

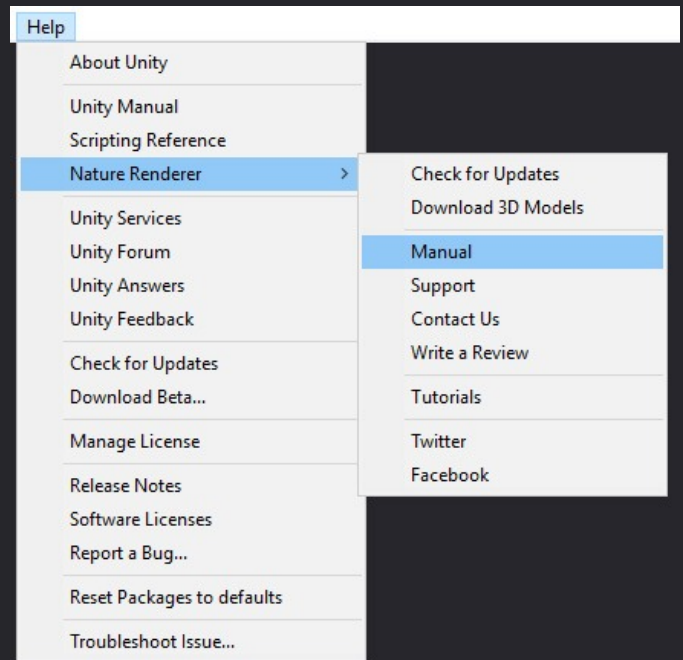
Getting Started

Thank you for downloading Nature Renderer!

To get started add the 'Nature Renderer' component to your Terrain object. Nature Renderer should then automatically set up and render your terrain detail objects. Disable or remove the Nature Renderer component to re-enable Unity's default rendering system.

You can take a look at the demo scene in the folder 'Assets/Open World Nature/Nature Renderer Demo' to see Nature Renderer in action with a scene that is already set up.

- The demo scene and sample assets are made for a Linear Color Space.
- Nature Renderer and the sample assets are part of the [Open World Nature](#) project.



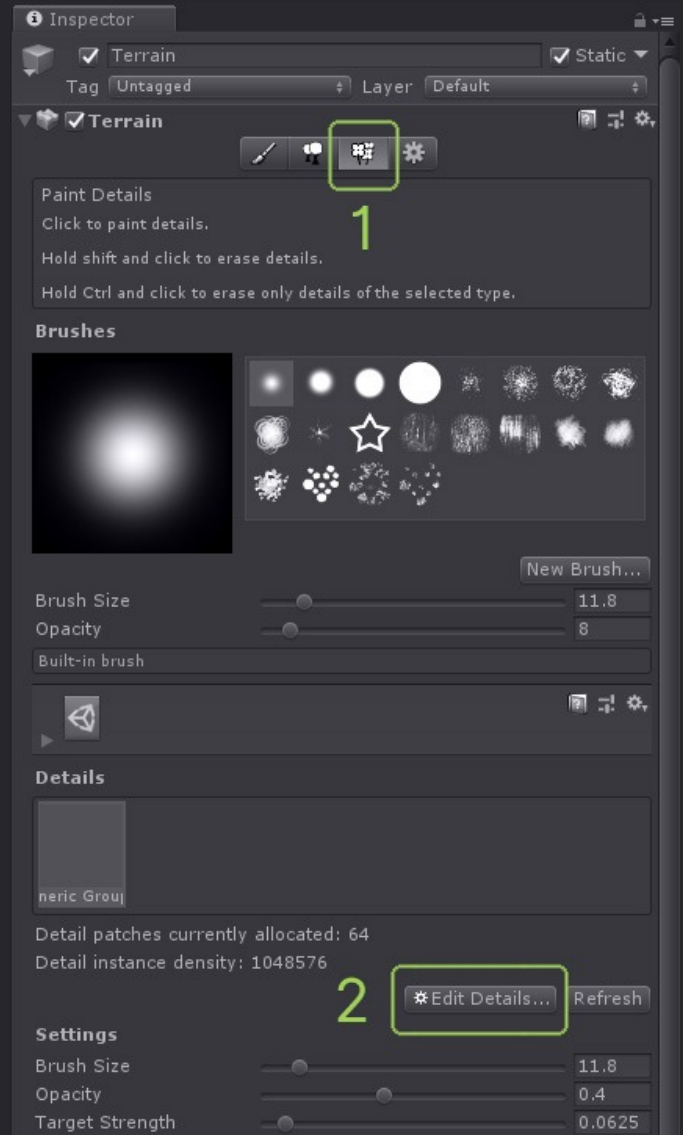
View the latest version of this file online in the menu:
Help/Nature Renderer/Manual

Adding details

Add detail objects the same way that you would normally through the Terrain component. Nature Renderer will automatically load and render the detail objects from your terrain data.

1. Go to the 'Paint Details' tab in your Terrain component.
2. Click 'Edit Details...' and choose 'Add Detail Mesh' (recommended) or 'Add Grass Texture'.
3. Pick a prefab for the detail and edit the detail's properties.

Detail prefabs require a Mesh Renderer and Mesh Filter component on the root Game Object and cannot have non-assigned materials.

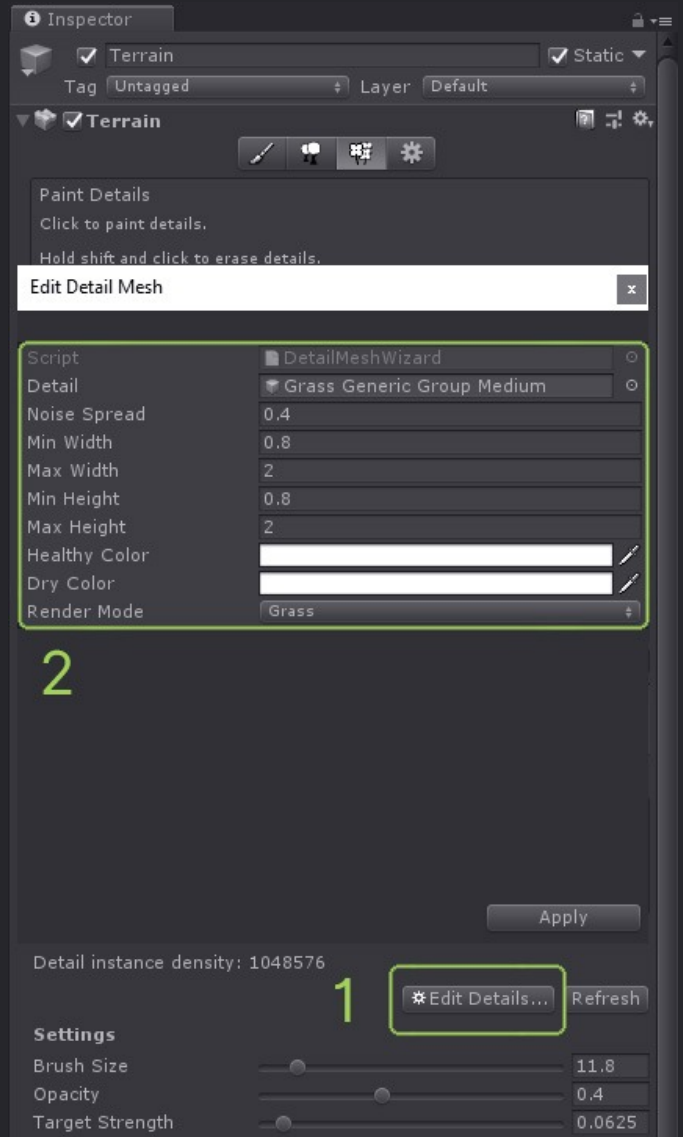


Editing details

Edit detail objects through the Terrain component:

1. Go to the **'Paint Details'** tab in your Terrain component.
2. Select the detail that you want to edit in the list.
3. Click **'Edit Details...'** and choose **'Edit'**.
4. Change the properties in the **'Edit Detail Mesh'** popup.

Property	Description
Detail	The prefab to use for the detail.
Noise Spread	The size of the noise that is applied to the color and scale. Larger values reduce the size.
Min Width	Minimum scale for the detail
Max Width	Maximum scale for the detail
Min Height	Minimum scale for the detail
Max Height	Maximum scale for the detail
Healthy Color	Color variation 1 (Set both Healthy and Dry to full white to disable coloring)
Dry Color	Color variation 2
Render Mode	Ignored by Nature Renderer

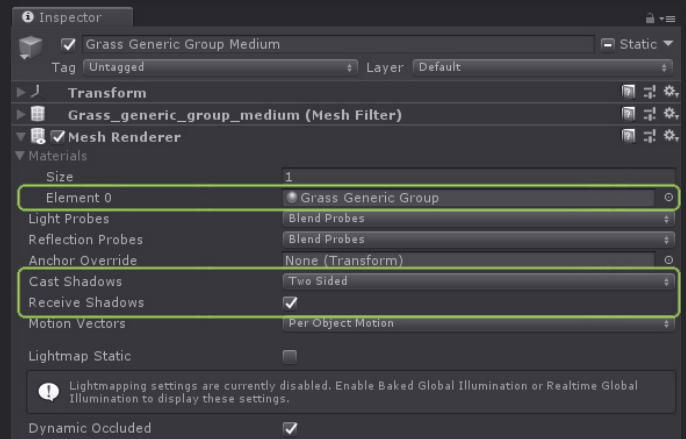
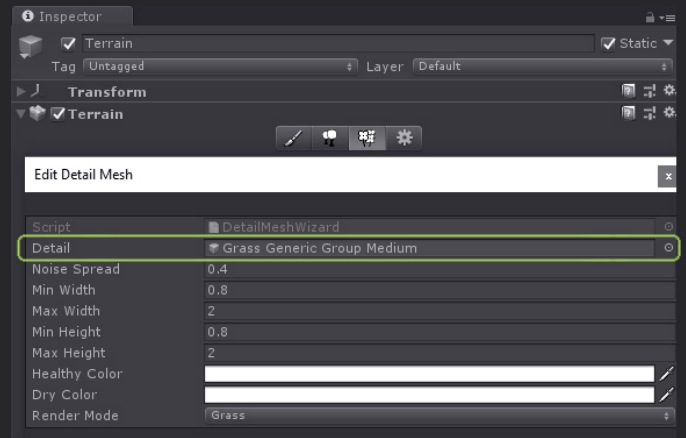


Render Settings and Material

Tweak the render settings for detail objects in the Mesh Renderer component of the detail prefab. You can change the following settings:

- Cast Shadows
- Receive Shadows
- Material

Nature Renderer will use the material that is set in the Mesh Renderer component. If you do not have a custom grass shader then you can use the included grass shader from the **Open World Nature** sample pack by picking the shader 'Open World Nature/Grass' for your material.

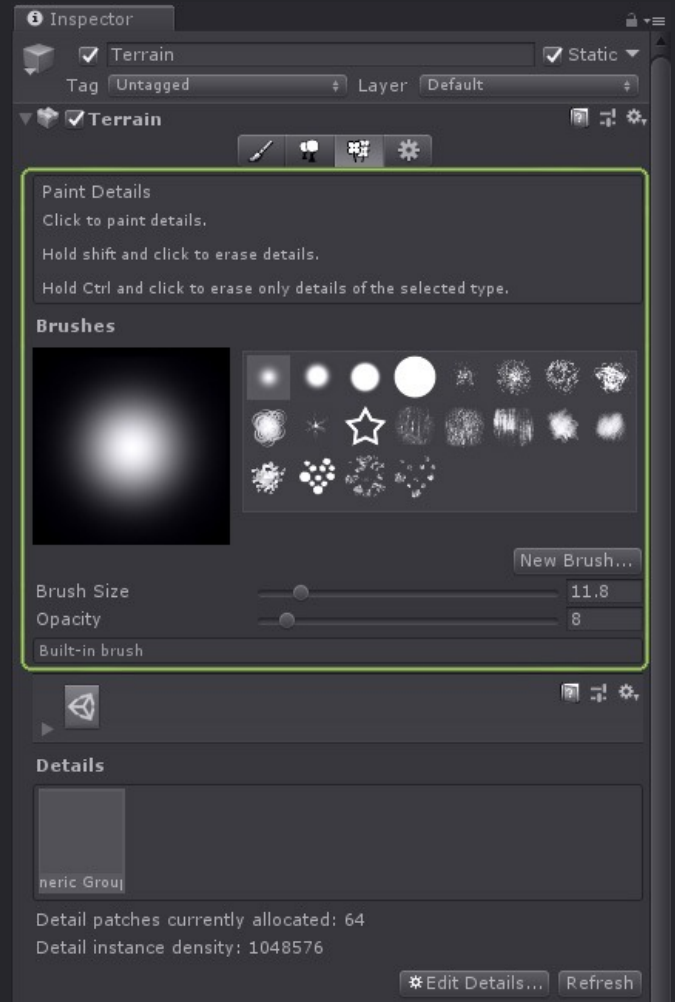


Make sure that 'Enable GPU Instancing' is enabled for your material.

Place details

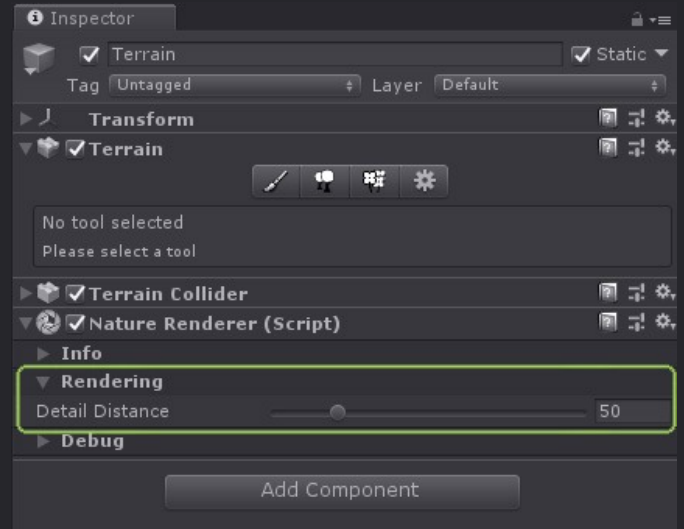
Place details with Unity's default terrain editing tools.

1. Go to the 'Paint Details' tab in the Terrain component.
2. Select the detail that you want to place and set the Brush Size, Opacity, and Target Strength.
3. Paint the details on your terrain.



Draw distance

Nature Renderer overrides Unity's detail draw distance. Edit the detail draw distance in the Nature Renderer component instead of the default Terrain component.



Support

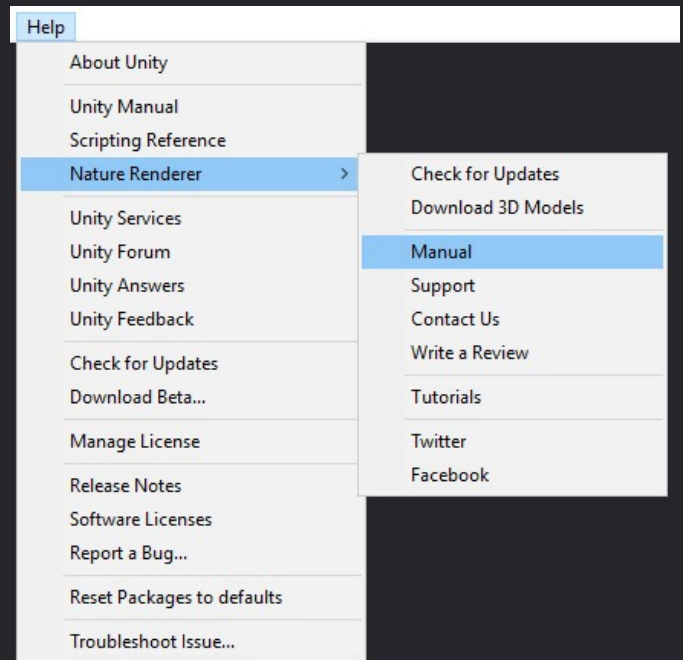
And that's it. You should now have everything you need to build worlds for your game. If you need any help, or have any questions then you can find your answer in the Knowledge Base

at <https://support.visualdesigncafe.com/hc> or you can reach me directly at support@visualdesigncafe.com.

You can find this window, links to the support website, and others in the menu under 'Help/Nature Renderer'.

Best Regards,

Max
Creator of Nature Renderer
Visual Design Cafe



F.A.Q.

Q: Why are the colors of my detail objects different?

A: Depending on the shader that you use for your detail objects, a different coloring method is used.

By default, Unity multiplies the color from your textures with the 'Healthy' and 'Dry' colors set for the detail. For some shaders that support it, Nature Renderer will set the Hue, Saturation, and Value (HSV) to match exactly with the 'Healthy' and 'Dry' colors. So instead of multiplying the colors, the color will be modified to match.