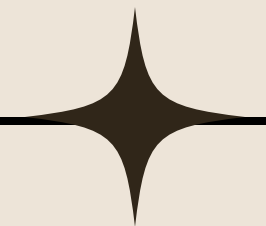# VEGETATION STYLIZED KIT

LUX ART

INTRODUCTION

The Vegetation Stylized Kit is a free pack, carefully designed to provide a stylized and optimized vegetation solution for your projects. Now available for Unity and Unreal Engine, this pack is perfect for game and animation developers looking to enhance the visual quality of their environments.

With **Lux Art Studio**, you hold a tool that transforms inspiration into visual experiences. This kit includes a variety of stylized assets, from trees to bushes— everything you need to bring immersive and detailed scenes to life. It's also the perfect introduction to other packs from our studio, like the **Positano Stylized Pack**, ideal for those looking to take their projects to the next level.
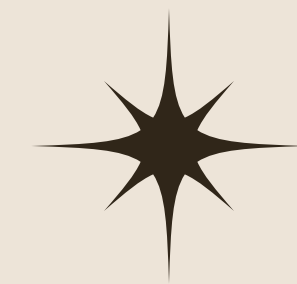
Lux Art Studio's Mission: We transform inspiration into visual experiences by providing developers with high-quality tools that enhance the creation of immersive worlds. We believe in the accessibility of digital art, offering both free and premium resources to foster creative growth.

Positano
+
Vegetation Kit

FOLDER ORGANIZATION

To make the Vegetation Stylized Kit easier to use, the pack is organized simply and effectively for both Unity and Unreal Engine. The structure is as follows:

- **Vegetation_Stylized_Pack**
  - **Materials:** Contains the shader instances that control the visual aspect of the pack.
  - **Mesh:** Here you'll find all the models for the assets, including trees and bushes.
  - **Prefabs** (Unity): Prefabs are combinations of meshes and textures ready to be placed.
  - **Foliage** (Unreal Engine): foliage asset, ready to be instantiated in your terrain.
  - **Shaders**: All shaders necessary to achieve the stylized look.
  - **Textures**: Contains all textures for each asset, from leaves, trunks, alphas, and so on.

Within the **Meshes** folder, you'll find subfolders such as Bushes and Trees, which are key to creating natural scenes. These categories provide intuitive organization, optimizing the workflow for both medium-sized studios and indie developers.
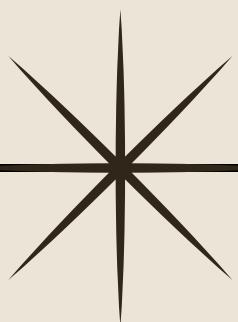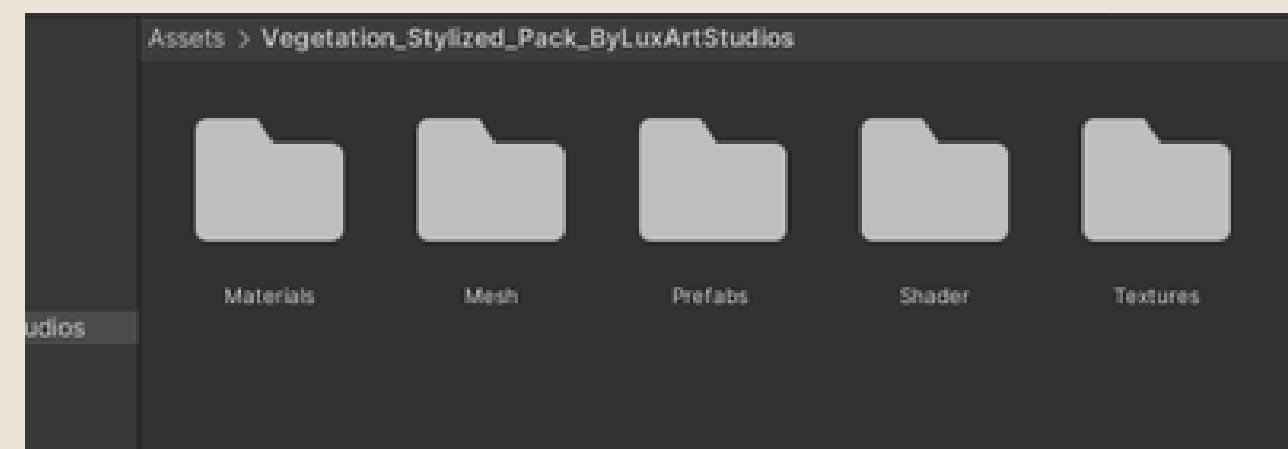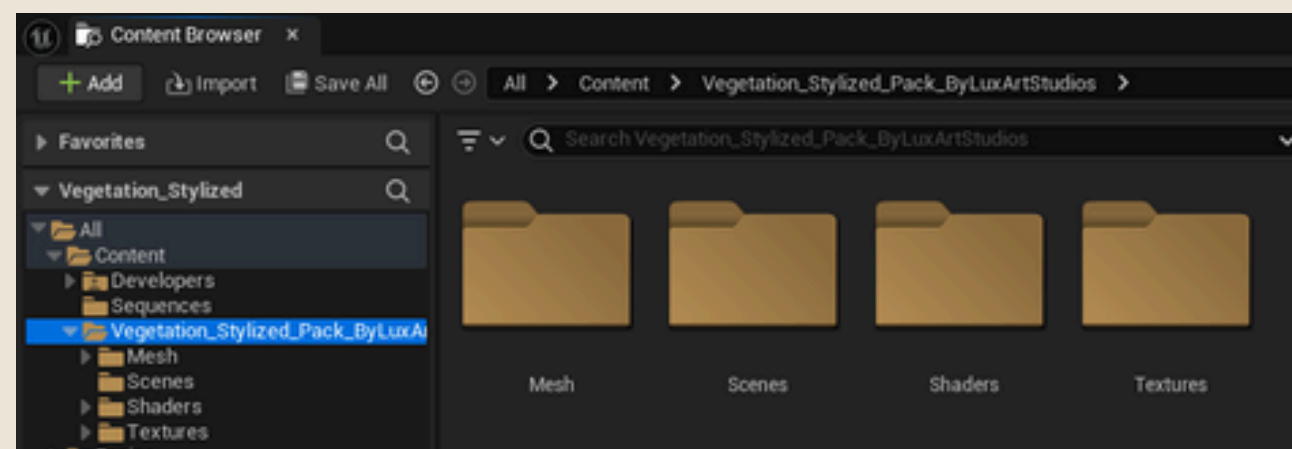
TREE SHADING

The Tree Shading section allows you to customize the shaders to achieve the exact style you're aiming for with your trees in both Unity and Unreal Engine:
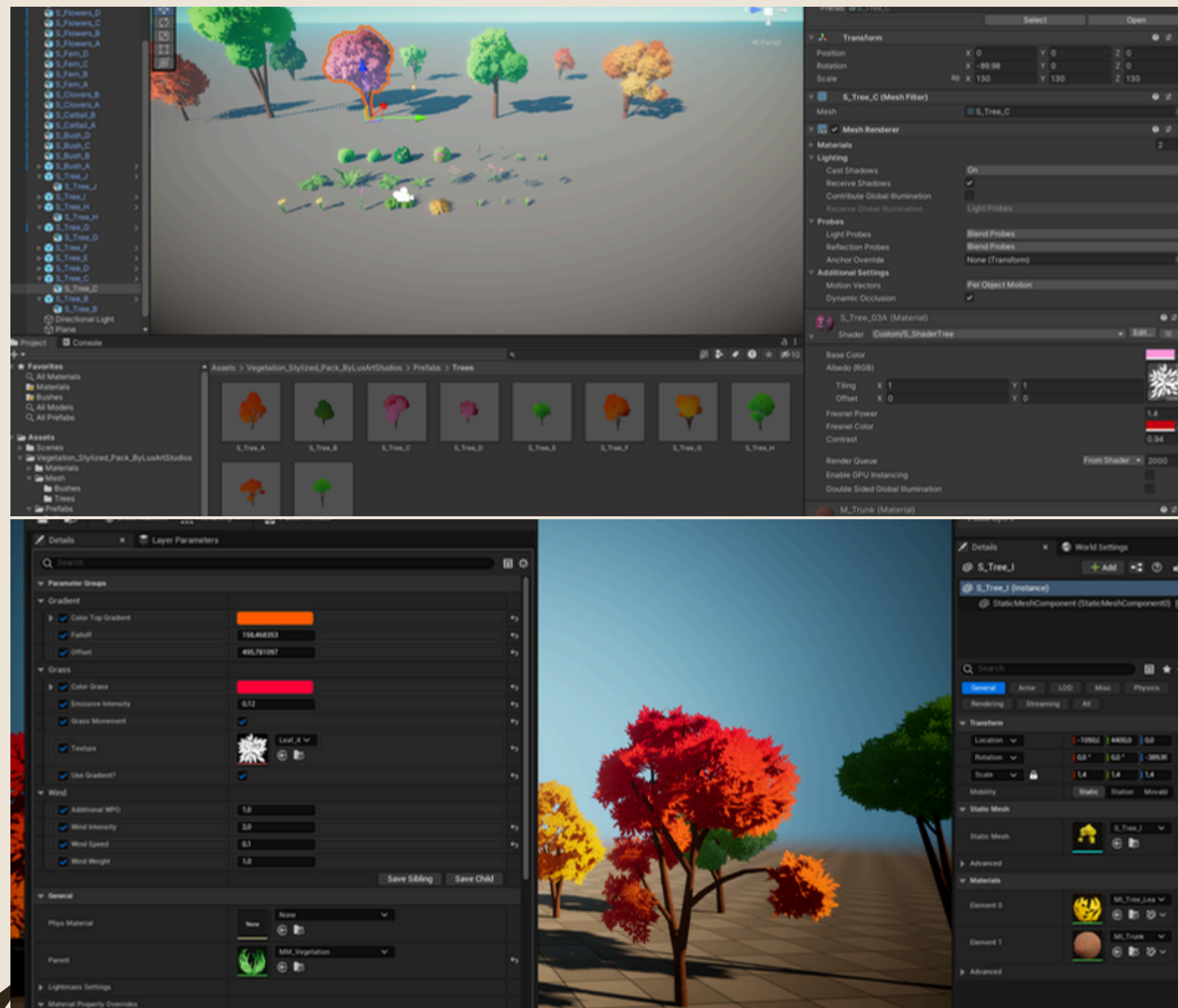
- ○ **Unity:**
- ○ Base Color: Controls the base color of the model, ideal for quick adjustments to the overall tone of the trees.
- ○ Texture (Alpha): Used for the leaves, helping control their transparency and shape.
- ○ Fresnel and Contrast: Adjusts the intensity of the gradient, allowing smooth transitions or more pronounced contrasts between light and shadow.
- ○ Fresnel Color: Defines the second color for a stylized blending between light and shadow.

- ○ **Unreal Engine:**
- ○ Use Gradient: Enable this option to add another color and perform blending. You can adjust:
  - ■ Grass Color: Main color.
  - ■ Top Gradient Color: Secondary gradient color.
  - ■ Falloff and Offset: Controls the gradient transition.
- ○ Texture (Alpha): Controls the transparency of the leaves.
- ○ Wind: Adjusts the tree's movement, adding subtle or dynamic motion.

TIP: For richer color variation in your trees, create multiple shader instances to assign different values. In Unity, apply them to the prefab; in Unreal, assign them via the mesh. This approach enhances visual diversity and realism in your scene.

FOLIAGE TERRAIN

The process of using Foliage differs slightly between Unity and Unreal Engine, but both engines allow you to create rich and dynamic scenes with instanced vegetation.

- **Unreal Engine:**
  a. Open the Foliage tool from the terrain
  b. Select the meshes you want to instance on your terrain, from foliage folder
  c. Use the painting tool to distribute assets naturally and smoothly.
  d. adjust the scales and properties to get a nice natural result

- **Unity**:
  ○ Import the Terrain tool via the Asset Packager.
  ○ Create a new terrain or use an existing one
  ○ Use Unity's painting tool to add meshes, selecting bushes, trees, or any other element from the Prefabs folder.
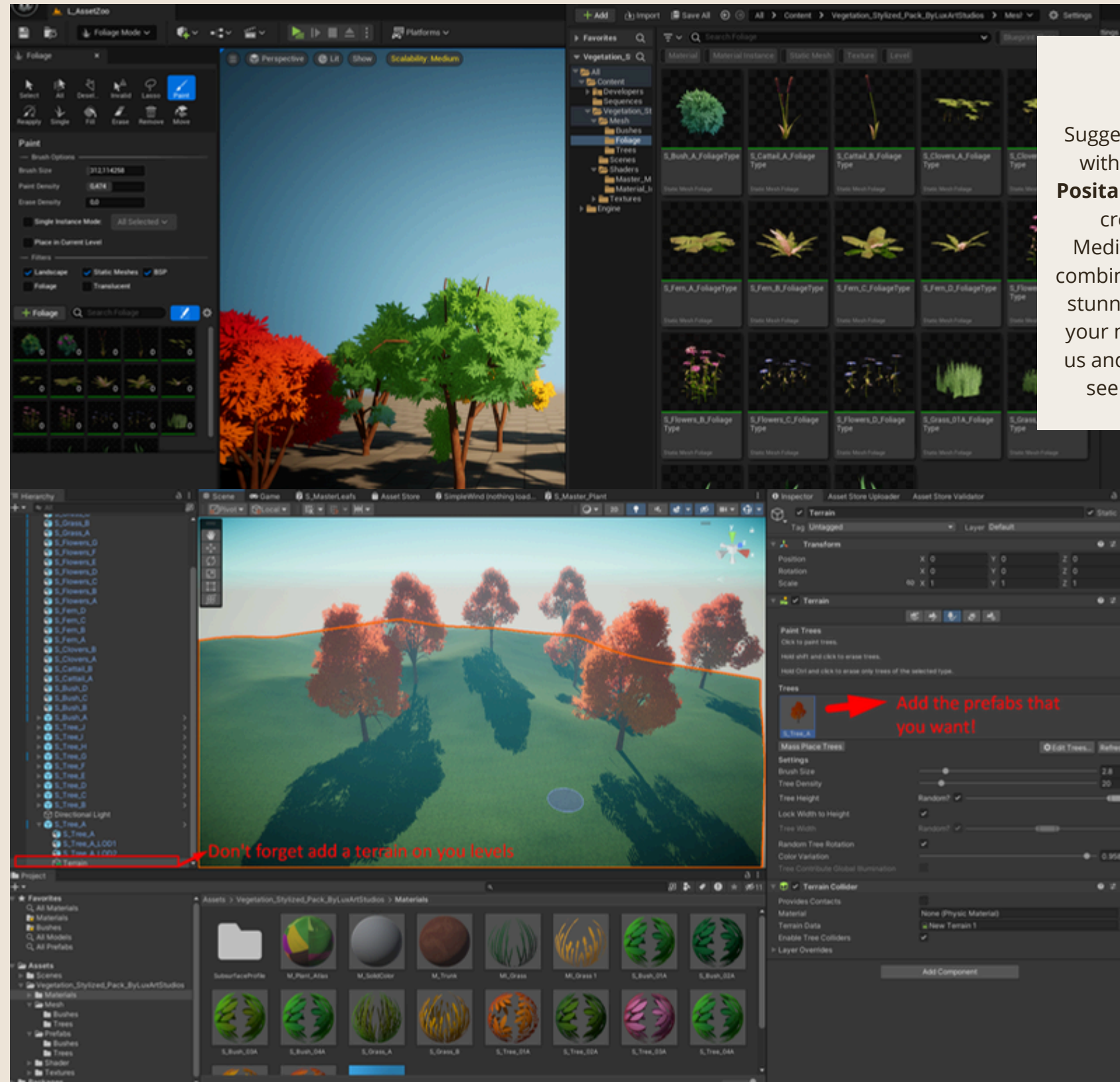
Suggestion: Experiment with the assets from **Positano Lite Version** to create a stylized Mediterranean scene, combining both packs for stunning results. Share your masterpieces with us and tag us so we can see your creations!

POSITANO LITE VERSION

FREE
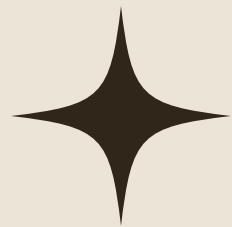
POSITANO LITE

COMING SOON

COMPLETE PACK

POSITANO

¡AVAILABLE NOW
IN UNITY AND UNREAL!

TUX ART

Outro

This pack was made with love and dedication to help developers like you take their projects to the next level. If you found it useful, we'd love for you to support us with a like, a follow, or a positive review. Every small gesture helps us continue creating free content for the community!
Follow us on our social media to stay updated on new releases and updates:

If you have any questions or suggestions, feel free to reach out via email. I'd love to hear your thoughts and help you get the most out of this pack!
luxartcreative1@gmail.com

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