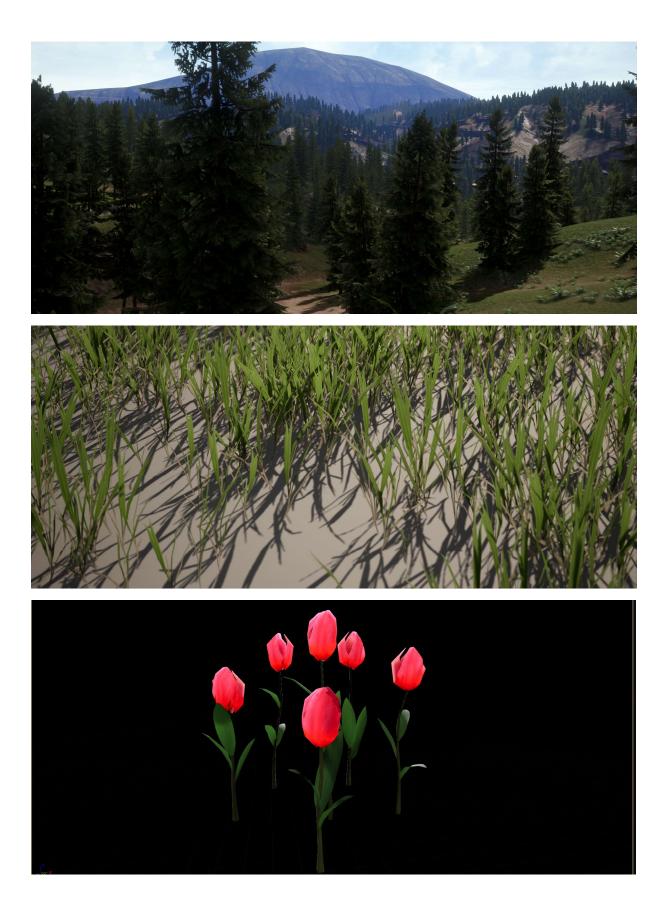
Realistic Forest Pack - #UE4



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

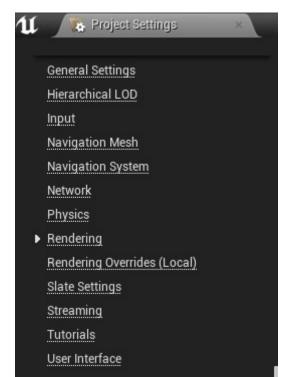
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Notes:

*// - DISTANCE FIELD SHADOWS:

You can open it on Projects Settings.

1. Edit > Project Settings



2. Mark for the Generate Mesh Distance Fields

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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/enus/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: <u>https://forums.unrealengine.com/development-discussion/rendering/106829-sharp-temporal-aa/page3</u>

```
r.TemporalAACurrentFrameWeight 0.1
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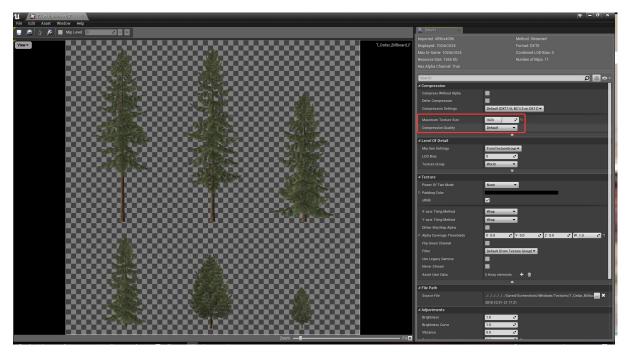
r.TemporalAASamples 4

r.Tonemapper.Sharpen 0.5

- How can use that commands?

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

*// - TEXTURE COMPRESSION AND SIZES:



*//-LANDSCAPE|TESSELLATION

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Known Bugs:

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

• NO

Credits:

• Can Durmaz - <u>https://www.artstation.com/serifcandurmaz</u>

Find bugs?

Email me at serifcan@massivecrystal.com.