

SETTING UP VEGETATION STUDIO PRO ON 2019.4 LTS AND

2020.2+

Set up your Unity project as normal with your selected render pipeline – Standard, Universal or HD.

The next steps are common for all pipelines. Specific steps are listed below for each pipeline.

Make sure you use a recent version of 2019.4.x.

- Turn on preview packages
 - In Unity 2019.4 this is available in the dropdown menu of the package manager.

Package Manager		Advanced -	٩	
▼ Custom Retter Shaders preview - 0.1.0-preview ☑	Burst	Reset F	ackages to defaults lependencies	
Unity Technologies	Version 1.4.4 - January 21, 2021 (2019.4 verified) Name	Show p	ow preview packages	
► Burst 1.4.4 ► Collections preview.6 - 0.9.0-preview.6	com.unity.burst	Advan	ced Project Settings	
► Core RP Library 7.5.3 🗹	Links			

• Unity 2020.2 has moved this to the project settings.

Package Manager + → Packages: Unity Registry	▼ Sort: Name ↓ ▼			۵	: 🗆 ×	
▶ 2D Animation	5.0.4	L.	2D Animation Verified		Advanced Project Settings	
▶ 2D IK	3.0.2-preview.3 Preview		Unity Technologies		Reset Packages to defaults	
▶ 2D Pixel Perfect	4.0.1		Version 5.0.4 - February 02, 2021			
▶ 2D PSD Importer	4.0.2					
▶ 2D Sprite	1.0.0		2D Animation provides all the necessary tooling and runtime components for			
▶ 2D SpriteShape	5.1.1		skeletal animation using Sprites.			



🌣 Project Settings						
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Adaptive Performance Audio Burst AOT Settings Editor Graphics HDBD Default Sattings	Scoped Registries By installing a scoped registry	Scoped Registries Soped registry, you might give third parties access to your data. Read mo				
Input Manager	New Scoped Registry	Name				
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Tags and Layers TextMesh Pro	Descrive Destructions and in the					
Time	for testing purposes and to g	ive us direct feedbac	k.	on, we recommend using these only		
Timeline						
Version Control VFX	Show Dependencies 🗸					

- Install the required packages from the package manager. Use the latest available version
 - Burst
 - \circ Jobs
 - $\circ~$ Collections and Mathematics are also required but installed automatically by dependency from burst and jobs.
- Install Vegetation Studio Pro from the beta package or Asset Store (when the 1.3 package is online)

The new grass, billboard and heatmap shaders should compile for the right SRP automatically but if there is an error on the shaders, select the shader folder, right click and reimport to force an update.





There is separate demo scenes for each pipeline.

FAQ.

Q: I get this

error"Assets\AwesomeTechnologies\VSPShaderPackager\Editor\ShaderPackageImporter.cs(70,40): error CS1501: No overload for method 'CreateShaderAsset' takes 3 arguments." on 2019.4.x

A: Update to the latest 2019.4.x