Hello,

This documentation has been created to provide you with information about the details of the Frostscape package and its proper usage.

If you have any questions, requests, or needs, please don't hesitate to reach out to us. We are here to guide and assist you throughout your game development journey.

Welcome to the CropCraft Studios family, and we hope you have a successful game development experience using "Frostscape"!

Best regards, CropCraft Team 😊

cropcraftstudios@gmail.com

Package Included

The package includes various sizes of Western Hemlock trees, endemic vegetation, rocks and cliffs and various scatters.

To detail:

- 6 western hemlock trees
- 10 endemic plants
- 6 rocks
- 4 cliffs
- 6 scatters

    Total of 32 meshes.

4 Master Material, 12 Material Functions, 55 Material Instance

2 Map : Showcase and Hemlock Forest

Global Snow System

Global Wind System (Pivot Paint 2.0)

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, adding Moss and Snow , PP2 settings.
This allows you to have full control over the appearance and behavior of the materials in your project.

Wind

All trees, bushes, ferns, and grasses are powered by the Pivot Paint 2.0 system. The system features a structure similar to Quixel's Megascans Alder Trees pack. Wind settings are prepared at 4 different levels for each instance. Additionally, it allows you to control them globally via the Global Wind Parameter Collection.

Snow

A Snow Function compatible with all Master Materials is included. This function is controlled via the Material Parameter Collection and is incredibly simple to use. You can activate the snow and adjust its intensity by transitioning between 0 and 1.

The Snow settings for the function are already configured in all Material Instances. If you want to customize specific objects, you can adjust the Snow settings directly through the Material Instance of the object you wish to modify. These settings include detailed options such as UV Scale, Roughness, Opacity, and Normal Strength. Additionally, the Snow section is listed under a dedicated heading in all instances.

Note: You can find the Material Parameter Collections for configuring Snow and Global Wind settings in the Content/Frostscape/World Settings - MPC_Snow And MPC_GlobalWind directory.

Technical Details & Recommended Usage

- The package is ideal for Unreal Engine users who aim to develop realistic mini Forest-themed games.
- It is ideal for users who want to reflect all the features of real-time climate changes and achieve a realistic, natural appearance.
- When used correctly and with proper adjustments, it can be used on very large maps without experiencing performance issues.
- **The package's promotional images and videos have been created using Unreal Engine 5.4, and it is strongly recommended for ideal usage on versions 5.4 and higher.**

Package' triangle counts

- **Lowest triangle count: 151 (Branch_B)**

- **Highest triangle count: 309,00 (Cliff_04)**
- **Average triangle count: 15,000**

Note: All objects in the package utilize Nanite, When using this package with Unreal Engine 5.4 and above, it is strongly recommended to utilize the Nanite and Lumen systems.

https://docs.unrealengine.com/5.0/en-US/lumen-global-illumination-and-reflections-in-unreal-engine/

Performance

System : Amd Ryzen 9 7950x - 32gb Ram - Nvidia GeForce RTX 4090 -4k Screen
Epic Settings

Hemlock Forest Map 71 - 88 fps
Showcase Map 120 fps   to full screen Editor Mode

System : Amd Ryzen 9 7950x - 32gb Ram - Nvidia GeForce RTX 4090 -4k Screen
High Settings

Hemlock Forest Map 90 - 110 fps
Showcase Map 120 fps   to full screen Editor Mode