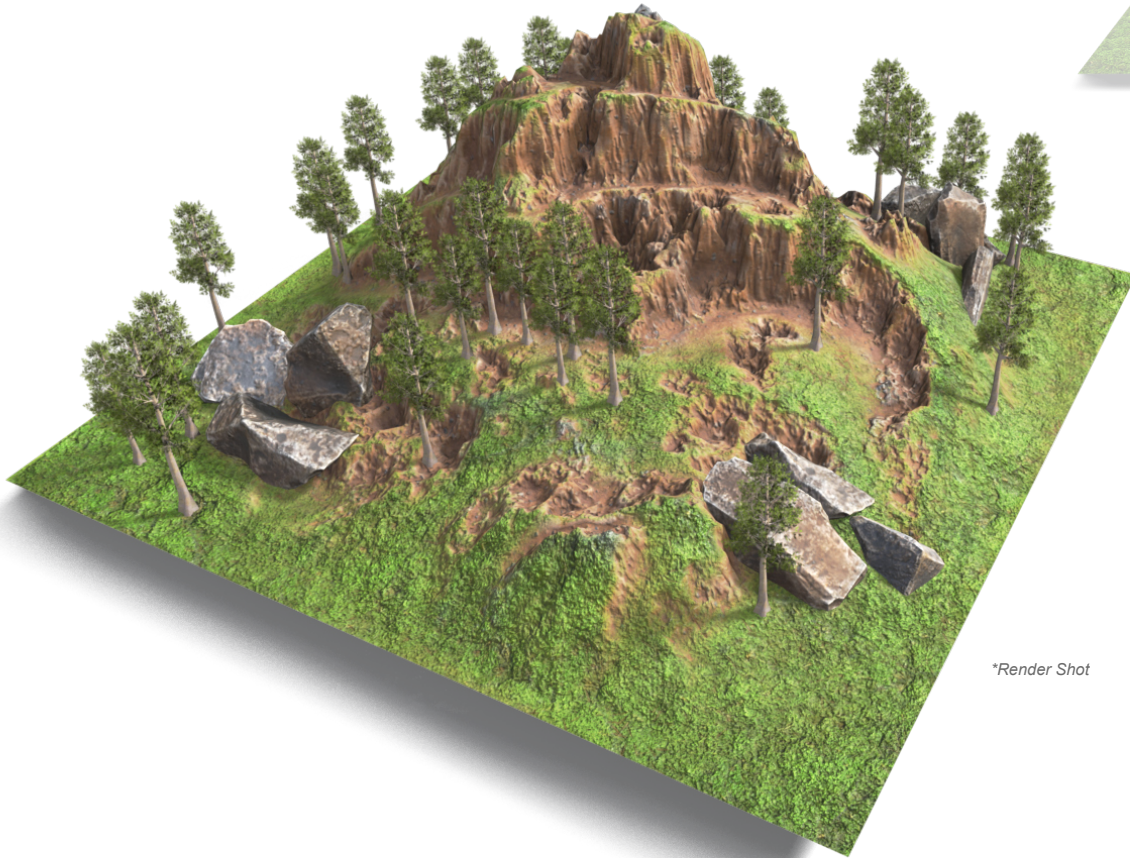


# MOUNTAIN TERRAIN

FREE terrain, rocks and tree game **Environment**



*\*Render Shot*



*\*Render Shot*



*\*Render Shot*



*\*Render Shot*

# Free Mountain Terrain, Rocks and Tree

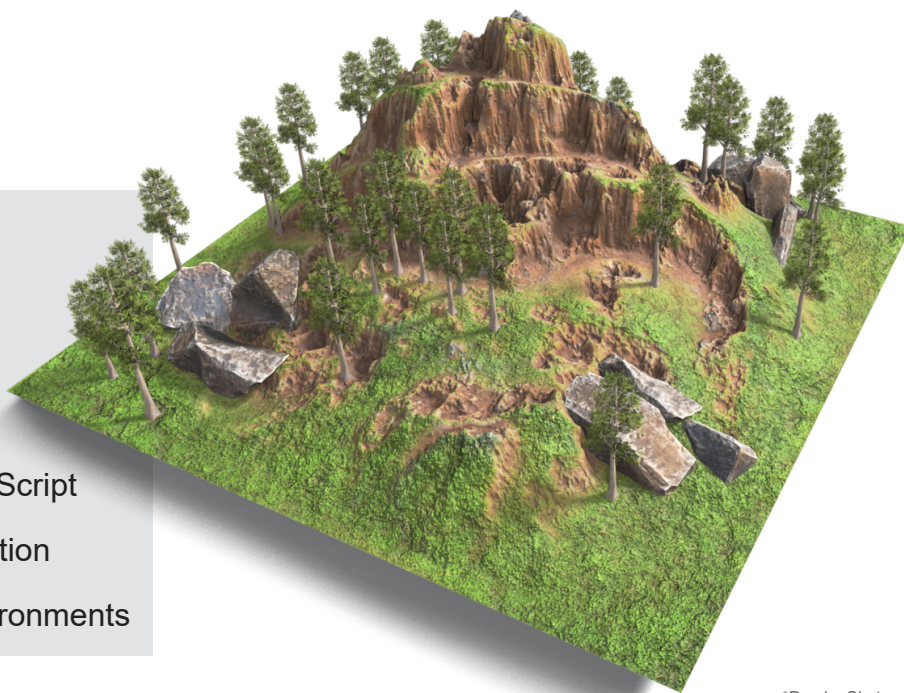
This pack includes high-quality 3D models of terrain, rocks, and tree for game environments, ideal for creating mountain landscapes.

## PBR Texture

Some models, such as terrain and rocks, come with PBR textures to enhance their visual look and provide a more immersive experience for users.

## Features:

- Free 3D Game Asset
- Variety of Rocks
- Tree Model
- URP Compatible
- Fly Camera Controller Script
- Prefab for easy Integration
- Create Immersive Environments



*\*Render Shot*

## Major Update

“We have made a major update to this asset, upgrading it with a higher quality 3D model and textures, as well as adding a new rocks and tree model.



# URP Setup

## How to import your assets **using** Universal Render Pipeline (URP) in Unity?

### Why URP?

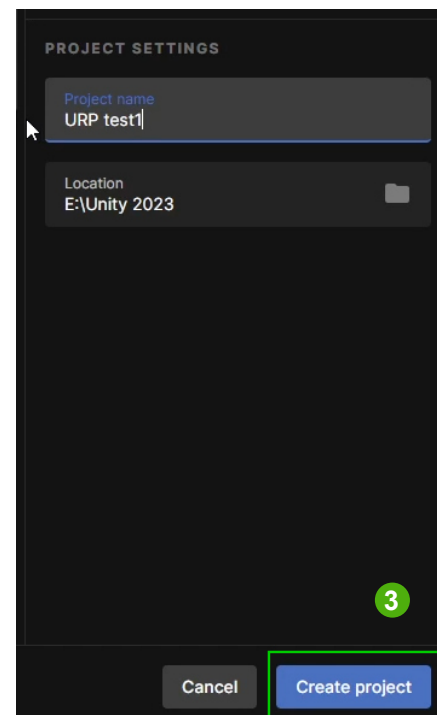
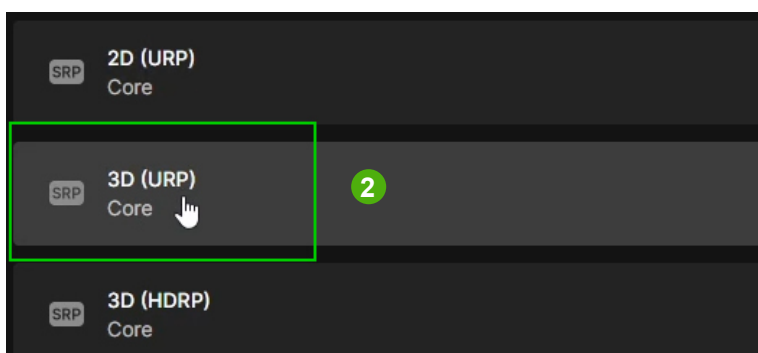
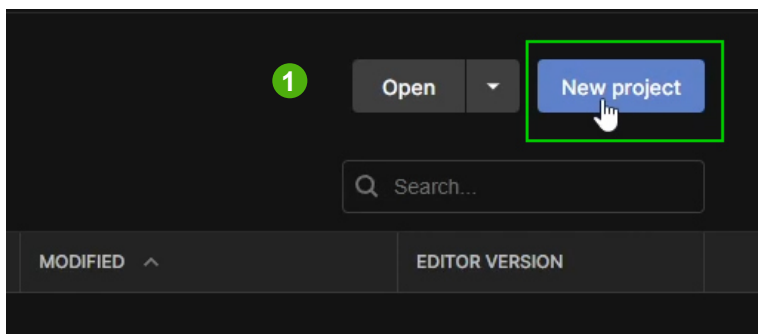
One of the key advantages of URP is its performance optimization. It is designed to efficiently utilize modern hardware capabilities, making it suitable for a wide range of platforms, including desktop, mobile, and console. URP also includes a lightweight render pipeline option, which is optimized for low-end devices or projects that require high performance.

➔ Follow this Steps

▶ Video Tutorial Link: <https://youtu.be/S2ILAwuVqKU>

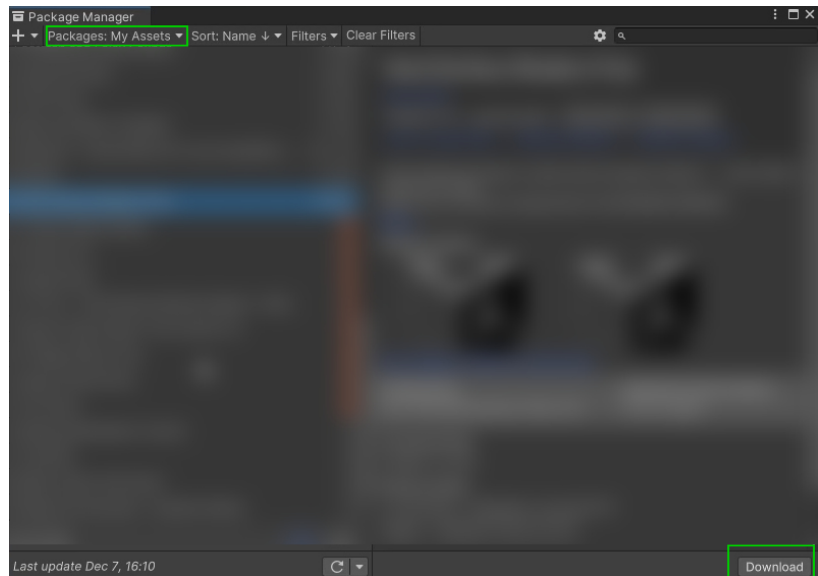
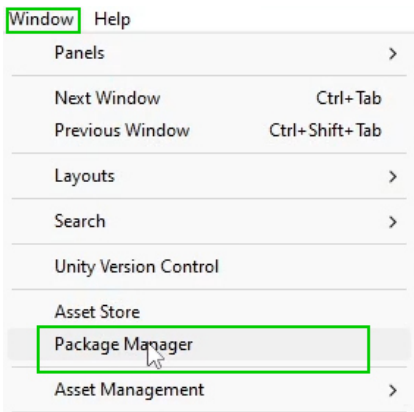
1

- Create a **New Project** in Unity
- Select **3D (URP) Core** as template
- Give a name to your Project (eg URP test1) and click **Create project**



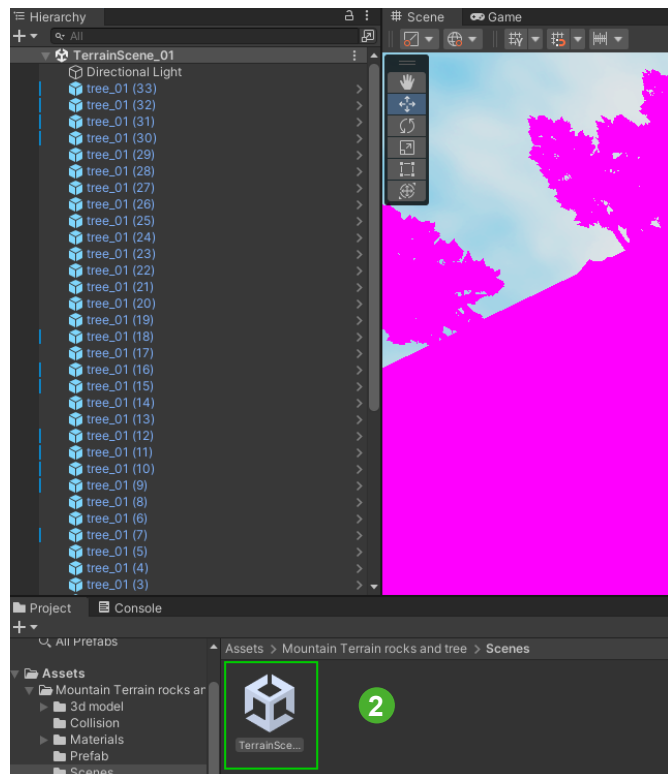
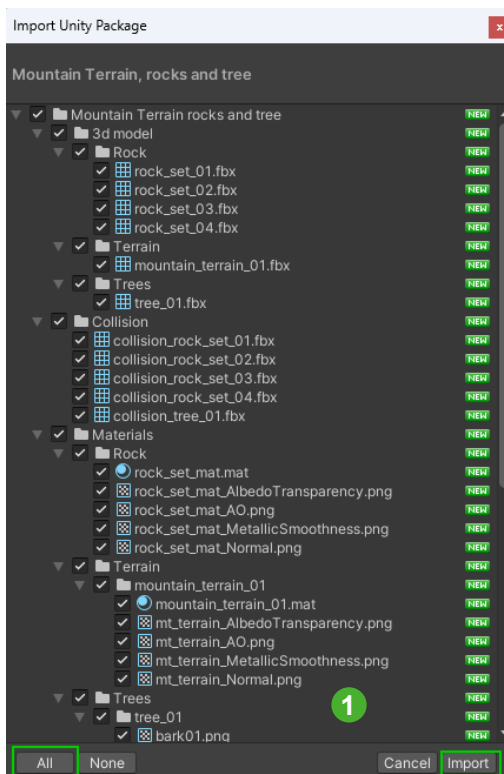
2

- Download the asset pack by going to **Windows > Package Manager**
- Under the top menu select **Packages: My Assets > Select your Asset** and click **download**



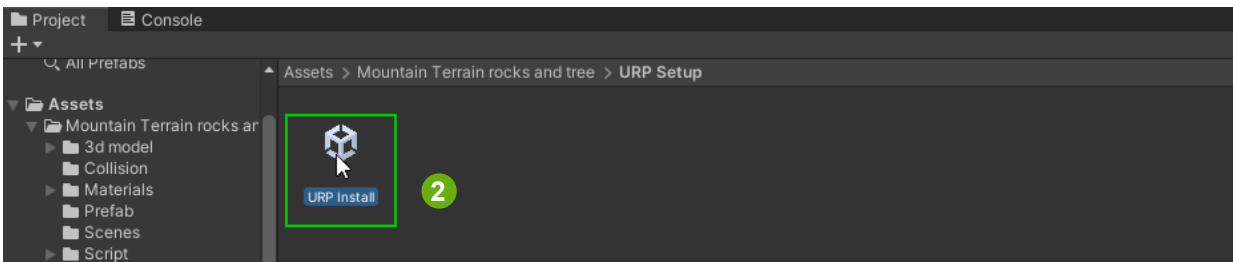
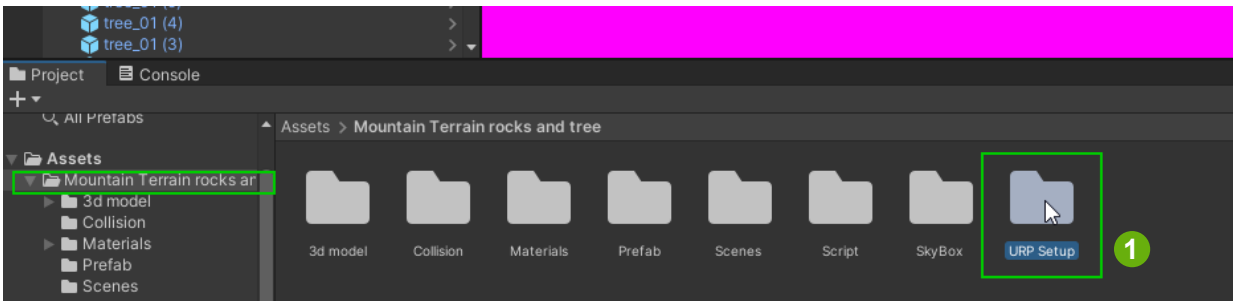
3

- After you downloaded the asset you will see an **Import window**
- Click **All** and then **Import**
- Now open the **Scene folder** and click on **TerrainScene\_01**
- Now you will see an issue where all models turns **flat pink**
- Don't worry we just need to update **URP materials** in the next step



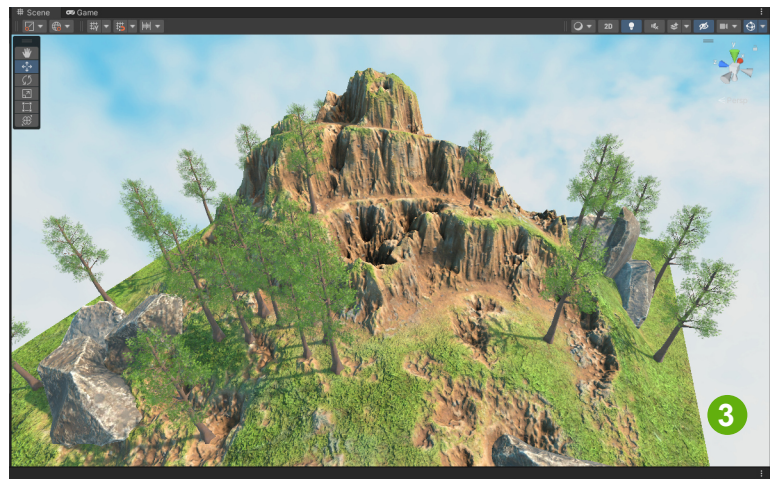
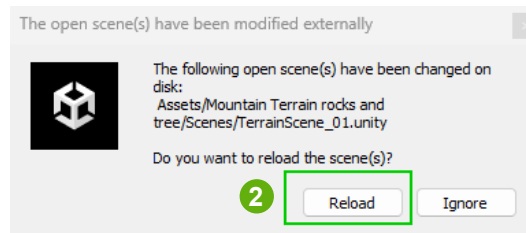
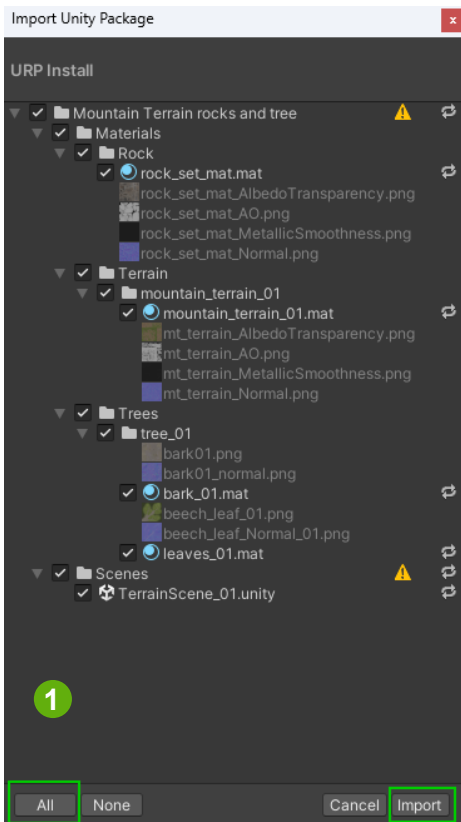
4

- Now Go back to the main folder and open **URP Setup** folder.
- Double click on **URP instal**



5

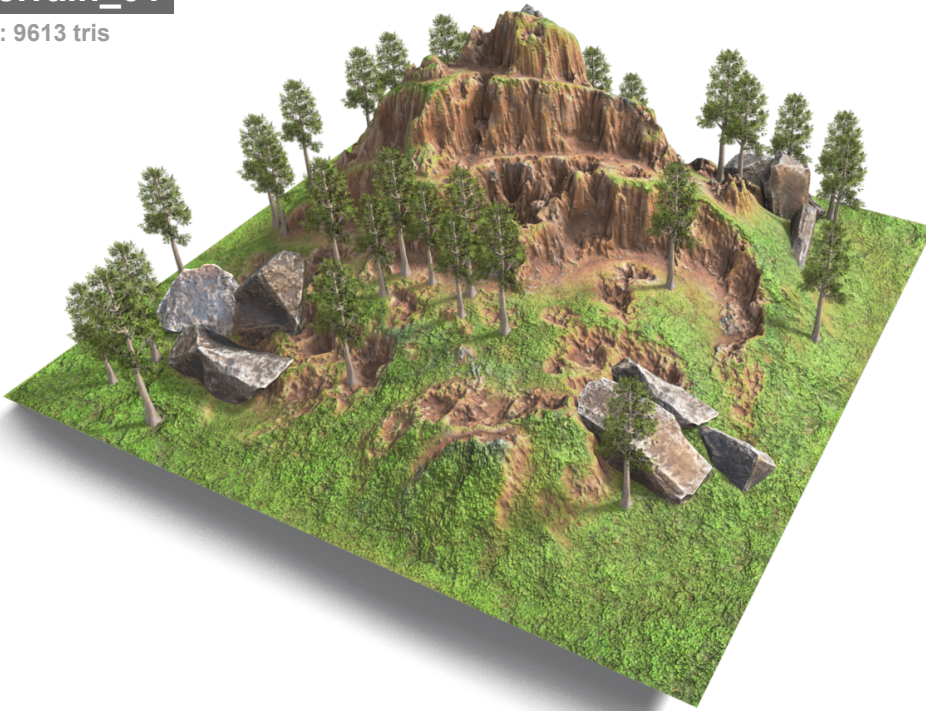
- Now a window will popup click on **All** then **Import**
- One more window will popup and click on **Reload**
- Finally you will see your scene with the new URP materials applied on it



# Assets

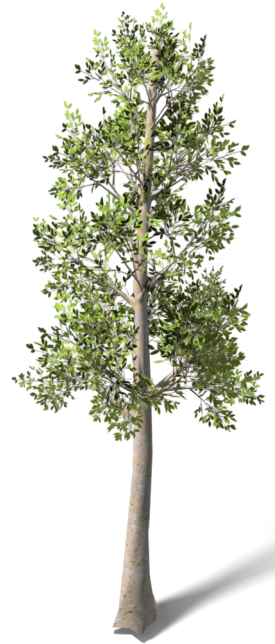
## mountain\_terrain\_01

Terrain PolyCount: 9613 tris



### rock\_set\_04

PolyCount: 500 tris



### tree\_01

PolyCount: 7594 tris



### rock\_set\_01

PolyCount: 488 tris



### rock\_set\_02

PolyCount: 460 tris



### rock\_set\_03

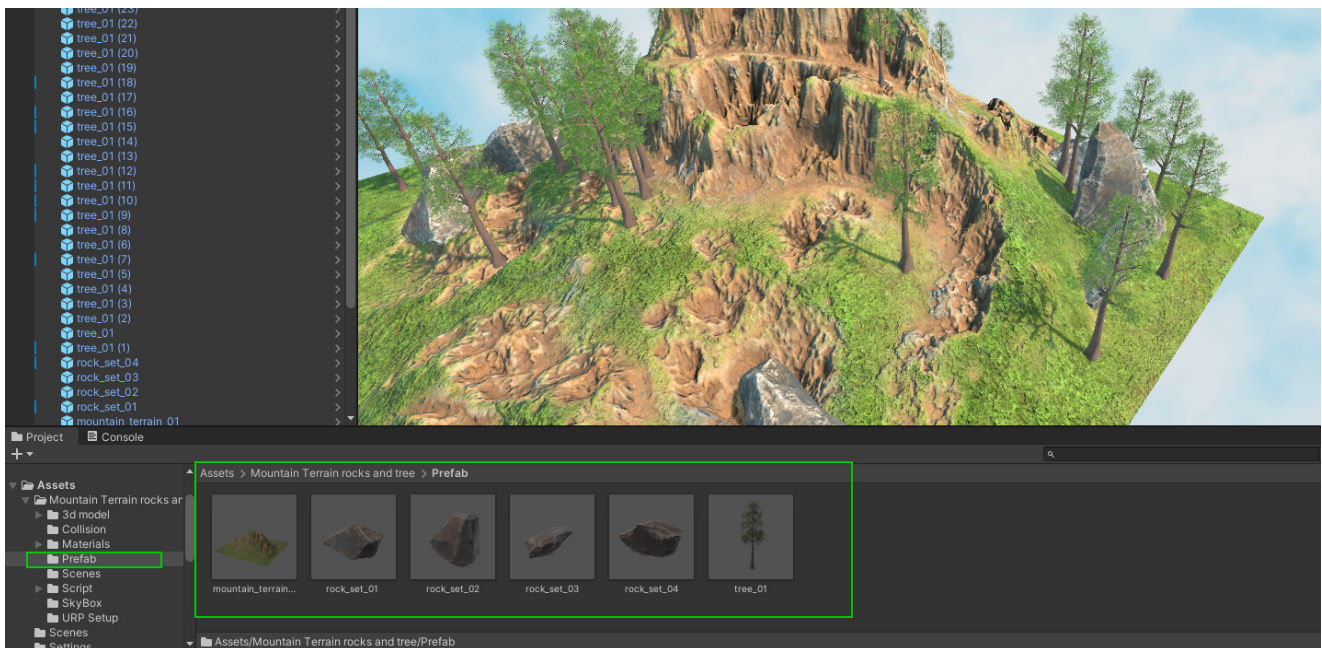
PolyCount: 468 tris

# How to Use Prefab?

All the prefab elements have been prepared for your convenience. By simply dragging and dropping, you can effortlessly integrate these pre-made prefabs into your scene, without any difficulties.

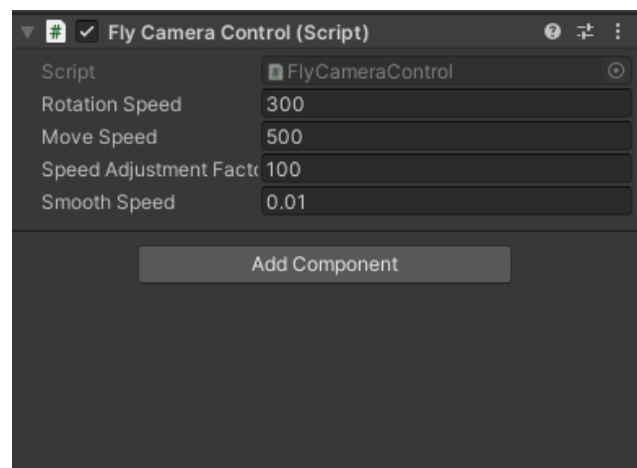
This seamless process allows you to save valuable time and effort, enabling you to focus on creating an immersive and captivating environment without any hassle.

➡ Goto Prefab Folder > Select any prefab > Drag and drop to your scene



# Smooth Camera Control Script

Navigating through your masterpiece is a breeze with the fly view camera control script with smooth functionality. Its smooth function ensures seamless movement and easily navigate throughout your scene.



# Contact US

**Mail:** [support@jermesa.com](mailto:support@jermesa.com)

**Website:** [www.jermesa.com](http://www.jermesa.com)

**Facebook:** <https://www.facebook.com/jermesastudio/>

**YouTube :** <https://www.youtube.com/channel/UCqvdhTGWLh0xo9epibCmpqA>

**WhatsApp:** <https://wa.me/message/UFORWWO2D45BJ1>

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