

STYLIZED BIOMES

Twelve stylized open-world environments for Unity URP, with seasons, weather and day & night

12 environments · 204 models · 12 demo scenes · 12 shaders · 11 ambient sounds



Contents

1. Quick start
2. Render settings
3. The demo scenes
4. Folder structure
5. The twelve environments
6. Systems and components
7. Shaders and materials
8. Building your own scenes
9. Performance
10. Troubleshooting
11. Support and licence

What you get. 204 stylized models (trees, landmark trees, bushes, cacti, ground cover, rocks, cliffs, wood, ice and more), each with 3 LODs and ready-made prefabs; 5 volcanic effect prefabs; 41 terrain layers; a demo scene for every environment; the systems that bring them to life: four seasons, weather, day and night, water (seas with breaking waves, lakes, flowing rivers, a waterfall), flowing lava, wind, footprints in sand and snow, knee-deep snow, birds and insects, and ambient sound. Everything in the pack is original work made for this pack.

1. Quick start

1. Use **Unity 6** (6000.0 or newer) with the **Universal Render Pipeline** (URP). Made and tested in Unity 6000.6.
2. Import the package. A dialog asks to apply the render settings the pack needs (section 2): choose **Apply all (recommended)**. You can run it again from `Tools > Stylized Biomes > Set Up Render Settings`.
3. Open any demo scene, for example `StylizedBiomes/Temperate/Demo/Temperate_Demo.unity`, and press Play.
4. Fly around and try the seasons and the weather (keys below). Every demo works the same way.

Key	Demo control
Right mouse + move	Look around
W A S D	Fly
Q / E	Down / up
Shift	Fly faster
V	Next viewpoint (every demo has hand-picked views)
1 2 3 4	Spring, summer, autumn, winter
Space	Play the year (seasons turn by themselves)
5 6 7 8 9 0	Weather: clear, rain, storm, snow, fog, sandstorm

The demo controls work with both the Input System and the old Input Manager.

2. Render settings

The setup tool changes the URP assets and renderers in your project (Undo works on the assets):

Setting	Why	
Depth Texture and Opaque Texture on	Water depth colour, refraction, soft shores and foam; lava; heat haze	Required
Light Shafts pass (Full Screen Pass Renderer Feature)	Sun rays through trees and clouds	Required for light shafts
Soft shadows, 160 m, 4 cascades	Crisp tree and cliff shadows across a landscape	Recommended
Screen Space Ambient Occlusion	Contact shade under trees, rocks and grass, as in the demos	Recommended

To do it by hand: select your URP asset and tick *Depth Texture* and *Opaque Texture*; on your Universal Renderer add a *Full Screen Pass Renderer Feature* with the material

`StylizedBiomes/Materials/LightShafts.mat`, injection point *Before Rendering Post Processing*, requirements *Color* and *Depth*.

3. The demo scenes

Each environment has a complete demo scene in `StylizedBiomes/<Environment>/Demo/`, built only from the pack: terrain, every asset of the environment, water, weather, day and night, life and sound. Use them as a starting point or take them apart.

Environment	Scene	Highlights
Temperate Forest	<code>Temperate_Demo</code>	Four seasons, a pond, a stream, a winding path, the ancient leaning oak.
Desert	<code>Desert_Demo</code>	Palm oasis, sandstone mesas and pillars, wind-rippled sand that keeps footprints; the giant saguaro.
Tropical Coast	<code>Coast_Demo</code>	Breaking beach waves that follow the shoreline, sea stacks, leaning palms; the hero palm.
Volcanic	<code>Volcanic_Demo</code>	A flowing, burning lava river and lava lake with flames, embers, smoke, steam and heat haze.
Taiga	<code>Taiga_Demo</code>	Spruce and larch forest round a peat lake, four seasons; the ancient spruce.
Arctic	<code>Arctic_Demo</code>	Sea ice and icebergs, glacier front, blizzards, knee-deep snow that characters wade through.
Alpine	<code>Alpine_Demo</code>	A waterfall pouring off a clifftop into a lake, stepped rock walls, four seasons; the wind-bent pine.
Rainforest	<code>Rainforest_Demo</code>	A flowing river with wakes behind rocks, giant trees, tree ferns, huge leaves, rain.
Savanna	<code>Savanna_Demo</code>	Golden grass plains, acacias, baobabs, granite kopjes, termite mounds, a waterhole.
Wetland	<code>Wetland_Demo</code>	A misty marsh with willows, swamp cypresses, reeds and water lilies, four seasons; the great willow.
Mediterranean	<code>Mediterranean_Demo</code>	Limestone coast over a turquoise sea, olive groves, cypresses, stone pines, lavender, poppies.

Steppe	Steppe_Demo	Rolling feather grass to the horizon, wildflowers and lone oaks, four seasons.
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4. Folder structure

Folder	Contents
StylizedBiomes/<Environment>/Prefabs	One prefab per model (LOD Group with 3 levels, colliders on trees and rocks). Prefabs/Detail : single-mesh versions used as terrain grass and flowers
.../Models	FBX models (LOD0, LOD1, LOD2 in each file)
.../Materials , .../Textures	Materials on the pack's shaders; painted albedo and normal maps, leaf and flower atlases
.../Terrain	Terrain layers (seamless ground textures) and the terrain data of the demo
.../Demo	The demo scene, its lighting and its post-processing volume
StylizedBiomes/Shaders	The 12 shaders (section 7)
StylizedBiomes/Scripts	Runtime components (section 6), assembly StylizedBiomes
StylizedBiomes/Demo	Demo-only scripts: fly camera, walking character controller, unseen walker
StylizedBiomes/Editor	The render settings setup tool
StylizedBiomes/Audio	11 ambient loops and the music bed
StylizedBiomes/Materials	Shared materials (light shafts)
StylizedBiomes/Documentation	This document

5. The twelve environments

Each environment below shows its picture of every model with its real size, and lists its models. Sizes are width × depth × height in metres; triangles are LOD0 / LOD1 / LOD2.

Environment	Models	In a sentence
Temperate Forest	42	Meadows, broadleaf and pine forest, a pond; four seasons.
Desert	17	Oasis with palms, cacti, sandstone mesas and pillars, wind-rippled sand.
Tropical Coast	14	Sandy bay with palms, dunes, a headland with sea stacks, breaking beach waves.
Volcanic	12	A volcano with a lava river and lake, basalt columns, burnt woods, fumaroles.
Taiga	16	Boreal spruce and larch forest round a peat lake; four seasons.
Arctic	11	Snowfields, sea ice and icebergs, a glacier front; knee-deep snow to wade through.
Alpine	15	A glacial valley: stepped rock walls, grassy ledges, a turquoise lake, snowy peaks; four seasons.
Rainforest	15	A jungle valley with a river, giant trees, palms, tree ferns and huge leaves.
Savanna	13	Golden dry-season plains, acacias, baobabs, granite kopjes, termite mounds, a waterhole.
Wetland	19	A misty marsh: willows, swamp cypresses, reeds, cattails, lily pads; four seasons.
Mediterranean	18	Limestone coast over a turquoise sea, olive groves, cypresses, stone pines, lavender.
Steppe	12	Endless rolling grassland of feather grass, wildflowers and lone oaks; four seasons.

Temperate Forest

Meadows, broadleaf and pine forest, a pond; four seasons. Four seasons, a pond, a stream, a winding path, the ancient leaning oak.

STYLIZED BIOMES · TEMPERATE

Meadows, broadleaf and pine forest - four seasons — 42 assets included



BirchTree_A
9.0 m tall · 3.37 m wide



BirchTree_B
7.2 m tall · 3.12 m wide



BroadleafTree_A
8.2 m tall · 5.09 m wide



BroadleafTree_B
7.5 m tall · 6.17 m wide



BroadleafTree_C
10.0 m tall · 4.54 m wide



Bush_A
1.5 m tall · 2.17 m wide



Bush_B
1.9 m tall · 2.58 m wide



Bush_C
1.8 m tall · 1.93 m wide



HeroOak_A
14.7 m tall · 15.05 m wide



OldTree_A
11.3 m tall · 8.45 m wide



PineTree_A
9.7 m tall · 6.59 m wide



PineTree_B
13.5 m tall · 7.25 m wide



PineTree_C
5.6 m tall · 5.46 m wide



Log_A
69 cm tall · 3.39 m wide



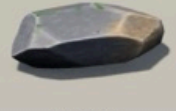
Log_B
81 cm tall · 2.33 m wide



Rock_A
65 cm tall · 0.88 m wide



Rock_B
1.3 m tall · 2.03 m wide



Rock_C
1.1 m tall · 3.02 m wide



Rock_D
2.3 m tall · 1.24 m wide



Rock_E
55 cm tall · 2.74 m wide



Stump_A
1.0 m tall · 1.42 m wide



Boulder_A
1.5 m tall · 2.33 m wide



Boulder_B
2.5 m tall · 4.56 m wide



Boulder_C
68 cm tall · 0.97 m wide



Fern_A
68 cm tall · 1.43 m wide



Fern_B
87 cm tall · 1.94 m wide



FlowerClump_Blue
35 cm tall · 0.37 m wide



FlowerClump_Purple
37 cm tall · 0.36 m wide



FlowerClump_Red
38 cm tall · 0.41 m wide



FlowerClump_White
33 cm tall · 0.36 m wide



Prefab	Type	What it is	Size (m)	Triangles
BirchTree_A	Trees	Birch, about 9 m: white bark with dark marks, small leaves, golden in autumn. Four seasons.	3.1 × 3.4 × 9.0	8,595 / 2,460 / 833
BirchTree_B	Trees	Young birch, about 7 m. Four seasons.	3.1 × 3.0 × 7.2	8,595 / 2,428 / 817
BroadleafTree_A	Trees	Broadleaf tree, about 8.5 m: flared roots, spiralling branches, a round crown. Four seasons.	5.1 × 4.9 × 8.2	8,761 / 2,596 / 857
BroadleafTree_B	Trees	Broadleaf tree, wide and low, about 7 m, a spreading crown. Four seasons.	6.2 × 6.1 × 7.5	9,582 / 2,899 / 965
BroadleafTree_C	Trees	Broadleaf tree, tall and narrow, about 10 m. Four seasons.	4.2 × 4.5 × 10.0	8,761 / 2,592 / 895
HeroOak_A	Trees	Ancient oak, about 15 m, a landmark: a vast leaning trunk, huge spreading limbs, a crown of great clumps. Four seasons.	15.1 × 14.9 × 14.7	13,774 / 3,931 / 1,281
OldTree_A	Trees	Ancient broadleaf tree, about 11 m, gnarled trunk 1.2 m thick, huge crown: a landmark. Four seasons.	8.3 × 8.4 × 11.3	11,012 / 3,235 / 1,129
PineTree_A	Trees	Pine, about 10 m: a cone of level branches with needle sprays; evergreen, holds snow in winter.	6.6 × 6.3 × 9.7	7,672 / 4,956 / 1,535
PineTree_B	Trees	Tall pine, about 14 m; evergreen.	7.2 × 7.2 × 13.5	9,595 / 6,318 / 1,904
PineTree_C	Trees	Young pine, about 5.5 m; evergreen.	5.5 × 4.9 × 5.6	5,215 / 3,300 / 1,092
Bush_A	Bushes	Leafy bush, about 1.7 m, many stems from the ground. Four seasons.	2.2 × 1.8 × 1.6	3,206 / 1,179 / 396
Bush_B	Bushes	Large round bush, about 2 m. Four seasons.	2.4 × 2.6 × 1.9	3,664 / 1,342 / 464
Bush_C	Bushes	Small-leaved bush, about 1.3 m, gold in autumn. Four seasons.	1.9 × 1.9 × 1.8	3,206 / 1,181 / 448
Fern_A	Ground cover	Fern, about 0.9 m: arching fronds. Brown in autumn, gone in winter.	1.4 × 1.4 × 0.7	110 / 56 / 24
Fern_B	Ground cover	Fern, about 0.9 m: arching fronds. Brown in autumn, gone in winter.	1.9 × 1.9 × 0.9	140 / 64 / 30
FlowerClump_Blue	Ground cover	Flower clump, blue, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.4 × 0.3 × 0.3	478 / 200 / 158
FlowerClump_Purple	Ground cover	Flower clump, purple, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.3 × 0.4 × 0.4	500 / 316 / 226

FlowerClump_Red	Ground cover	Flower clump, red, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.3 × 0.4 × 0.4	490 / 344 / 204
FlowerClump_White	Ground cover	Flower clump, white, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.4 × 0.4 × 0.3	552 / 322 / 164
FlowerClump_Yellow	Ground cover	Flower clump, yellow, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.4 × 0.3 × 0.3	666 / 272 / 184
GrassClump_A	Ground cover	Grass clump, about 0.55 m. Four seasons; works as a Terrain detail mesh.	0.7 × 0.8 × 0.6	364 / 140 / 33
GrassClump_B	Ground cover	Grass clump, about 0.55 m. Four seasons; works as a Terrain detail mesh.	0.6 × 0.7 × 0.3	490 / 180 / 69
GrassClump_C	Ground cover	Grass clump, about 0.55 m. Four seasons; works as a Terrain detail mesh.	0.9 × 1.1 × 0.8	238 / 95 / 30
MeadowGrass_A	Ground cover	Grass clump, about 0.55 m. Four seasons; works as a Terrain detail mesh.	0.8 × 0.9 × 0.7	770 / 270 / 81
MeadowGrass_B	Ground cover	Grass clump, about 0.55 m. Four seasons; works as a Terrain detail mesh.	0.9 × 1.1 × 1.0	630 / 220 / 54
Mushrooms_Brown	Ground cover	Brown mushroom cluster, about 0.4 m across.	0.6 × 0.4 × 0.5	1,512 / 1,008 / 560
Mushrooms_Red	Ground cover	Red spotted mushroom cluster, about 0.4 m across.	0.4 × 0.5 × 0.3	1,080 / 720 / 400
Boulder_A	Rocks and cliffs	Rounded boulder, 2.4 m: pale, weathered, painted strokes and lichen.	2.3 × 1.6 × 1.5	1,100 / 550 / 220
Boulder_B	Rocks and cliffs	Rounded boulder, 4.6 m: pale, weathered, painted strokes and lichen.	4.6 × 2.9 × 2.5	1,500 / 750 / 300
Boulder_C	Rocks and cliffs	Rounded boulder, 1.1 m: pale, weathered, painted strokes and lichen.	1.0 × 0.9 × 0.7	600 / 300 / 120
Pebble_Temperate	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
Rock_A	Rocks and cliffs	Faceted stylised rock, 0.9 m. Moss or snow on top comes from the shader.	0.8 × 0.9 × 0.7	500 / 250 / 100
Rock_B	Rocks and cliffs	Faceted stylised rock, 2.0 m. Moss or snow on top comes from the shader.	2.0 × 1.6 × 1.3	900 / 450 / 180
Rock_C	Rocks and cliffs	Faceted stylised rock, 3.6 m. Moss or snow on top comes from the shader.	3.0 × 2.3 × 1.1	1,100 / 550 / 220
Rock_D	Rocks and cliffs	Faceted stylised rock, 1.3 m. Moss or snow on top comes from the shader.	1.2 × 1.2 × 2.3	900 / 450 / 180
Rock_E	Rocks and cliffs	Faceted stylised rock, 2.8 m. Moss or snow on top comes from the shader.	2.7 × 2.0 × 0.6	700 / 350 / 140
Log_A	Wood	Fallen log, cut ends with growth rings; moss or snow on top from the shader.	3.4 × 0.9 × 0.7	548 / 338 / 192
Log_B	Wood	Fallen log, cut ends with growth rings; moss or snow on top from the shader.	2.3 × 1.0 × 0.8	548 / 338 / 192
Stump_A	Wood	Tree stump with root buttresses and a cut top showing the rings.	1.3 × 1.4 × 1.0	824 / 434 / 282
Twig_Temperate	Wood	Fallen branch, ground clutter.	1.1 × 0.4 × 0.3	548 / 338 / 192

Wildflowers_Red	Features	Flower clump, red, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.3 × 0.3 × 0.5	182 / 158 / 58
Wildflowers_White	Features	Flower clump, white, about 0.4 m. Flowers in spring and summer, fewer in autumn, none in winter.	0.3 × 0.4 × 0.3	252 / 246 / 110

Desert

Oasis with palms, cacti, sandstone mesas and pillars, wind-rippled sand. Palm oasis, sandstone mesas and pillars, wind-rippled sand that keeps footprints; the giant saguaro.

STYLIZED BIOMES · DESERT

Oasis, cacti, sandstone mesas and a walkable dune sea — 17 assets included





DeadTree_A
5.8 m tall · 4.41 m wide



DesertShrub_A
1.5 m tall · 1.81 m wide



GiantSaguaro_A
10.6 m tall · 3.88 m wide



PalmTree_A
8.3 m tall · 5.24 m wide



PalmTree_B
10.8 m tall · 5.85 m wide



PalmTree_C
5.7 m tall · 4.03 m wide



Saguaro_A
4.6 m tall · 1.62 m wide



Saguaro_B
3.4 m tall · 0.81 m wide



Sandstone_A
67 cm tall · 0.99 m wide



Sandstone_B
1.7 m tall · 2.76 m wide



Sandstone_C
1.7 m tall · 4.01 m wide



Sandstone_Mesa
6.9 m tall · 15.9 m wide



Sandstone_Pillar
9.2 m tall · 3.18 m wide



BarrelCactus_A
73 cm tall · 0.63 m wide



DryGrass_A
46 cm tall · 0.62 m wide



Pebble_Desert
21 cm tall · 0.35 m wide



PricklyPear_A
85 cm tall · 1.37 m wide

Prefab	Type	What it is	Size (m)	Triangles
DeadTree_A	Trees	Dead desert tree, about 6 m: bleached, gnarled, leafless.	4.4 × 3.5 × 5.8	3,712 / 951 / 369
PalmTree_A	Trees	Palm, about 7 m: a curving ringed trunk, arching fronds, a few dead ones hanging below.	5.2 × 5.2 × 8.3	666 / 307 / 177
PalmTree_B	Trees	Palm, about 9 m: a curving ringed trunk, arching fronds, a few dead ones hanging below.	5.8 × 5.5 × 10.8	618 / 275 / 165

PalmTree_C	Trees	Palm, about 4 m: a curving ringed trunk, arching fronds, a few dead ones hanging below.	4.0 × 3.9 × 5.7	546 / 259 / 165
BarrelCactus_A	Cacti	Barrel cactus.	0.5 × 0.6 × 0.7	312 / 208 / 130
GiantSaguaro_A	Cacti	Columnar cactus with arms.	3.9 × 3.8 × 10.6	3,036 / 1,932 / 1,495
PricklyPear_A	Cacti	Prickly pear cactus, flat pads.	1.0 × 1.4 × 0.8	180 / 144 / 108
Saguaro_A	Cacti	Columnar cactus with arms.	1.6 × 1.2 × 4.6	1,564 / 1,012 / 759
Saguaro_B	Cacti	Columnar cactus with arms.	0.8 × 0.5 × 3.4	828 / 552 / 391
DesertShrub_A	Bushes	Desert shrub, about 1 m: twiggy, sparse grey-green leaves.	1.8 × 1.7 × 1.5	3,474 / 1,177 / 388
DryGrass_A	Ground cover	Dry desert grass tuft, about 0.5 m.	0.6 × 0.6 × 0.5	266 / 100 / 33
Pebble_Desert	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
Sandstone_A	Rocks and cliffs	Layered sandstone, 1.0 m.	1.0 × 0.9 × 0.7	500 / 250 / 100
Sandstone_B	Rocks and cliffs	Layered sandstone, 2.6 m.	2.8 × 1.9 × 1.7	900 / 450 / 180
Sandstone_C	Rocks and cliffs	Layered sandstone, 4.2 m.	4.0 × 3.2 × 1.8	1,200 / 600 / 240
Sandstone_Mesa	Rocks and cliffs	Layered sandstone, 14.0 m.	15.9 × 11.3 × 6.8	1,800 / 900 / 360
Sandstone_Pillar	Rocks and cliffs	Layered sandstone, 7.5 m.	3.2 × 3.2 × 9.2	1,300 / 650 / 260

Tropical Coast

Sandy bay with palms, dunes, a headland with sea stacks, breaking beach waves. Breaking beach waves that follow the shoreline, sea stacks, leaning palms; the hero palm.

STYLIZED BIOMES · COAST

Sandy bay, palms, dunes, sea stacks, breaking waves — 14 assets included

BeachPalm_A
9.8 m tall · 6.6 m wide

BeachPalm_B
12.0 m tall · 7.7 m wide

BeachPalm_C
6.9 m tall · 5.67 m wide

BeachShrub_A
1.6 m tall · 2.11 m wide

HeroPalm_A
16.3 m tall · 17.48 m wide

CoastRock_A
61 cm tall · 0.96 m wide

CoastRock_B
1.3 m tall · 2.54 m wide

CoastRock_C
2.3 m tall · 3.69 m wide

Driftwood_A
51 cm tall · 3.61 m wide

Driftwood_B
44 cm tall · 1.81 m wide

SeaCliff_A
9.3 m tall · 20.93 m wide

SeaStack_A
14.6 m tall · 5.15 m wide

DuneGrass_A
75 cm tall · 0.95 m wide

Pebble_Coast
22 cm tall · 0.37 m wide

Prefab	Type	What it is	Size (m)	Triangles
BeachPalm_A	Trees	Beach palm, about 8 m, leaning toward the sea, with coconuts.	6.6 × 6.5 × 9.8	986 / 547 / 177
BeachPalm_B	Trees	Beach palm, about 10 m, leaning toward the sea, with coconuts.	7.7 × 6.9 × 11.9	946 / 499 / 177
BeachPalm_C	Trees	Beach palm, about 6 m, leaning toward the sea, with coconuts.	5.2 × 5.7 × 6.9	810 / 419 / 165

HeroPalm_A	Trees	Beach palm, about 14 m, leaning toward the sea, with coconuts.	17.5 × 8.4 × 16.3	1,210 / 675 / 189
BeachShrub_A	Bushes	Salt-tolerant beach shrub, about 1.2 m.	1.8 × 2.1 × 1.6	3,280 / 1,144 / 378
DuneGrass_A	Ground cover	Dune grass: tall, thin, pale blades that hold the sand.	0.9 × 0.8 × 0.8	280 / 85 / 24
CoastRock_A	Rocks and cliffs	Coastal rock, 1.1 m.	1.0 × 0.8 × 0.6	500 / 250 / 100
CoastRock_B	Rocks and cliffs	Coastal rock, 2.6 m.	2.5 × 1.9 × 1.3	900 / 450 / 180
CoastRock_C	Rocks and cliffs	Coastal rock, 4.0 m.	3.7 × 2.6 × 2.3	1,200 / 600 / 240
Pebble_Coast	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.4 × 0.3 × 0.2	140 / 70 / 28
SeaCliff_A	Rocks and cliffs	Coastal rock, 16.0 m.	20.9 × 8.6 × 9.3	3,200 / 1,600 / 640
SeaStack_A	Rocks and cliffs	Coastal rock, 13.0 m.	5.2 × 4.9 × 14.6	1,400 / 700 / 280
Driftwood_A	Wood	Driftwood: a bleached, sea-worn log with broken branch stubs.	3.6 × 0.8 × 0.5	240 / 166 / 90
Driftwood_B	Wood	Driftwood: a bleached, sea-worn log with broken branch stubs.	1.8 × 0.7 × 0.4	240 / 166 / 90

Volcanic

A volcano with a lava river and lake, basalt columns, burnt woods, fumaroles. A flowing, burning lava river and lava lake with flames, embers, smoke, steam and heat haze.

STYLIZED BIOMES · VOLCANIC

Volcano, flowing lava, basalt columns, burnt woods — 12 assets included

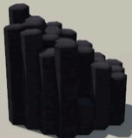




BurntTree_A
5.8 m tall · 4.27 m wide



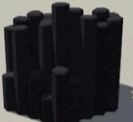
BurntTree_B
4.6 m tall · 4.17 m wide



BasaltColumns_A
4.6 m tall · 5.07 m wide



BasaltColumns_B
2.8 m tall · 3.62 m wide



BasaltColumns_C
7.2 m tall · 7.77 m wide



Fumarole_A
1.2 m tall · 2.12 m wide



LavaRock_A
58 cm tall · 1.04 m wide



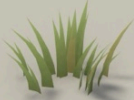
LavaRock_B
1.5 m tall · 2.99 m wide



Obsidian_A
97 cm tall · 1.08 m wide



Obsidian_B
2.7 m tall · 2.18 m wide



AshGrass_A
29 cm tall · 0.51 m wide



Pebble_Volcanic
22 cm tall · 0.34 m wide

Prefab	Type	What it is	Size (m)	Triangles
BurntTree_A	Trees	Burnt tree: charred black, embers glowing in its cracks.	4.3 × 3.6 × 5.8	3,712 / 951 / 369
BurntTree_B	Trees	Burnt tree: charred black, embers glowing in its cracks.	2.8 × 4.2 × 4.6	2,906 / 761 / 313
AshGrass_A	Ground cover	Hardy tufts that grow back first on ash.	0.5 × 0.5 × 0.3	182 / 55 / 15
BasaltColumns_A	Rocks and cliffs	Basalt columns: a cluster of hexagonal columns, tops worn.	5.1 × 4.6 × 4.6	1,110 / 666 / 666
BasaltColumns_B	Rocks and cliffs	Basalt columns: a cluster of hexagonal columns, tops worn.	3.6 × 3.3 × 2.8	570 / 342 / 342

BasaltColumns_C	Rocks and cliffs	Basalt columns: a cluster of hexagonal columns, tops worn.	7.8 × 7.0 × 7.2	1,830 / 1,098 / 1,098
LavaRock_A	Rocks and cliffs	Cooled lava rock, porous and dark.	1.0 × 0.8 × 0.6	500 / 250 / 100
LavaRock_B	Rocks and cliffs	Large cooled lava boulder.	3.0 × 2.4 × 1.5	1,000 / 500 / 200
Obsidian_A	Rocks and cliffs	Obsidian: glassy black volcanic glass, sharp faces.	1.1 × 0.8 × 1.0	500 / 250 / 100
Obsidian_B	Rocks and cliffs	Large obsidian shard, glassy.	2.2 × 1.5 × 2.6	800 / 400 / 160
Pebble_Volcanic	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
Fumarole_A	Features	Fumarole vent crusted with sulphur (steam in Unity).	2.0 × 2.1 × 1.1	900 / 450 / 180

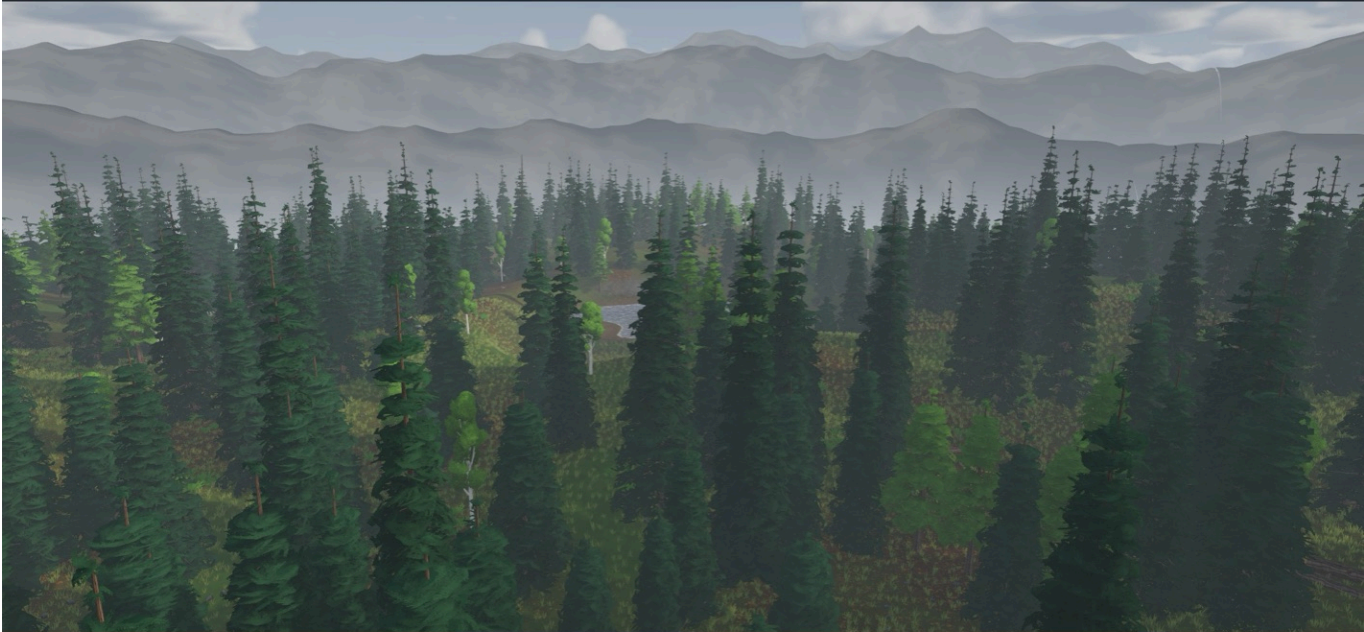
Effect prefabs: Flames , Embers , LavaSmoke , Steam , Heat (flames licking off the lava, embers, smoke, steam vents, heat haze).

Taiga

Boreal spruce and larch forest round a peat lake; four seasons. Spruce and larch forest round a peat lake, four seasons; the ancient spruce.

STYLIZED BIOMES · TAIGA

Boreal spruce and larch forest round a peat lake — 16 assets included





BirchTree_T
8.1 m tall · 2.98 m wide



BlueberryShrub_A
95 cm tall · 1.51 m wide



HeroSpruce_A
24.6 m tall · 8.75 m wide



LarchTree_A
11.7 m tall · 6.6 m wide



LarchTree_B
8.5 m tall · 5.6 m wide



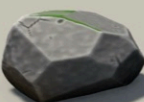
SpruceTree_A
12.9 m tall · 5.83 m wide



SpruceTree_B
17.4 m tall · 7.0 m wide



SpruceTree_C
6.7 m tall · 4.46 m wide



LichenRock_A
88 cm tall · 1.36 m wide



LichenRock_B
1.6 m tall · 2.84 m wide



SpruceLog_A
65 cm tall · 4.71 m wide



SpruceStump_A
79 cm tall · 1.25 m wide



Fern_T
53 cm tall · 1.33 m wide



MossGrass_A
42 cm tall · 0.52 m wide



Pebble_Taiga
22 cm tall · 0.37 m wide



Twig_Taiga
27 cm tall · 1.14 m wide

Prefab	Type	What it is	Size (m)	Triangles
BirchTree_T	Trees	Northern birch, about 7.5 m.	3.0 × 2.9 × 8.1	8,595 / 2,398 / 779
HeroSpruce_A	Trees	Ancient spruce, about 26 m: towering over the forest, a landmark.	8.2 × 8.8 × 24.6	13,791 / 8,708 / 3,200
LarchTree_A	Trees	Larch, about 12 m: soft green needles, gold in autumn, bare in winter.	6.6 × 6.2 × 11.8	6,862 / 4,422 / 1,429

LarchTree_B	Trees	Young larch, about 8.5 m.	5.5 × 5.6 × 8.5	5,608 / 3,634 / 1,189
SpruceTree_A	Trees	Spruce, about 13 m: a dark narrow spire, drooping branches; evergreen.	5.8 × 5.4 × 12.9	9,558 / 5,958 / 2,207
SpruceTree_B	Trees	Tall spruce, about 18 m.	6.5 × 7.0 × 17.4	11,297 / 7,087 / 2,661
SpruceTree_C	Trees	Young spruce, about 6 m.	4.5 × 4.3 × 6.8	5,124 / 3,144 / 1,231
BlueberryShrub_A	Bushes	Blueberry shrub, knee-high: green, red in autumn.	1.5 × 1.4 × 0.9	4,100 / 1,424 / 488
Fern_T	Ground cover	Boreal fern, about 0.8 m.	1.3 × 1.3 × 0.5	110 / 56 / 24
MossGrass_A	Ground cover	Sedge tuft of the forest floor.	0.5 × 0.5 × 0.4	210 / 70 / 27
LichenRock_A	Rocks and cliffs	Granite boulder with lichen, 1.4 m.	1.4 × 1.1 × 0.9	600 / 300 / 120
LichenRock_B	Rocks and cliffs	Large glacial boulder with lichen, 3.4 m.	2.8 × 2.8 × 1.6	1,000 / 500 / 200
Pebble_Taiga	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.4 × 0.3 × 0.2	140 / 70 / 28
SpruceLog_A	Wood	Fallen spruce log, moss on top.	4.7 × 0.9 × 0.7	548 / 338 / 192
SpruceStump_A	Wood	Spruce stump.	1.1 × 1.2 × 0.8	824 / 434 / 282
Twig_Taiga	Wood	Fallen branch, ground clutter.	1.1 × 0.3 × 0.3	548 / 338 / 192

Arctic

Snowfields, sea ice and icebergs, a glacier front; knee-deep snow to wade through. Sea ice and icebergs, glacier front, blizzards, knee-deep snow that characters wade through.

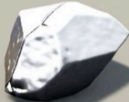
STYLIZED BIOMES · ARCTIC

Snowfields, sea ice, icebergs, knee-deep snow — 11 assets included





DwarfWillow_A
90 cm tall · 1.5 m wide



FrostRock_A
73 cm tall · 1.12 m wide



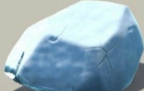
FrostRock_B
1.3 m tall · 2.73 m wide



Iceberg_A
6.2 m tall · 11.46 m wide



IceBlock_A
1.2 m tall · 1.32 m wide



IceBlock_B
2.5 m tall · 3.68 m wide



IceCliff_A
9.5 m tall · 21.06 m wide



Snowdrift_A
77 cm tall · 3.54 m wide



Snowdrift_B
1.4 m tall · 6.29 m wide



Pebble_Arctic
21 cm tall · 0.35 m wide



TundraGrass_A
33 cm tall · 0.48 m wide

Prefab	Type	What it is	Size (m)	Triangles
DwarfWillow_A	Bushes	Dwarf willow, a low mat of woody stems.	1.5 × 1.5 × 0.9	4,632 / 1,546 / 524
TundraGrass_A	Ground cover	Tundra sedge tuft.	0.5 × 0.4 × 0.3	238 / 105 / 24
FrostRock_A	Rocks and cliffs	Frost-split rock, 1.2 m.	1.1 × 0.9 × 0.7	500 / 250 / 100
FrostRock_B	Rocks and cliffs	Large frost-split rock, 2.8 m.	2.7 × 2.3 × 1.4	900 / 450 / 180
IceBlock_A	Rocks and cliffs	Ice block, sharp and clear, 1.6 m.	1.3 × 1.1 × 1.2	600 / 300 / 120
IceBlock_B	Rocks and cliffs	Large ice block, 3.6 m.	3.7 × 2.3 × 2.5	1,000 / 500 / 200

IceCliff_A	Rocks and cliffs	Ice cliff, 16 m: the edge of a glacier.	21.1 × 7.2 × 9.5	3,000 / 1,500 / 600
Iceberg_A	Rocks and cliffs	Iceberg (floats: most of it below the waterline).	11.5 × 8.4 × 6.2	1,400 / 700 / 280
Pebble_Arctic	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
Snowdrift_A	Features	Snowdrift, wind-carved, 4 m.	3.5 × 2.1 × 0.8	500 / 250 / 100
Snowdrift_B	Features	Large snowdrift, 8 m.	6.3 × 3.1 × 1.4	700 / 350 / 140

Alpine

A glacial valley: stepped rock walls, grassy ledges, a turquoise lake, snowy peaks; four seasons. A waterfall pouring off a clifftop into a lake, stepped rock walls, four seasons; the wind-bent pine.

STYLIZED BIOMES · ALPINE

Glacial valley, rock walls, waterfall, snowy peaks — 15 assets included





DwarfPine_A
3.4 m tall · 4.05 m wide



DwarfPine_B
2.2 m tall · 3.94 m wide



SpruceTree_Alp
11.4 m tall · 5.33 m wide



WindPine_A
7.6 m tall · 6.35 m wide



Granite_A
79 cm tall · 1.02 m wide



Granite_B
1.7 m tall · 2.58 m wide



MountainCliff_A
15.7 m tall · 22.54 m wide



MountainCliff_B
8.8 m tall · 14.88 m wide



Scree_A
30 cm tall · 0.51 m wide



AlpineFlowers_Blue
21 cm tall · 0.45 m wide



AlpineFlowers_Pink
17 cm tall · 0.37 m wide



AlpineFlowers_Yellow
23 cm tall · 0.31 m wide



AlpineGrass_A
25 cm tall · 0.52 m wide



Pebble_Alpine
21 cm tall · 0.35 m wide



Twig_Alpine
31 cm tall · 1.13 m wide

Prefab	Type	What it is	Size (m)	Triangles
SpruceTree_Alp	Trees	Spruce at the tree line, 11 m.	5.3 × 4.9 × 11.4	8,937 / 5,522 / 2,098
WindPine_A	Trees	Wind-bent pine, about 8 m: leaning, branches only on its lee side - a clifftop landmark.	6.3 × 5.5 × 7.6	3,445 / 2,196 / 686
DwarfPine_A	Bushes	Dwarf mountain pine, 2.5 m, spreading low.	3.9 × 4.0 × 3.4	4,672 / 2,964 / 973

DwarfPine_B	Bushes	Small dwarf pine.	3.8 × 3.9 × 2.2	2,650 / 1,658 / 601
AlpineFlowers_Blue	Ground cover	Alpine flowers, blue (gentian-like), low.	0.5 × 0.3 × 0.2	432 / 230 / 120
AlpineFlowers_Pink	Ground cover	Alpine flowers, pink cushions, low.	0.3 × 0.4 × 0.2	526 / 316 / 218
AlpineFlowers_Yellow	Ground cover	Alpine flowers, yellow, low.	0.3 × 0.3 × 0.2	436 / 318 / 208
AlpineGrass_A	Ground cover	Short alpine grass.	0.5 × 0.5 × 0.2	308 / 75 / 21
Granite_A	Rocks and cliffs	Granite rock, 1.2 m.	1.0 × 0.9 × 0.8	500 / 250 / 100
Granite_B	Rocks and cliffs	Granite boulder, 3 m.	2.6 × 2.2 × 1.7	1,000 / 500 / 200
MountainCliff_A	Rocks and cliffs	Granite cliff face, 18 m: stepped, fractured blocks.	22.5 × 10.7 × 15.7	3,200 / 1,600 / 640
MountainCliff_B	Rocks and cliffs	Granite crag, 10 m.	14.9 × 6.5 × 8.8	2,400 / 1,200 / 480
Pebble_Alpine	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
Scree_A	Rocks and cliffs	Scree stone, 0.5 m (scatter many).	0.5 × 0.4 × 0.3	200 / 100 / 40
Twig_Alpine	Wood	Fallen branch, ground clutter.	1.1 × 0.4 × 0.3	548 / 338 / 192

Rainforest

A jungle valley with a river, giant trees, palms, tree ferns and huge leaves. A flowing river with wakes behind rocks, giant trees, tree ferns, huge leaves, rain.

STYLIZED BIOMES · RAINFOREST

Jungle valley, giant trees, a flowing river — 15 assets included





GiantTree_A
27.6 m tall · 19.5 m wide



JunglePalm_A
13.5 m tall · 5.14 m wide



JungleTree_A
14.5 m tall · 8.22 m wide



JungleTree_B
9.6 m tall · 6.28 m wide



TreeFern_A
5.9 m tall · 4.39 m wide



MossBoulder_A
1.5 m tall · 2.44 m wide



MossBoulder_B
76 cm tall · 1.03 m wide



BigLeafPlant_A
1.0 m tall · 2.41 m wide



BigLeafPlant_B
1.7 m tall · 3.57 m wide



JungleFern_A
88 cm tall · 1.8 m wide



JungleGrass_A
78 cm tall · 0.96 m wide



Pebble_Rainforest
21 cm tall · 0.37 m wide



TropicalFlowers_Pink
61 cm tall · 0.36 m wide



TropicalFlowers_Red
65 cm tall · 0.35 m wide



Twig_Rainforest
17 cm tall · 1.13 m wide

Prefab	Type	What it is	Size (m)	Triangles
GiantTree_A	Trees	Emergent rainforest giant, about 26 m: buttress roots, a wide high canopy.	19.5 × 18.4 × 27.6	11,870 / 3,393 / 1,147
JunglePalm_A	Trees	Slender jungle palm, about 12 m.	5.1 × 5.1 × 13.5	594 / 275 / 165
JungleTree_A	Trees	Jungle tree, about 14 m, small buttresses.	7.0 × 8.2 × 14.4	9,024 / 2,745 / 933

JungleTree_B	Trees	Understory jungle tree, about 9 m.	5.9 × 6.3 × 9.7	9,024 / 2,721 / 981
TreeFern_A	Trees	Tree fern, about 4.5 m: a furry trunk and a crown of fronds.	3.8 × 4.4 × 5.9	642 / 291 / 165
BigLeafPlant_A	Ground cover	Huge-leaf plant, about 1.6 m (elephant-ear shapes).	2.4 × 2.3 × 1.0	70 / 32 / 24
BigLeafPlant_B	Ground cover	Huge-leaf plant, tall, about 2.4 m.	3.2 × 3.6 × 1.7	90 / 40 / 24
JungleFern_A	Ground cover	Jungle fern, lush, about 1 m.	1.8 × 1.8 × 0.9	140 / 64 / 30
JungleGrass_A	Ground cover	Broad jungle grass, about 0.8 m.	1.0 × 0.8 × 0.8	350 / 140 / 39
TropicalFlowers_Pink	Ground cover	Tropical flowers, pink.	0.3 × 0.4 × 0.6	424 / 264 / 146
TropicalFlowers_Red	Ground cover	Tropical flowers, red.	0.3 × 0.3 × 0.7	414 / 276 / 146
MossBoulder_A	Rocks and cliffs	Moss-covered boulder, 2.6 m.	2.4 × 1.7 × 1.5	1,000 / 500 / 200
MossBoulder_B	Rocks and cliffs	Mossy rock, 1.2 m.	1.0 × 0.9 × 0.8	600 / 300 / 120
Pebble_Rainforest	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.4 × 0.3 × 0.2	140 / 70 / 28
Twig_Rainforest	Wood	Fallen branch, ground clutter.	1.1 × 0.5 × 0.2	548 / 338 / 192

Savanna

Golden dry-season plains, acacias, baobabs, granite kopjes, termite mounds, a waterhole. Golden grass plains, acacias, baobabs, granite kopjes, termite mounds, a waterhole.

STYLIZED BIOMES · SAVANNA

Golden plains, acacias, baobabs, kopjes — 13 assets included





AcaciaTree_A
8.1 m tall · 6.51 m wide



AcaciaTree_B
6.3 m tall · 6.03 m wide



AcaciaTree_C
10.6 m tall · 8.08 m wide



BaobabTree_A
12.8 m tall · 9.34 m wide



Kopje_A
3.0 m tall · 4.71 m wide



Kopje_B
1.4 m tall · 1.98 m wide



TermiteMound_A
3.2 m tall · 1.5 m wide



TermiteMound_B
1.8 m tall · 1.13 m wide



Pebble_Savanna
22 cm tall · 0.33 m wide



SavannaGrass_A
1.1 m tall · 0.89 m wide



SavannaGrass_B
44 cm tall · 0.68 m wide



ThornBush_A
1.5 m tall · 2.19 m wide



Twig_Savanna
29 cm tall · 1.13 m wide

Prefab	Type	What it is	Size (m)	Triangles
AcaciaTree_A	Trees	Acacia, about 7.5 m: a flat umbrella crown on a crooked trunk.	6.3 × 6.5 × 8.1	5,962 / 1,755 / 593
AcaciaTree_B	Trees	Young acacia, about 5.5 m.	6.0 × 5.6 × 6.3	5,976 / 1,803 / 611
AcaciaTree_C	Trees	Large acacia, about 10 m.	7.5 × 8.1 × 10.6	7,459 / 2,016 / 615

BaobabTree_A	Trees	Baobab, about 13 m: a huge bottle trunk, sparse branches.	7.1 × 9.3 × 12.8	2,855 / 960 / 391
ThornBush_A	Bushes	Thorn bush, about 1.3 m: twiggy, small grey-green leaves.	2.1 × 2.2 × 1.5	4,246 / 1,439 / 494
SavannaGrass_A	Ground cover	Tall savanna grass, about 1.1 m, golden in the dry season.	0.9 × 0.9 × 1.1	560 / 155 / 45
SavannaGrass_B	Ground cover	Short savanna grass tuft.	0.6 × 0.7 × 0.4	322 / 140 / 51
Kopje_A	Rocks and cliffs	Granite kopje boulder, 5 m, rounded and warm.	4.7 × 3.6 × 3.0	1,300 / 650 / 260
Kopje_B	Rocks and cliffs	Granite boulder, 2.2 m.	2.0 × 1.8 × 1.4	800 / 400 / 160
Pebble_Savanna	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
Twig_Savanna	Wood	Fallen branch, ground clutter.	1.1 × 0.7 × 0.3	548 / 338 / 192
TermiteMound_A	Features	Termite mound, about 3 m: a lumpy red earth spire.	1.5 × 1.2 × 3.2	600 / 300 / 120
TermiteMound_B	Features	Small termite mound.	1.1 × 0.9 × 1.8	400 / 200 / 80

Wetland

A misty marsh: willows, swamp cypresses, reeds, cattails, lily pads; four seasons. A misty marsh with willows, swamp cypresses, reeds and water lilies, four seasons; the great willow.

STYLIZED BIOMES · WETLAND

Misty marsh, willows, swamp cypress, lily pads — 19 assets included





CypressTree_A
14.4 m tall · 8.36 m wide



CypressTree_B
10.6 m tall · 5.96 m wide



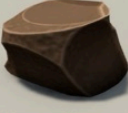
HeroWillow_A
14.3 m tall · 11.47 m wide



WillowTree_A
9.0 m tall · 7.25 m wide



WillowTree_B
7.4 m tall · 5.03 m wide



CypressKnees_A
62 cm tall · 1.17 m wide



MossLog_A
77 cm tall · 4.45 m wide



WillowStump_A
1.3 m tall · 2.16 m wide



Cattails_A
1.9 m tall · 0.74 m wide



LilyPads_A
1 cm tall · 2.02 m wide



LilyPads_B
1 cm tall · 3.44 m wide



MarshFern_A
75 cm tall · 1.39 m wide



MarshMarigold_A
28 cm tall · 0.41 m wide



Pebble_Wetland
22 cm tall · 0.33 m wide



Reeds_A
2.8 m tall · 0.94 m wide



Sedge_A
62 cm tall · 0.92 m wide



Twig_Wetland
29 cm tall · 1.13 m wide



WaterLily_Pink
13 cm tall · 0.32 m wide



WaterLily_White
16 cm tall · 0.32 m wide

Prefab	Type	What it is	Size (m)	Triangles
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CypressTree_A	Trees	Swamp cypress, about 15 m: flared base that stands in the water, feathery crown.	8.0 × 8.4 × 14.4	5,233 / 3,384 / 1,046
CypressTree_B	Trees	Young swamp cypress, about 11 m.	5.9 × 6.0 × 10.6	4,639 / 2,910 / 928
HeroWillow_A	Trees	Great weeping willow, about 13 m: a vast curtain of leaves over the water, a landmark.	11.5 × 10.9 × 14.3	41,117 / 8,507 / 3,257
WillowTree_A	Trees	Weeping willow, about 9 m: curtains of leaves hanging to the water.	7.2 × 7.1 × 9.0	17,840 / 3,175 / 1,271
WillowTree_B	Trees	Young weeping willow, about 7 m.	4.7 × 5.0 × 7.4	13,644 / 2,526 / 1,045
Cattails_A	Ground cover	Cattails, about 1.6 m: flat leaves and brown seed heads.	0.6 × 0.7 × 1.9	498 / 270 / 71
LilyPads_A	Ground cover	Lily pads, a floating patch about 2 m across (origin at the water surface).	2.0 × 1.8 × 0.0	144 / 90 / 54
LilyPads_B	Ground cover	Lily pads, a big patch about 3.5 m across.	3.4 × 3.1 × 0.0	288 / 180 / 108
MarshFern_A	Ground cover	Marsh fern, about 0.8 m.	1.4 × 1.3 × 0.8	110 / 56 / 24
MarshMarigold_A	Ground cover	Marsh marigolds, yellow, on wet ground.	0.3 × 0.4 × 0.3	292 / 232 / 156
Reeds_A	Ground cover	Reed bed clump, about 2.2 m, with feathery heads.	0.9 × 0.9 × 2.8	732 / 435 / 174
Sedge_A	Ground cover	Sedge tussock, about 0.6 m.	0.9 × 0.8 × 0.6	490 / 195 / 63
WaterLily_Pink	Ground cover	Pink water lily flowers.	0.3 × 0.3 × 0.1	226 / 142 / 92
WaterLily_White	Ground cover	Water lily flowers on the pads.	0.3 × 0.3 × 0.2	226 / 168 / 150
Pebble_Wetland	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
CypressKnees_A	Wood	Cypress knees: woody stumps that rise from the roots out of the water.	1.1 × 1.2 × 0.6	300 / 150 / 60
MossLog_A	Wood	Fallen log, about 4 m, half in the water.	4.5 × 1.0 × 0.8	548 / 338 / 192
Twig_Wetland	Wood	Fallen branch, ground clutter.	1.1 × 0.7 × 0.3	548 / 338 / 192
WillowStump_A	Wood	Old willow stump.	1.7 × 2.2 × 1.4	824 / 434 / 282

Mediterranean

Limestone coast over a turquoise sea, olive groves, cypresses, stone pines, lavender. Limestone coast over a turquoise sea, olive groves, cypresses, stone pines, lavender, poppies.

STYLIZED BIOMES · MEDITERRANEAN

Limestone coast, olive groves, cypress, lavender — 18 assets included





ItalianCypress_A
13.5 m tall · 3.06 m wide



ItalianCypress_B
9.7 m tall · 3.16 m wide



MaquisShrub_A
1.5 m tall · 1.99 m wide



MaquisShrub_B
1.2 m tall · 1.75 m wide



OliveTree_A
5.6 m tall · 5.32 m wide



OliveTree_B
4.5 m tall · 4.74 m wide



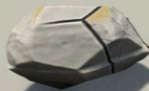
OliveTree_Old
6.7 m tall · 6.25 m wide



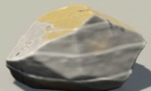
StonePine_A
11.3 m tall · 9.8 m wide



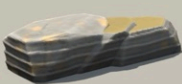
StonePine_B
9.6 m tall · 8.51 m wide



Limestone_A
100 cm tall · 1.65 m wide



Limestone_B
1.8 m tall · 2.96 m wide



LimestoneCliff_A
5.2 m tall · 13.01 m wide



Broom_Yellow
36 cm tall · 0.37 m wide



DryGrass_Med
51 cm tall · 0.67 m wide



Lavender_A
67 cm tall · 0.84 m wide



Pebble_Mediterranean
21 cm tall · 0.34 m wide



Poppies_A
48 cm tall · 0.35 m wide



Twig_Mediterranean
30 cm tall · 1.13 m wide

Prefab	Type	What it is	Size (m)	Triangles
ItalianCypress_A	Trees	Italian cypress, about 14 m: tall, narrow, dark green.	3.1 × 3.0 × 13.5	8,651 / 5,344 / 2,076
ItalianCypress_B	Trees	Italian cypress, about 10 m.	3.0 × 3.2 × 9.7	9,320 / 5,841 / 2,226
OliveTree_A	Trees	Olive tree, about 5.5 m: a twisted grey trunk, silver-green crown.	5.3 × 4.6 × 5.6	6,419 / 1,912 / 695

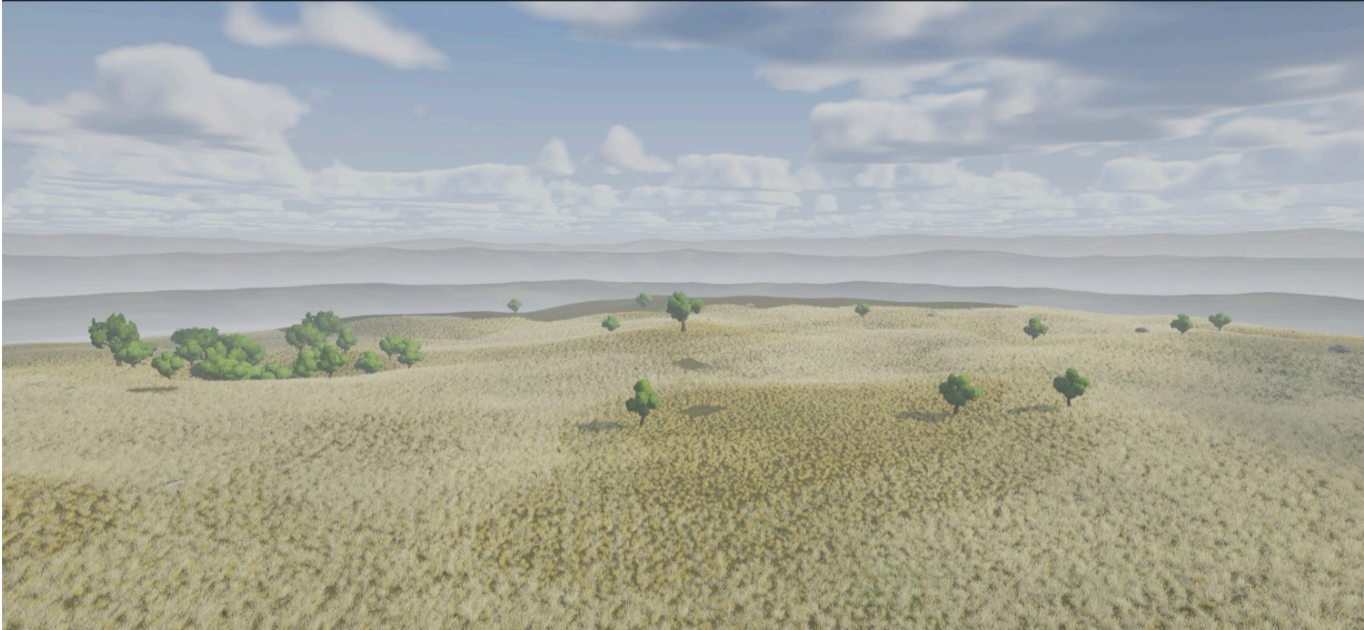
OliveTree_B	Trees	Young olive tree, about 4 m.	3.8 × 4.7 × 4.5	5,760 / 1,733 / 607
OliveTree_Old	Trees	Ancient olive, about 6.5 m: a huge hollowed, twisted trunk.	6.2 × 5.8 × 6.7	6,545 / 1,986 / 737
StonePine_A	Trees	Stone pine, about 12 m: a flat umbrella crown on a tall trunk.	9.8 × 8.7 × 11.3	14,837 / 4,032 / 1,295
StonePine_B	Trees	Young stone pine, about 9 m.	8.5 × 7.6 × 9.6	9,925 / 2,650 / 865
Broom_Yellow	Bushes	Yellow wildflowers.	0.3 × 0.4 × 0.4	392 / 294 / 70
MaquisShrub_A	Bushes	Maquis shrub, about 1.1 m: dense, dark, aromatic.	1.9 × 2.0 × 1.5	3,906 / 1,385 / 512
MaquisShrub_B	Bushes	Low maquis shrub.	1.8 × 1.7 × 1.2	3,038 / 1,093 / 380
DryGrass_Med	Ground cover	Dry golden grass tuft, about 0.5 m.	0.7 × 0.6 × 0.5	392 / 120 / 39
Lavender_A	Ground cover	Lavender bush, about 0.6 m: grey-green leaves, purple flower spikes.	0.8 × 0.8 × 0.7	3,630 / 2,420 / 801
Poppies_A	Ground cover	Wild poppies.	0.3 × 0.3 × 0.5	338 / 188 / 24
LimestoneCliff_A	Rocks and cliffs	Limestone crag, 9 m: layered cliff.	13.0 × 4.6 × 5.2	2,400 / 1,200 / 480
Limestone_A	Rocks and cliffs	Limestone rock, 1.5 m: pale, layered.	1.6 × 1.1 × 1.0	700 / 350 / 140
Limestone_B	Rocks and cliffs	Limestone outcrop, 3 m.	3.0 × 2.6 × 1.8	1,100 / 550 / 220
Pebble_Mediterranean	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.2 × 0.2	140 / 70 / 28
Twig_Mediterranean	Wood	Fallen branch, ground clutter.	1.1 × 0.3 × 0.3	548 / 338 / 192

Steppe

Endless rolling grassland of feather grass, wildflowers and lone oaks; four seasons. Rolling feather grass to the horizon, wildflowers and lone oaks, four seasons.

STYLIZED BIOMES · STEPPE

Endless feather grass, wildflowers, lone oaks — 12 assets included





SteppeOak_A
9.3 m tall · 8.86 m wide



SteppeOak_B
6.4 m tall · 6.23 m wide



Wormwood_A
70 cm tall · 1.06 m wide



SteppeBoulder_A
1.2 m tall · 2.0 m wide



SteppeBoulder_B
2.0 m tall · 3.9 m wide



FeatherGrass_A
86 cm tall · 1.76 m wide



FeatherGrass_B
55 cm tall · 0.96 m wide



Pebble_Steppe
21 cm tall · 0.35 m wide



SteppeFlowers_Purple
51 cm tall · 0.32 m wide



SteppeFlowers_White
37 cm tall · 0.35 m wide



SteppeFlowers_Yellow
42 cm tall · 0.37 m wide



SteppeGrass_A
43 cm tall · 0.65 m wide

Prefab	Type	What it is	Size (m)	Triangles
SteppeOak_A	Trees	Lone steppe oak, about 8 m: a broad low crown on a stout trunk.	8.8 × 8.9 × 9.3	10,931 / 2,990 / 909
SteppeOak_B	Trees	Smaller steppe oak, about 6 m.	5.4 × 6.2 × 6.3	8,336 / 2,311 / 731
FeatherGrass_A	Ground cover	Feather grass, about 0.9 m: long silky silver awns that wave in the wind.	1.5 × 1.8 × 0.9	672 / 240 / 75
FeatherGrass_B	Ground cover	Feather grass, a smaller tuft.	0.9 × 1.0 × 0.6	420 / 140 / 30
SteppeFlowers_Purple	Ground cover	Purple sage flowers.	0.3 × 0.3 × 0.5	420 / 196 / 118

SteppeFlowers_White	Ground cover	White steppe flowers.	0.3 × 0.3 × 0.4	372 / 222 / 98
SteppeFlowers_Yellow	Ground cover	Yellow steppe daisies.	0.3 × 0.4 × 0.4	376 / 216 / 104
SteppeGrass_A	Ground cover	Short steppe grass tuft, about 0.4 m.	0.7 × 0.5 × 0.4	420 / 165 / 51
Wormwood_A	Ground cover	Wormwood, about 0.6 m: a silver-grey aromatic bush.	1.1 × 1.0 × 0.7	3,474 / 1,199 / 400
Pebble_Steppe	Rocks and cliffs	Small stone, ground clutter (scatter as a detail).	0.3 × 0.3 × 0.2	140 / 70 / 28
SteppeBoulder_A	Rocks and cliffs	Weathered granite boulder, 2 m, lichen-spotted.	2.0 × 1.7 × 1.2	1,000 / 500 / 200
SteppeBoulder_B	Rocks and cliffs	Large granite boulder, 4 m.	3.9 × 2.6 × 2.0	1,300 / 650 / 260

6. Systems and components

All components are in `Add Component > Stylized Biomes`. Each one works on its own; together they make a scene come alive. Every field has a tooltip in the Inspector.

Season Controller

One per scene. **Season** 0 spring, 1 summer, 2 autumn, 3 winter (4 is spring again); in-between values blend, so leaves turn, fall and grow back, flowers fade, grass dries and snow comes and goes. **Seconds Per Year** plays the year. **Wind Strength / Speed** move every plant. From code:

`SetSeason(SeasonController.Season.Autumn)`. Materials with *Fixed Season* ticked keep their own season.

Weather Controller

Clear, Cloudy, Rain, Storm (lightning), Snow, Blizzard, Fog, Sandstorm, Ash Fall. Blends over **Transition Seconds**; rain wets surfaces and fills puddles, snow settles on every Stylized Biomes material. Particles follow the main camera. From code: `SetWeather(WeatherController.Weather.Rain)`, `Snap()` to jump.

Day Night Controller

Time Of Day 0–24 moves and colours the sun, turns it into moonlight at night, shifts the ambient light, the sky (stars, moon) and the haze. **Day Length Minutes** plays the day (0 holds the time).

Water Body

Builds a water surface from its child points: a **Lake** (the area inside the points), a **River** (a band along them; flows from the first point to the last, with foam wakes behind rocks and logs) or a **Sea** (a large plane; with *Shore Detail* it gets breaking surf that follows the coastline). Use a material with the Water shader.

Waterfall

Put it at the lip, forward pointing where the water leaves. Set **Drop**, **Width**, **Throw Out** and **Crest**: it builds the falling sheet, the splash, foam on the pool and the mist.

Deep Snow

Knee-deep snow over the terrain's snow layer that characters wade through, leaving a trench with heaped sides. **Depth** 0.55 m is knee deep; **Follow** is the player.

Grass Interactor

Put it on the player: grass, flowers and ferns part around it and spring back. With **Leave Trails** it presses footprints into sand and snow.

Trail Map

Created automatically: the map of footprints and trodden paths round the player, read by the terrain and grass shaders. Old tracks slowly fill back in (**Fade Seconds**).

Season Terrain

Put it on a Terrain with the Stylized Biomes Terrain material: the whole terrain follows the season, and far grass shrinks away smoothly at the end of the terrain's Detail Distance instead of popping in.

Ambient Life

Bird flocks wheeling overhead, butterflies or dragonflies, fireflies at night, falling leaves in autumn, pollen in the light. Set the counts and colours; it follows the seasons and the time of day.

Ambient Sound

Looping ambience that follows the weather, time and season: wind rising with gusts, rain, thunder after lightning, birds by day, crickets at night, plus the scene's own sound (waves, river, lava) and optional music. Put it on the camera.

Flicker Light

Makes a light breathe and flicker like lava glow or embers.

Walk Around (demo)

A ready third-person controller for testing the ground with your own Humanoid character (an Animator with a `Speed` float): foot-shaped prints in sand and snow on every step, puffs of sand or snow, feet sinking into snow, wading through deep snow. WASD, Shift runs, the mouse turns the camera.

7. Shaders and materials

All shaders are written for URP (forward and Forward+, shadows, fog, GPU instancing) and live under **Stylized Biomes/** in the shader menu.

Shader	Used for	Main settings
Foliage	Leaves, grass, flowers, ferns	Season palettes (dark, light, variety per season), leaves fallen per season, snow, light through leaves, wind
Surface	Bark, rocks, wood, cacti, ice	Albedo + normal, moss or sand cover on top, snow cover in winter, season tints, glow (embers), ice translucency
Terrain	Unity Terrain	Seasonal layer tints, snow and snow line, cliff rock on slopes, sand ripples, sheen and glitter, snow sparkle, wetness
Water	Seas, lakes, rivers	Shallow and deep colour, clarity, refraction, caustics, foam, waves, breaking surf, river flow and rapids, winter ice
Lava	Lava rivers and lakes	Molten and hottest colours, crust, glow, plate size, flow speed, cooling downstream, bubbles, surges, ropy crust
Waterfall	The waterfall sheet	Water and white-water colours, fall speed, streaks
Sky	Skybox	Gradient sky, sun, painted or volumetric clouds (cover, size, speed, height, quality), stars, moon
Distant	Far mountains	Low ground, rock and snow colours by slope and height
Deep Snow	The Deep Snow surface	Snow and packed snow colours, berm height, lumps, sparkle
Heat Haze	Particles over lava and fire	Distortion, wobble size, rising speed
Light Shafts	Full-screen pass	Strength, ray length, decay
Trail	Internal (Trail Map)	—

8. Building your own scenes

1. **Controllers.** Add an empty GameObject with *Season Controller*, *Weather Controller* and *Day Night Controller* (drag your directional light into *Sun*). Set the skybox to a material with the Sky shader (copy one from a demo's **Materials**).
2. **Terrain.** Create a Terrain, set its material to a copy of a demo's terrain material (Terrain shader), paint with the environment's terrain layers, and add *Season Terrain*. Mark the sand and snow layers in the material's *Sand Layers* / *Snow Layers* so they take footprints.
3. **Trees and plants.** Place the prefabs by hand, or add them to the Terrain as trees. For grass and flowers use the meshes in **Prefabs/Detail** as Terrain details (Detail Mesh, Use GPU Instancing on).
4. **Water.** Add a *Water Body*, put child points round the lake or along the river, and give it a Water material from a demo. For a waterfall, add a *Waterfall* at the lip.
5. **Life and sound.** Add *Ambient Life* anywhere and *Ambient Sound* on the camera.
6. **Player.** Add a *Grass Interactor* to your character so grass parts and footprints appear.

The fastest start is to duplicate a demo scene and change it: everything is already connected.

9. Performance

Every model has three LODs in a LOD Group with dithered cross-fade (LOD0 70 to 41,117 triangles, most trees 3–14k; LOD1 about a third, LOD2 about a tenth). Materials support GPU instancing and the terrain draws instanced. Textures are 1024 px or smaller. The demos are built to show everything at once; for lower-end targets:

- Terrain *Detail Distance* and *Detail Density* (grass) are the biggest cost: 80–100 m is plenty for most games.
- Sky: untick *Volumetric Clouds* (painted clouds instead) or lower *Volumetric Quality*.
- Shadows: fewer cascades or a shorter shadow distance in your URP asset; turn off the Light Shafts pass if unused.
- Ambient Life: fewer birds and insects; Weather Controller: lower *Particle Density*.

10. Troubleshooting

Problem	Fix
Pink materials	The project is not using URP. Install URP and assign a URP asset in Project Settings › Graphics.
Water looks flat or black, no soft shore	Turn on Depth Texture and Opaque Texture (section 2).
No sun rays	Add the Light Shafts pass (section 2) and make sure post-processing is on for the camera.
No footprints	Add a Grass Interactor (Leave Trails on) or use Walk Around; the ground must be a Terrain with the Stylized Biomes Terrain material and the layer marked as sand or snow.
Seasons do not change	There must be one Season Controller in the scene; materials with Fixed Season ticked keep their own.
Grass looks different far away	Raise the terrain's Detail Distance; Season Terrain fades the last part of it.
Sounds are silent	An Audio Listener must be in the scene (on the camera).

11. Support and licence

Questions, problems or ideas: support@hadystudios.com, or the form at hadystudios.com/support. We answer every message, within 48 hours, and fixes go into free updates. If you enjoy the pack, a review on the store you got it from helps us a lot. Demos, this guide and our other packs: hadystudios.com.

All models, textures, terrain layers, shaders, scripts, sounds and music in this pack are original work made by Hady Studios for this pack, licensed to you under the licence of the store you got it from: the Unity Asset Store EULA, the Fab End User License Agreement, or the licence on its itch.io page. Use it in as many games as you like, commercial or not; don't resell or share the source files themselves.

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