Hello

Welcome to the Farming Impostors documentation. We keep this documentation short and to the point since there is not much need for excessive detail due to the package content. However, feel free to ask us any questions if you have any. We guarantee a response within a 2-4 hour timeframe. Thank you for choosing CropCraft Studios Farming Series.

Best regards, CropCraft Studios Team 😊

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Package Included

Our package includes impostor versions for 38 types of agricultural plants. All plants are taken from the Ultimate Farming package, and it is recommended to use the two packages together. One impostor has been created for each type of plant. Additionally, there are versions for the early stage and harvest-ready stages of Wheat and Flax plants. Our package, containing a total of 41 meshes, has been carefully prepared with a focus on low polygon counts (ranging from 4 to 20 tris). Textures have been atlas'd in 4k resolution, with one atlas dropping for every 4 plants, and each plant using one material instance. While we have paid attention to the general appearance of the plants, it should be noted that this package is an impostor package. Due to the structures of some plants, even the impostor versions are suitable for close-up use. The master material includes a simple wind software, but the final connection is left to the users. If you are considering using the plants for close-ups and need a wind system, the wind system in Ultimate Farming will work seamlessly with impostors.

Material System

Our customizable material system provides you with the ability to adjust various settings for each instance, such as Roughness, Brightness, Desaturation, Specular, SSS (Subsurface Scattering), Normal Strength, various color adjustments. This allows you to have full control over the appearance and behavior of the materials in your project.

Recommended Usage

- It is suitable for use in the background of game images prepared with Ultimate Farming.
- Some plants provide good results even in close-ups.
- Thanks to their low polygon counts, they do not require an LOD or Nanite system.
- They can be used in projects designed with an open-world concept without experiencing any performance issues, even with thousands of instances.
- It is suitable for creating very large agricultural areas.