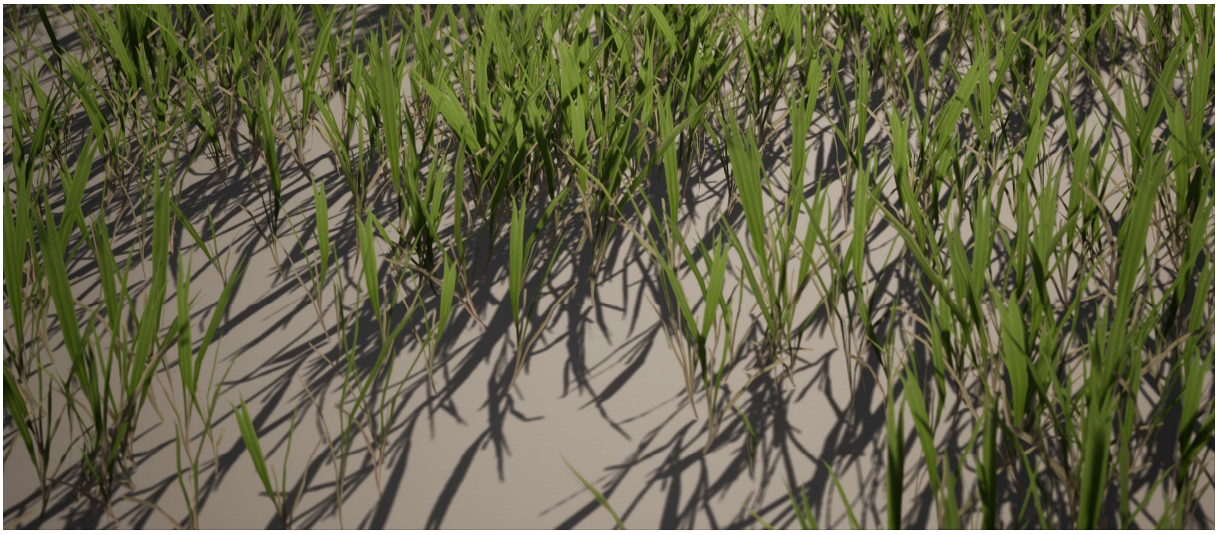
# Realistic Forest Pack - #UE4



## Assets:

I'll update package with your feedbacks.  That's why your feedbacks are so special. The package will update with your comments and requests.

**Seasons:**

- **Still development, not finished.**

**Trees:**

- **Alaska Cedar**

**Ground Plants:**

- **Cattail**
- **Fern**
- **Sword Fern**
- **Virginia Creeper**
- **4 Types of Clover**
- **10 Types of Grass**
- **Ornamental Grass**

**Flowers:**

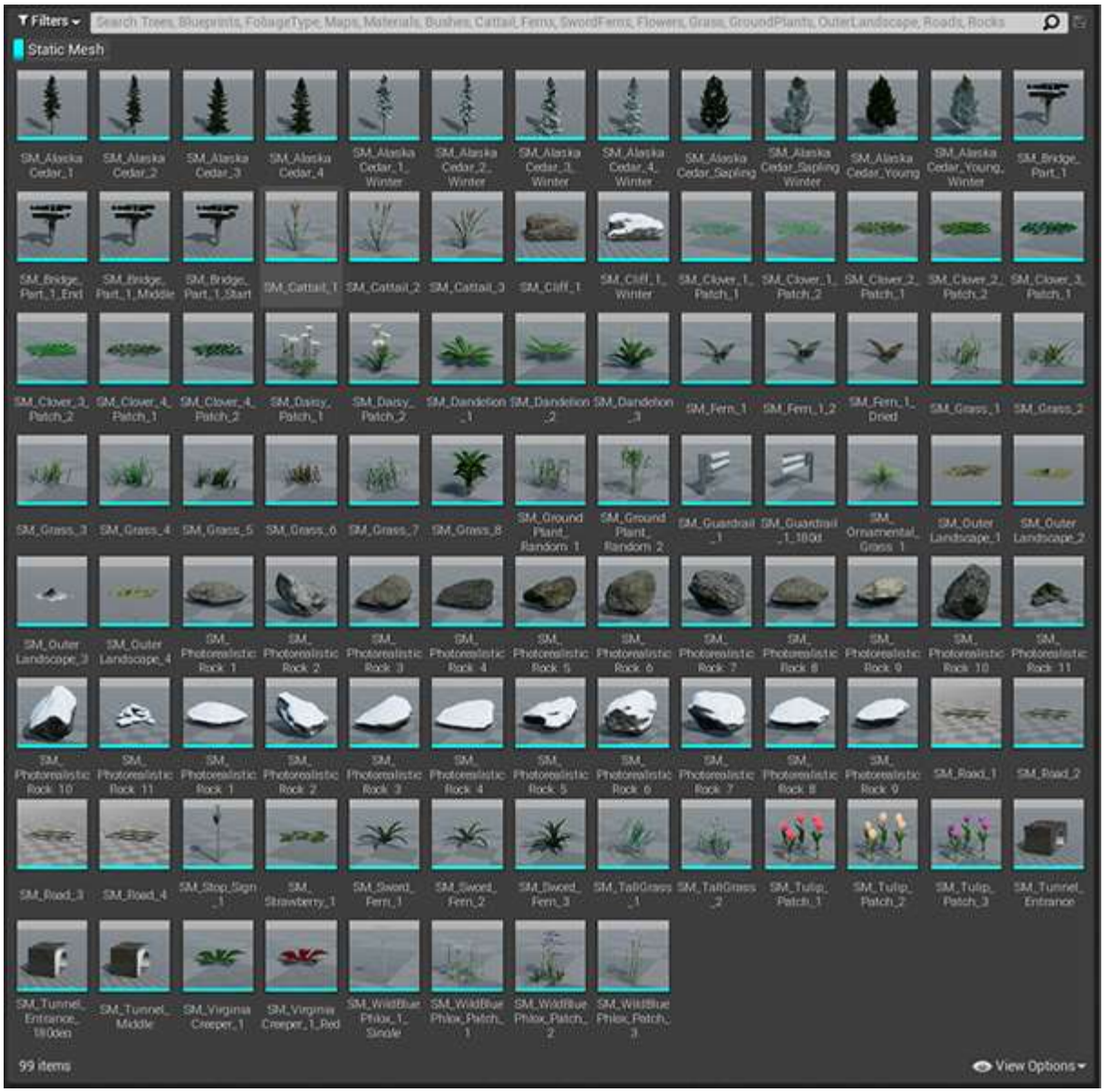
- **Daisy**
- **Dandelion**
- **Tulip**

**Rocks:**

- **11 Rocks (I used this rocks but I developed it. - You can download old version for free: https://gumroad.com/l/hWpXo)**
- **1 Cliff**

**Road:**

- **Tunnel Parts**
- **Bridge Parts**
- **Guardrails**
- **Road Meshes**


Filters
Search Trees, Blueprints, FoliageType, Maps, Materials, Bushes, Cattail, Ferns, SwordFerns, Flowers, Grass, GroundPlants, OuterLandscape, Roads, Rocks
Static Mesh
SM_Alaska Cedar_1
SM_Alaska Cedar_2
SM_Alaska Cedar_3
SM_Alaska Cedar_4
SM_Alaska Cedar_1_ Winter
SM_Alaska Cedar_2_ Winter
SM_Alaska Cedar_3_ Winter
SM_Alaska Cedar_4_ Winter
SM_Alaska Cedar_Sapling
SM_Alaska Cedar_Sapling Winter
SM_Alaska Cedar_Young
SM_Alaska Cedar_Young_ Winter
SM_Bridge_ Part_1
SM_Bridge_ Part_1_End
SM_Bridge_ Part_1_Middle
SM_Bridge_ Part_1_Start
SM_Cattail_1
SM_Cattail_2
SM_Cattail_3
SM_Cliff_1
SM_Cliff_1_ Winter
SM_Clover_1_ Patch_1
SM_Clover_1_ Patch_2
SM_Clover_2_ Patch_1
SM_Clover_2_ Patch_2
SM_Clover_3_ Patch_1
SM_Clover_3_ Patch_2
SM_Clover_4_ Patch_1
SM_Clover_4_ Patch_2
SM_Daisy_ Patch_1
SM_Daisy_ Patch_2
SM_Dandelion _1
SM_Dandelion _2
SM_Dandelion _3
SM_Fern_1
SM_Fern_1_2
SM_Fern_1_ Dried
SM_Grass_1
SM_Grass_2
SM_Grass_3
SM_Grass_4
SM_Grass_5
SM_Grass_6
SM_Grass_7
SM_Grass_8
SM_Ground Plant_ Random 1
SM_Ground Plant_ Random 2
SM_Guardrail _1
SM_Guardrail _1_180d
SM_ Ornamental_ Grass 1
SM_Outer Landscape_1
SM_Outer Landscape_2
SM_Outer Landscape_3
SM_Outer Landscape_4
SM_ Photorealistic Rock 1
SM_ Photorealistic Rock 2
SM_ Photorealistic Rock 3
SM_ Photorealistic Rock 4
SM_ Photorealistic Rock 5
SM_ Photorealistic Rock 6
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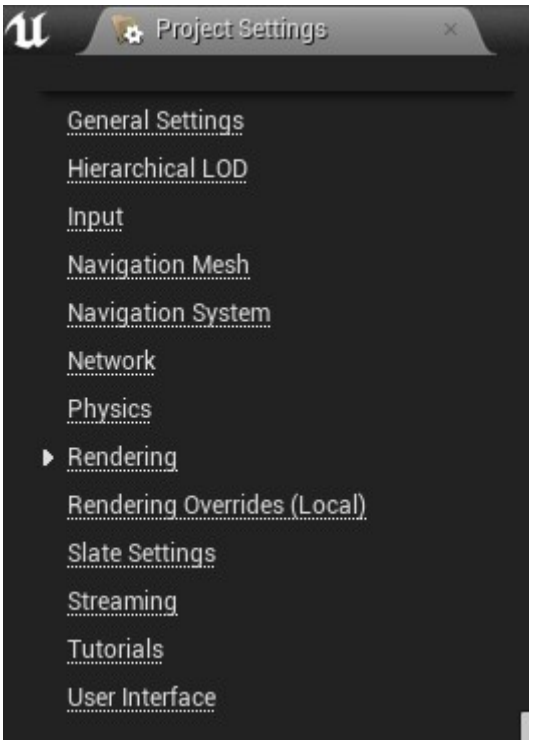
SM_ Photorealistic Rock 4
SM_ Photorealistic Rock 5
SM_ Photorealistic Rock 6
SM_ Photorealistic Rock 7
SM_ Photorealistic Rock 8
SM_ Photorealistic Rock 9
SM_Road_1
SM_Road_2
SM_Road_3
SM_Road_4
SM_Stop_Sign _1
SM_ Strawberry_1
SM_Sword_ Fern_1
SM_Sword_ Fern_2
SM_Sword_ Fern_3
SM_TallGrass _1
SM_TallGrass _2
SM_Tulip_ Patch_1
SM_Tulip_ Patch_2
SM_Tulip_ Patch_3
SM_Tunnel_ Entrance
SM_Tunnel_ Entrance_ 180deg
SM_Tunnel_ Middle
SM_Virginia Creeper_1
SM_Virginia Creeper_1_Red
SM_WildBlue Phlox_1_ Single
SM_WildBlue Phlox_Patch_ 1
SM_WildBlue Phlox_Patch_ 2
SM_WildBlue Phlox_Patch_ 3
99 items
View Options

# Notes:

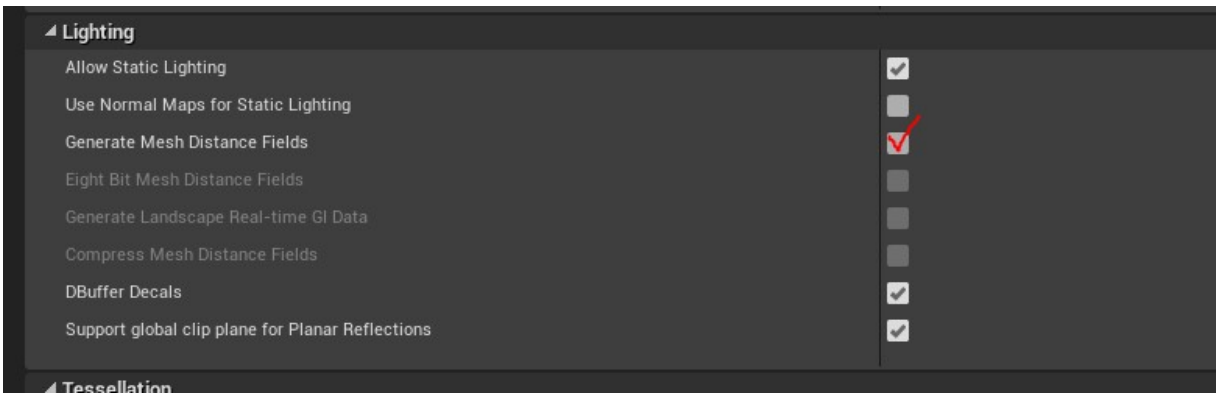
## *// - DISTANCE FIELD SHADOWS:

You can open it on Projects Settings.

1. **Edit > Project Settings**




2. **Mark for the Generate Mesh Distance Fields**



3. **If you want to use the Distance Field Shadows, I have a profile for that.**

Just follow the steps:

GIF : https://media.giphy.com/media/4MZAVmgBcRM5264A7X/giphy.gif

## *// - LIGHT PROPAGATION VOLUME – (LPV):

I recommend that need to use for the open world and natural environment.

**- How can I open and use the LPV?**

https://docs.unrealengine.com/en-us/Engine/Rendering/LightingAndShadows/LightPropagationVolumes

## *// - ANTI-ALIASING SHARPEN – CONSOLE COMMANDS:

I've learned this information on Unreal Engine Forum. It might be awesome that you use these commands.

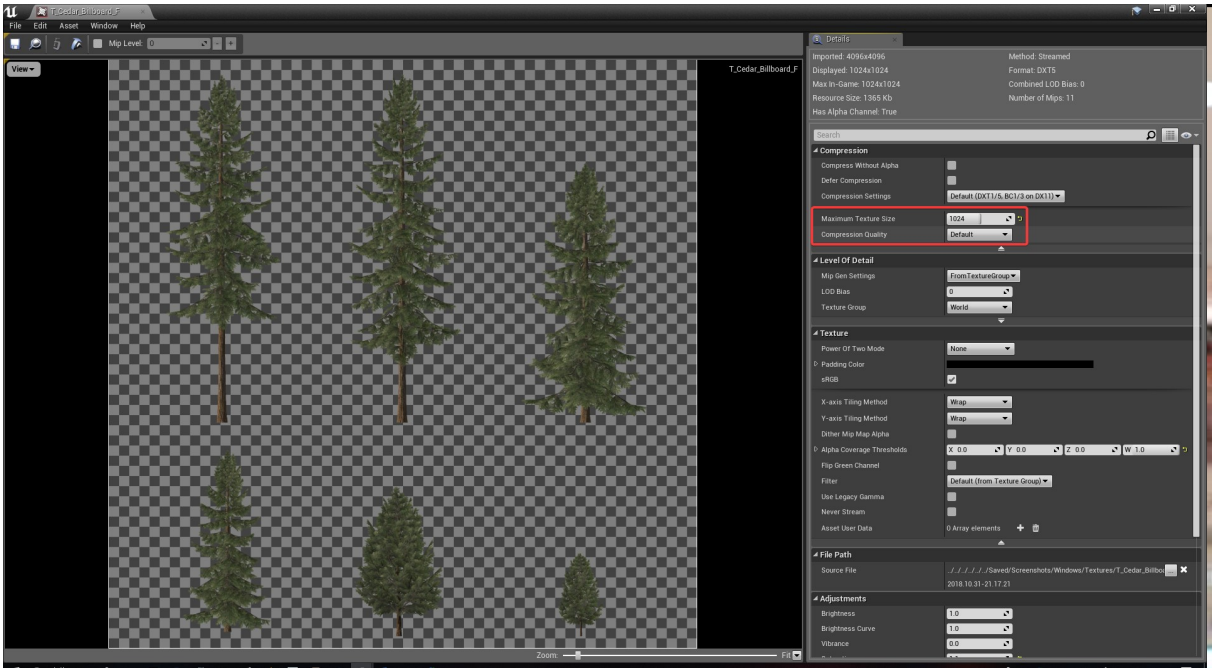
Source: https://forums.unrealengine.com/development-discussion/rendering/106829-sharp-temporal-aa/page3

```
r.TemporalAACurrentFrameWeight 0.1

r.TemporalAASamples 4

r.Tonemapper.Sharpen 0.5
```

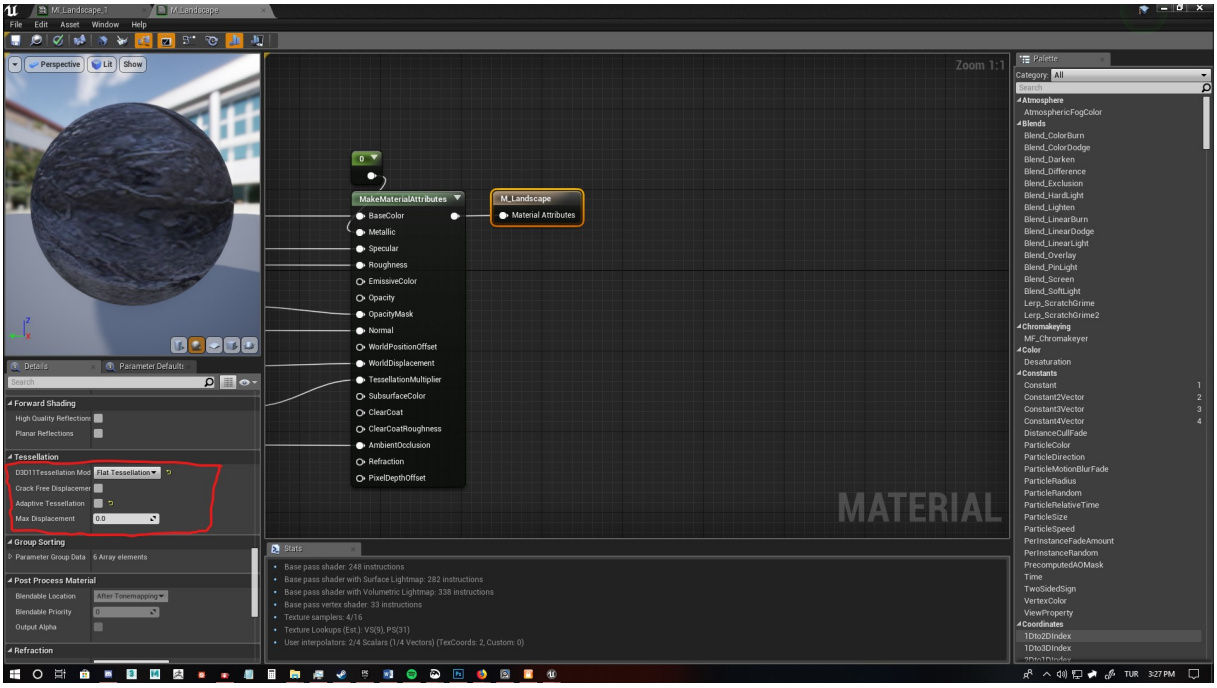
**- How can use that commands?**

Video: https://youtu.be/5XR0jTqGtgE

## *// - TEXTURE COMPRESSION AND SIZES:




## *// - LANDSCAPE | TESSELLATION



## Known Bugs:

A list of bugs that will be fixed with the next update release:

- NO

## Credits:

- **Can Durmaz - https://www.artstation.com/serifcandurmaz**

## Find bugs?

Email me at serifcan@massivecrystal.com.