



# Tree Wind Shader

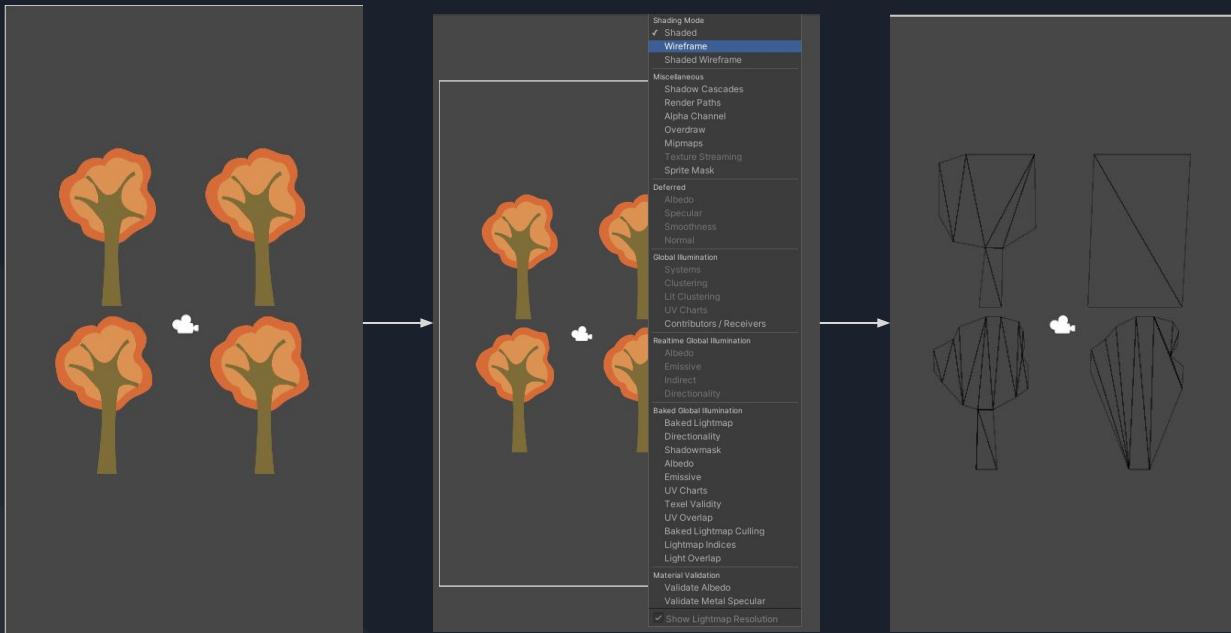
- ❑ Introduce properties of shader.
- ❑ Create Mesh for Tree sprites .
- ❑ Determined Min,Max Vertices.

# Introduce properties of shader

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

# Create Mesh for Tree sprites

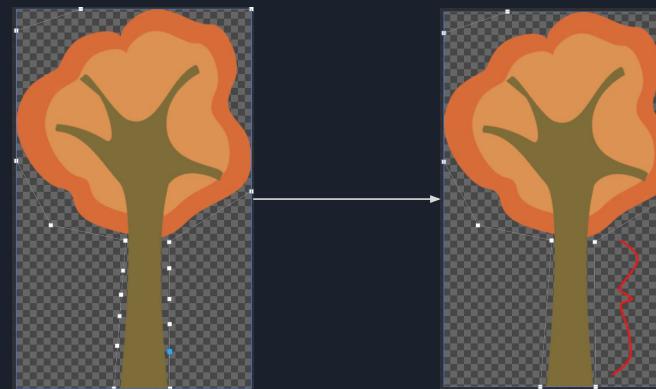
1. Because the shader will directly affect the vertex of mesh so you need to create a mesh for the sprite tree.
2. Click to Shading mode -> select wire frame to watch mesh of tree.



# 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

