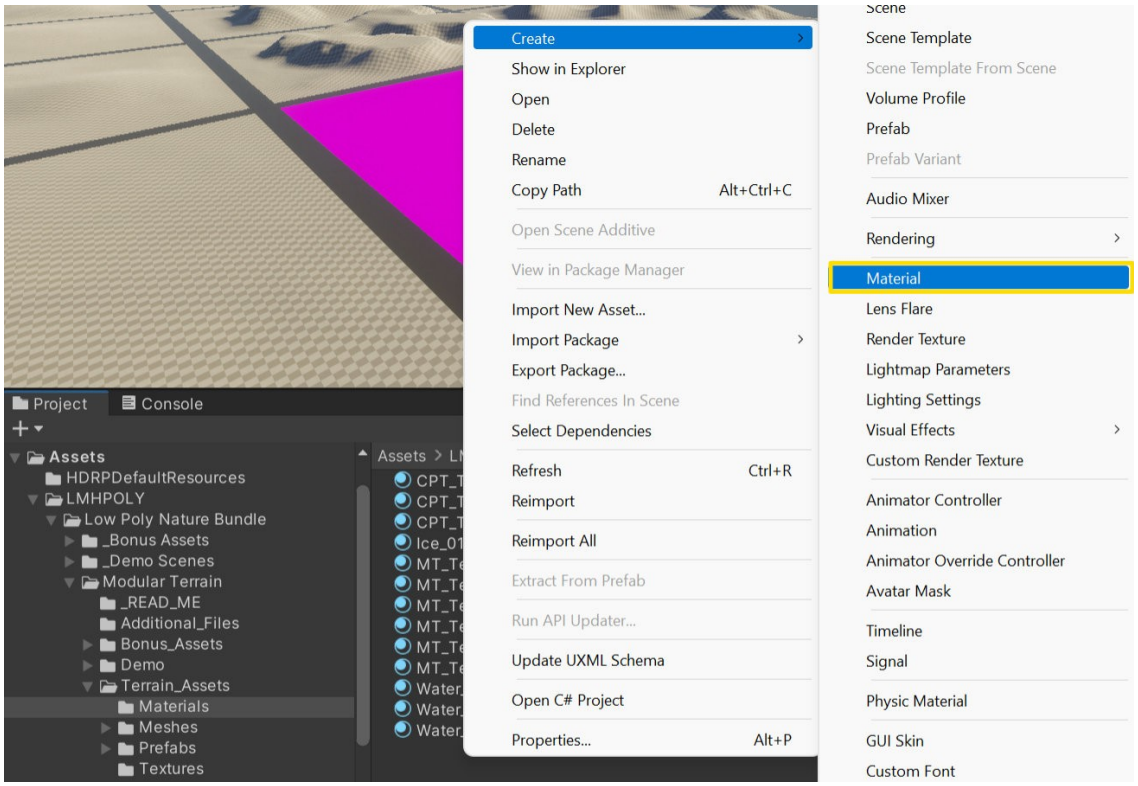
*If you still have pink material on **U_Terrain** prefabs after *Edit > Rendering > Materials > **Convert All Built-In Materials to HDRP***, follow the instructions below.

U_Terrain prefabs are located at: *LMHPOLY\Low Poly Nature Bundle\Modular Terrain\Terrain_Assets\Prefabs\Terrain\U*

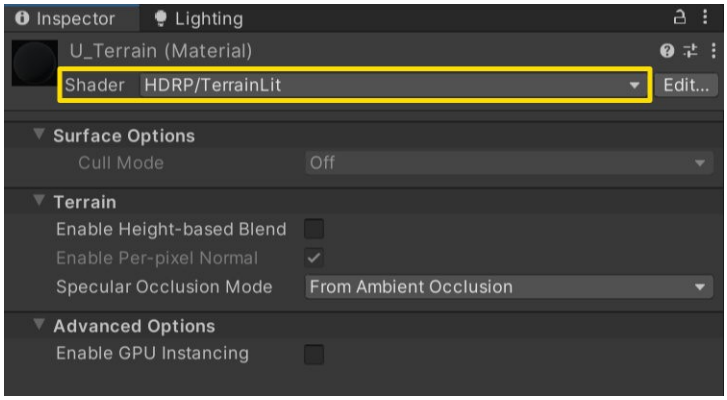
U_Terrain uses **Default-Terrain-Standard** material from a built-in render pipeline.



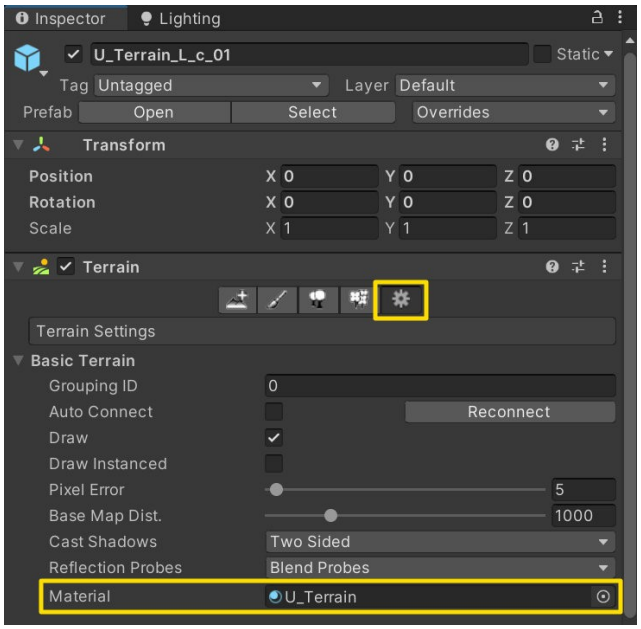
HDRP uses completely different terrain material, which you need to create and apply manually if Unity didn't do it! Create a new **Material** and call it **U_Terrain**.

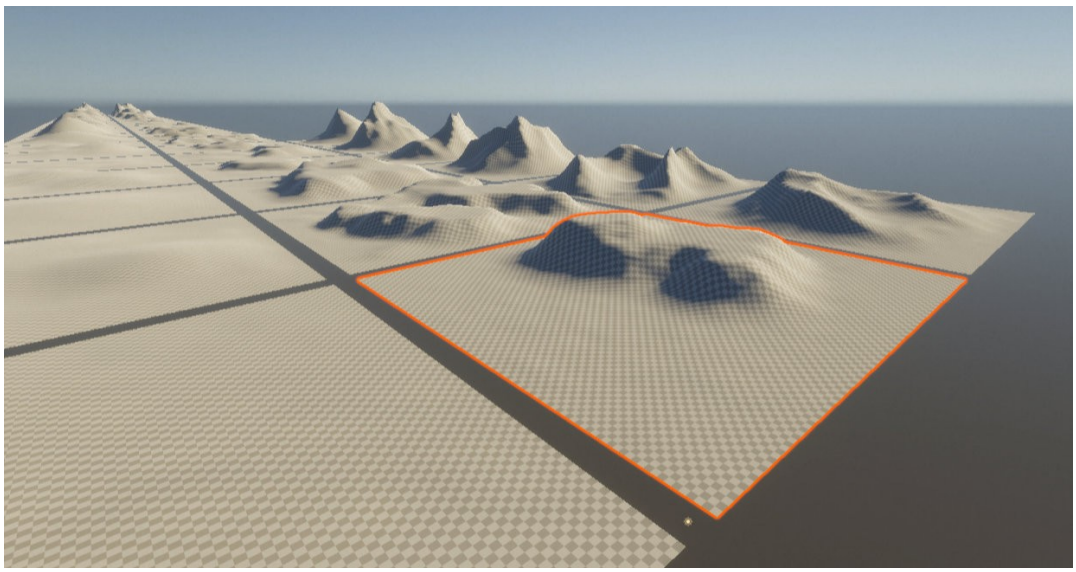


Select newly created Material **U_Terrain** and change the **Shader** to **HDRP/TerrainLit**



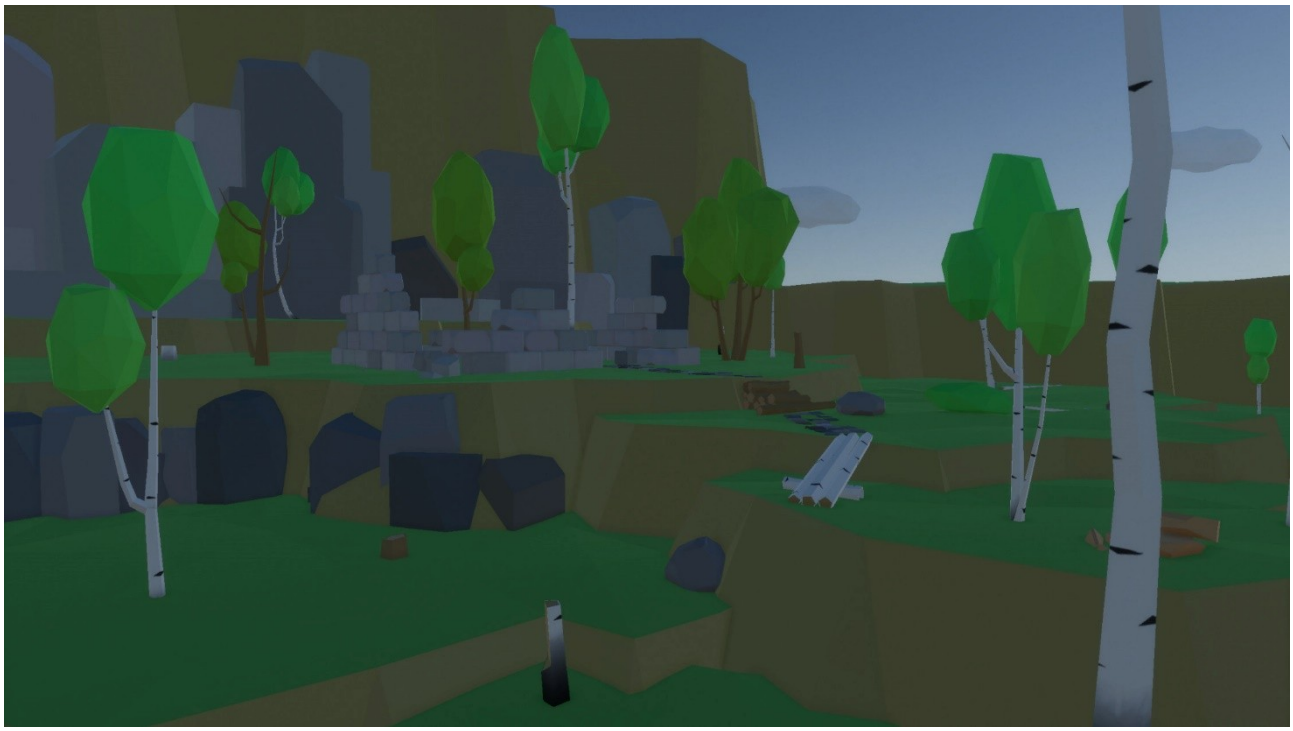
And apply it to the **U_Terrain** prefab/s





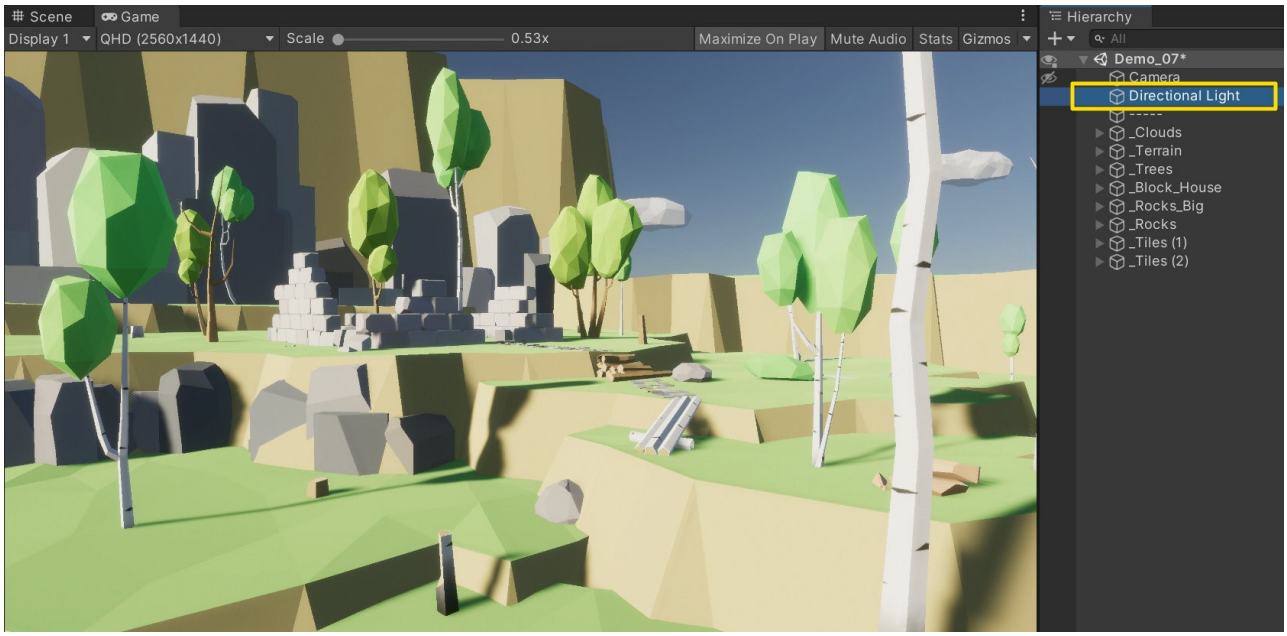
Fix Dark Lighting in HDRP

If demo scenes look dark, without any lighting like this:



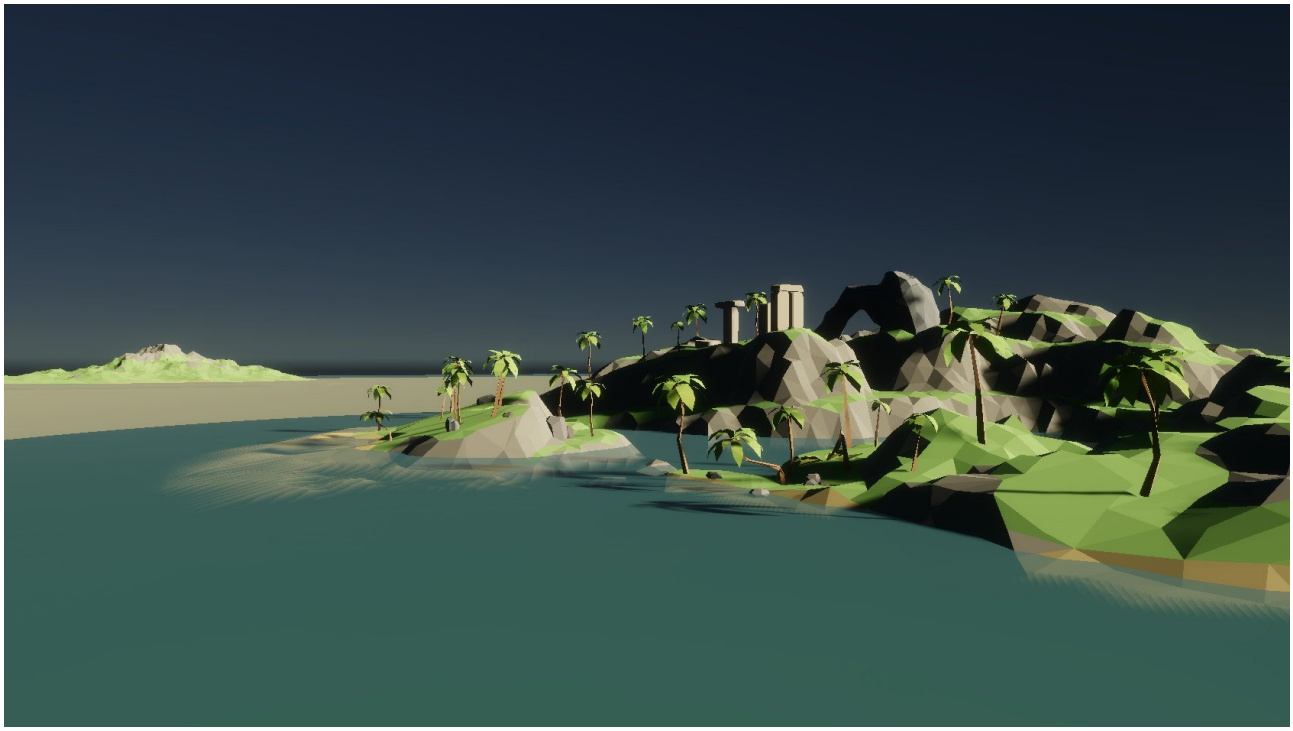
Demo_07 example, located at *LMHPOLY\Low Poly Nature Bundle_Demo Scenes*

Try selecting the **Directional Light (Sun)** in the **Hierarchy** (disable it and enable again) to update the lighting in the scene.



*For some reason, Unity HDRP doesn't update the lighting in the scene automatically in some versions of Unity.

If your scene is lit but it has black shadows like this:



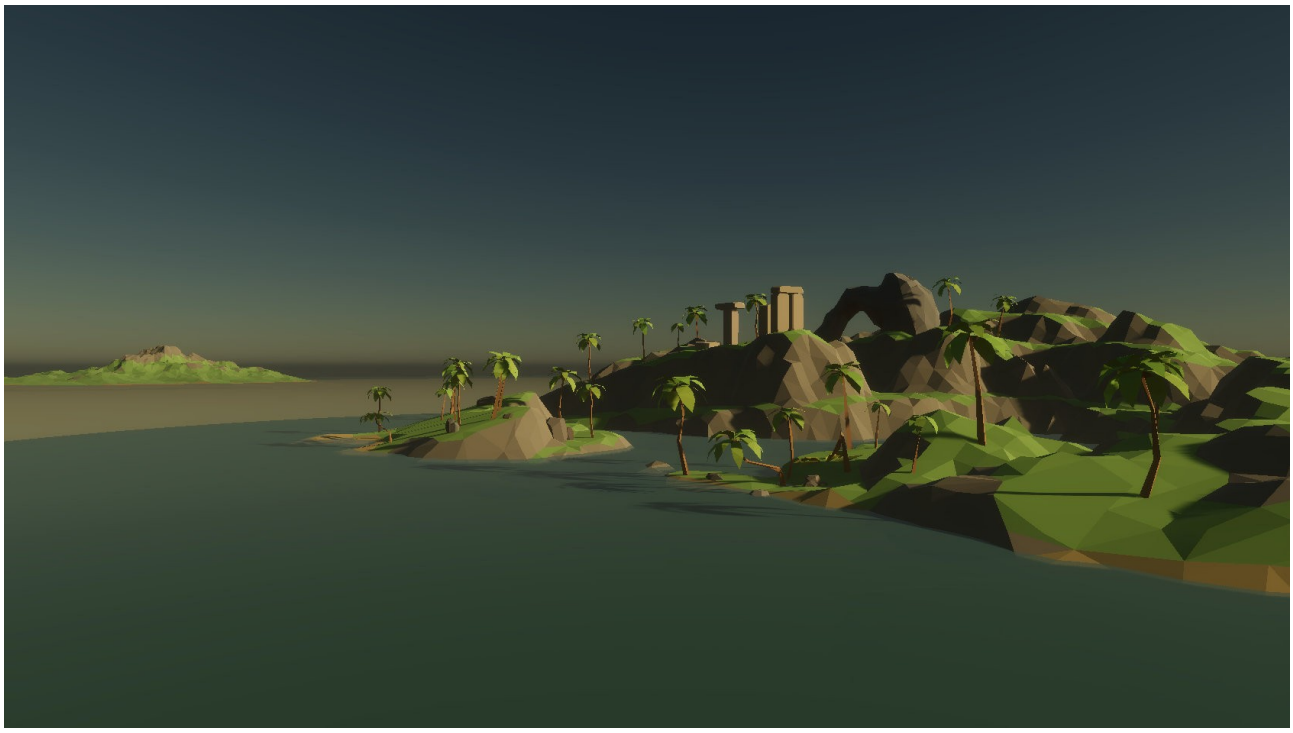
Using HDRP, you need to use **Scene Settings** - to change the **Skybox** and other scene settings.

Go to *GameObject > Rendering > **Scene Settings***.

In the newer versions of Unity, for example Unity 6 *go to GameObject > Volume > **Sky and Fog Global Volume***.

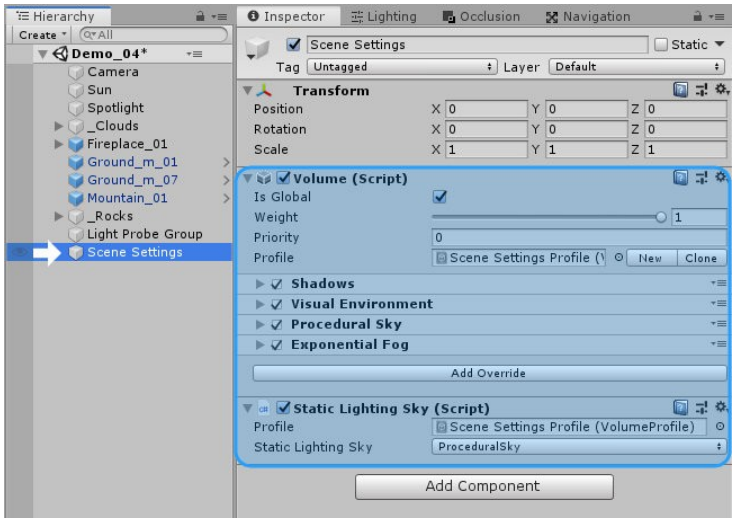
Also, select the **Directional Light** in the **Hierarchy**, and inside the **Shadows** section, change **Resolution** to **High** to make it look much better if it looks strange, like in the image above.

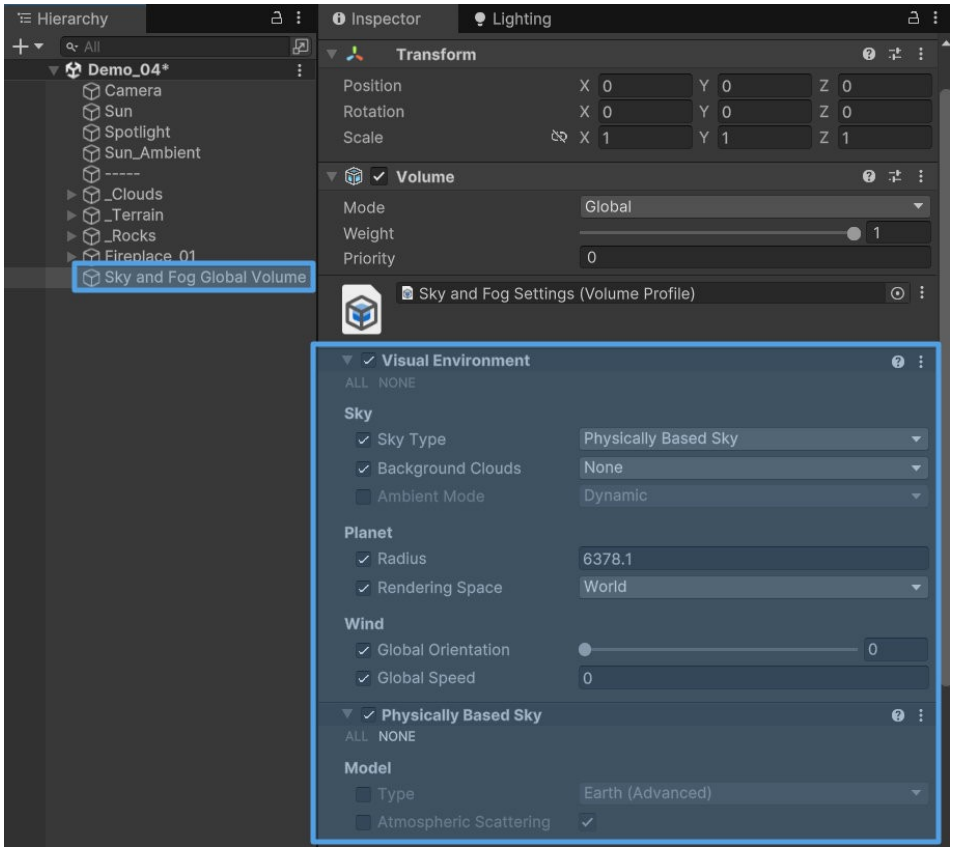
And you will see that the **Skybox** is applied to the scene right away + High resolution shadows.



It could still look a bit dark and different compared it to how it would look in Built-In Render Pipeline or URP.

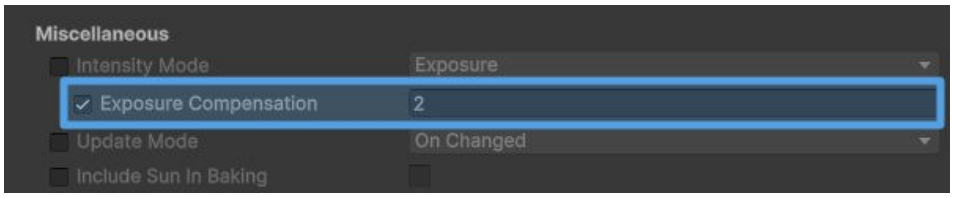
With the **Scene Settings / Sky and Fog Global Volume** selected, you can change a bunch of scene settings like (Shadows, Skybox, Fog, and much more).



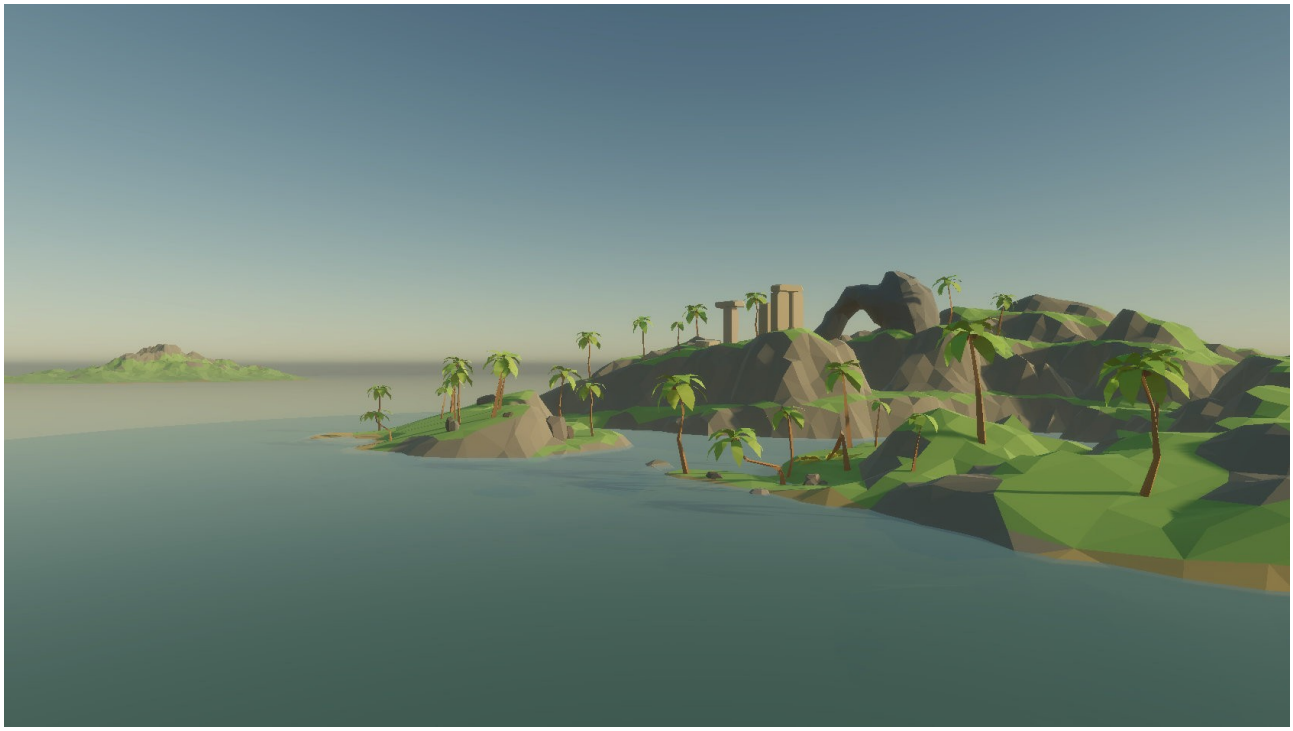


You need to play a bit with all of those settings to achieve similar results which you can get by default using Unity without HDRP.

For example, to make the scene lighter, you can change the **Exposure Compensation** to something like **2**.



Now, it looks much better:



Contacts

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Website: https://lmhpoly.com/contact/

Follow me on **X** / **Twitter** to see what I'm working on right now:

https://x.com/lmhpoly

I would love to hear your feedback!

Thank you for using my **Low Poly Nature Bundle**! If you've enjoyed working with it and found it useful in your project/s, please consider leaving a quick review on the Unity Asset Store. Your feedback helps me improve the assets and support future updates.

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