

LOW POLY WIND

Getting Started

Basic Setup Tutorial: <https://youtu.be/EYT-LE1UCpc>

Adding More Trunk Colors: <https://youtu.be/BKOPRWcpbtM>

Shader Variables

<code>_Color</code>	The Shader's color (tints the Texture if not white)
<code>_MainTex</code>	The Texture of the mesh
<code>_Glossiness</code>	Glossiness of the material
<code>_Metallic</code>	Metallic value of the material
<code>_ColorT1 to _ColorT5</code>	Color variables that define what parts of the mesh are the trunk and what parts are the leaves. (Compares variable to vertex color)
<code>_Distance (X, Y, Z)</code>	Distance to move on each local axis
<code>_Speed (X, Y, Z)</code>	Speed to move on each local axis
<code>_TrunkMov</code>	Toggles trunk movement (Bool)
<code>_TrunkSpeed</code>	Trunk Speed
<code>_MinHeight</code>	Minimum height for vertices to move
<code>_uHeight</code>	Toggles whether height affects speed/distance (if true, higher leaves will move more/faster based on other variables)
<code>_HeightDist</code>	If <code>_uHeight</code> is true, this float defines how much the distance is affected based on vertex height
<code>_HeightSpeed</code>	If <code>_uHeight</code> is true, this float defines how much the speed is affected based on vertex height
<code>_Precision</code>	Precision of color comparison (The lower the value, the higher the precision)

Roadmap

World Space Direction (Input Angles and view the direction with arrows!) – WIP

Mesh Bending

GPU Instancing

Contact information

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If you have a problem with the asset, please contact me! I'll be happy to help you.

Want a refund? Send me an email with the reason and your invoice number.