URP&HDRP Terrain Shader - API

Extensible lightweight terrain shader incluing Anti tiling, Snow, and other effects to make your terrain look superb.

CorvoTerrainManager

Class in Corvostudio.CorvoTerrainShader

Description

Component for terrain shader management.

Has public methods for calculating and manipulating terrain shader changing max texture resolution, UV sizes, heightmep management, usued terrain material, snow intensity and more.

Properties

Name	Type	Description
standardTerrainMaterial	Material	Material parameter used to switch back quickly to unity standard material or any other terrain material.
corvoTerrainMaterial	Material	Material parameter of the HDRP&URP terrain shader you want to apply to the terrain.
terrainUVScale	float	Tiling scale for all terrain textures. 1 means standard terrain shader tiling. Each terrain layer can have custom tiling from terrain layers.
maxTextureSize	MaxTextureSize	Maximum texture size you want to have on the terrain. You can edit this at runtime for implementing different terrain quality calling Apply() after changing this value. NOTICE: All textures will be set to the same resolution so it's better to have natively textures all of the sime resolution. You can see how much memory the system is using in unity console after calling Apply() on the editor.
useHeightmap	bool	Set this to TRUE if you are using a shader variant that uses Parallax. If not, set this to false to save memory.
Name	Type	Description

Public Methods

Name	Type	Description	Arguments
Apply()	void	Apply the changes made to this class at runtime. It's the same to press "Refresh all" on editor inspector..	
Name	Type	Description	Arguments

Name	Type	Description	Arguments
IsCorvoTerrain()	bool	Return true if currently the URP&HDRP Terrain Shader material is in use.	
SetCorvoTerrain()	void	Set Corvo terrain material on current terrain. Also generates and applies textures, if not already in RAM.	
IsStandardTerrain()	bool	Return true if currently the standard terrain material is in use.	
SetStandardTerrain()	void	Set current terrain material as standard terrain material.	(bool) clearTextureBuffer: if true and on play mode, generated textures for corvoterrain material will be removed from the RAM.
GetTerrain()	Terrain	Get the linked terrain to this component.	
TextureArraysChanged()	bool	Returns true if textures properties has been changed. If this is true, the shader will probably need a refresh pressing Apply().	
GenerateTextureArrays()	long	Generate textures in RAM for the HDRP&URP Terrain shader.	(bool) alsoApply: Also apply the generated textures. If false, you will need to call Apply() yourself.
SetSnowIntensity()	void	Set snow intensity if material allows it.	[0,1] value of intensity.
Name	Type	Description	Arguments

CorvoNodes

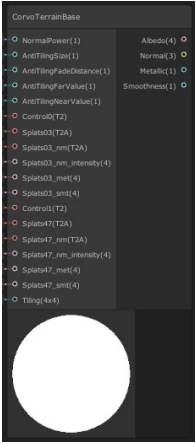Terrain Shader nodes collection available in Shader Graph. Can be used in other Shader Graph shaders as well.

Description

Nodes for replicating corvo terrain shader effects on your own shaders.

Public Nodes

Name	Description	Input	Output
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Name	Description	Input	Output
CorvoSnowProcess	Node to replicate the snow from the standard HDRP&URP terrain Shader to any other Shader Graph shader.	(Color) SnowColor : Desired snow color. (Texture2D) SnowTexture : Texture for the snow. (Texture2D) SnowNormal : Normalmap for the snow. (Texture2D) SnowTiling : Tiling for the snow (SnowTiling.x,SnowTiling.y) and for the snow noise (SnowTiling.z,SnowTiling.w). (Texture2D) SnowIntensity : Amount of snow desired. (Texture2D) SnowFadeIntensity : Fade intensity on slopes, near water level and around noise. (float4) Basemap : Original albedo output of the shader. (float4) Normal : Original normal output of the shader. (float) Metallicness : Original metallic output of the shader. (float) Smoothness : Original smoothness output of the shader. (float) Water level : Height cutoff of the snow. (Texture2D) SnowNoise : Noise mask for the snow.	Albedo : Albedo output Normal : Normal output Metallicness : Metallicness output Smoothness : Smoothness output
Name	**Description**	**Input**	**Output**

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