



Tree Wind Shader

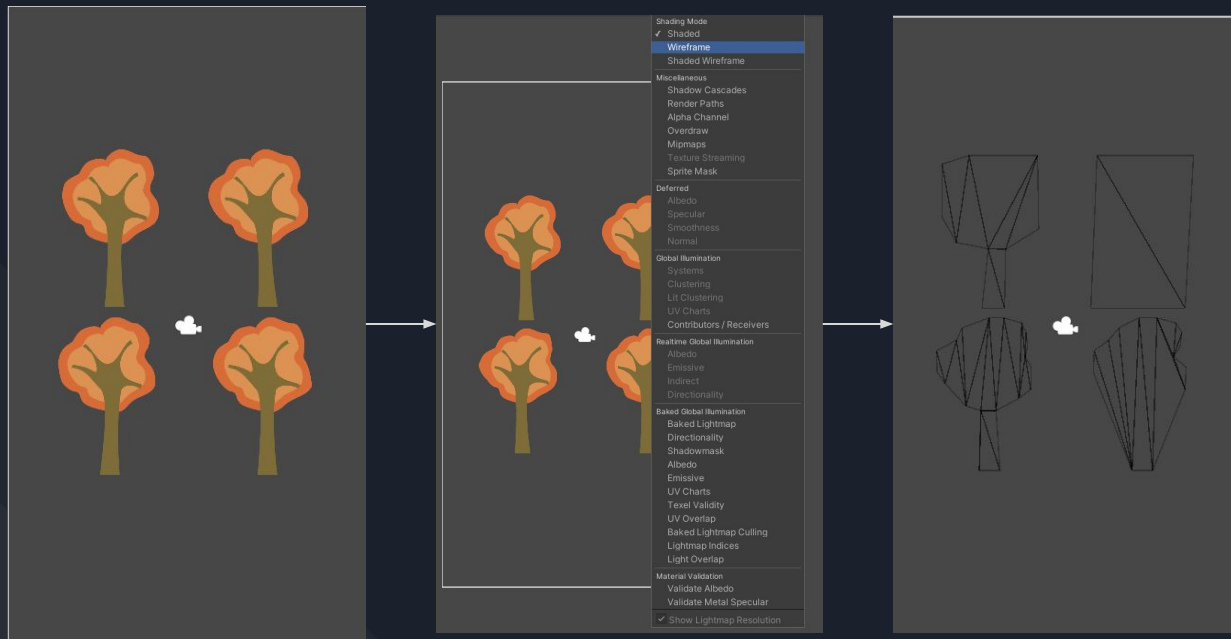
- ❑ Introduce properties of shader.
- ❑ Create Mesh for Tree sprites .
- ❑ Determined Min,Max Vertices.

Introduce properties of shader

1. WindTreeNoise:
 - WinSpeed (float)
 - WindStrength(float)
 - FrequencyWind(float)
 - MinYEffect(float)
2. WindTreeWobble:
 - WindStrength(float)
 - WobbleSpeed(float)
 - MinYEffect(float)

Create Mesh for Tree sprites

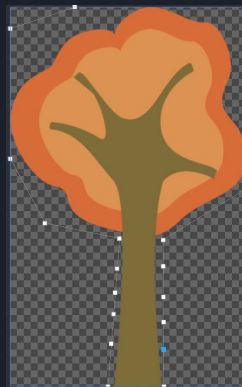
1. Because the shader will directly affect the vertex of mesh so you need to create a mesh for the sprite tree.
2. Click to Shading mode -> select wire frame to watch mesh of tree.



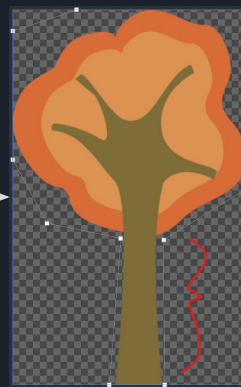
Create Mesh for Tree sprites

3. You can custom mesh of tree by Sprite Editor:

- Select Sprite Editor ->Custom Outline=> Generate=> Apply (or create and change anything you want).
- Mesh complicate will affect with performance so you need create simple mesh for sprite
- Because Shader will affect with vertices of mesh=> so you should create mesh with body of tree is a simple block if you don't want it to be kinked.



wrong



correct

Determined Min,Max Vertices

You can check Min and Max vertex by Script CheckRangeOfVertex and ConsoleLog

