

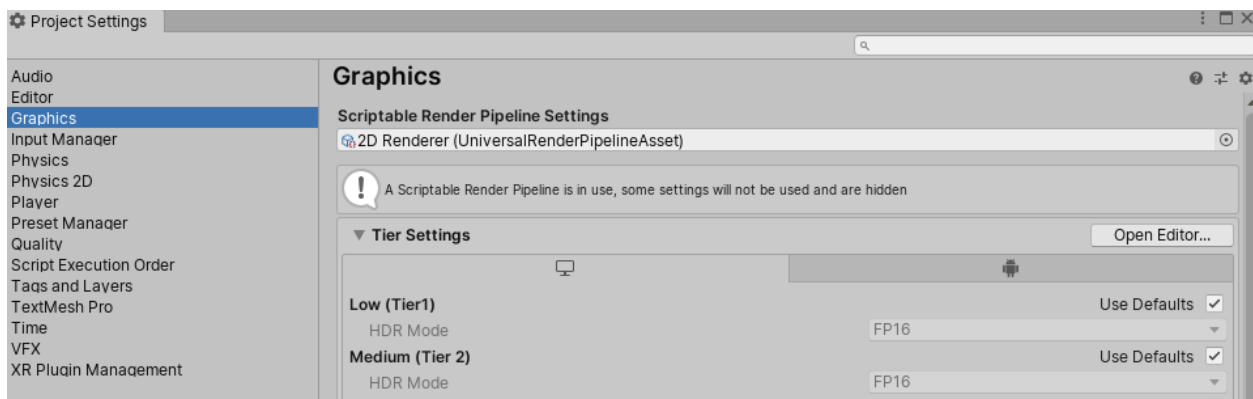
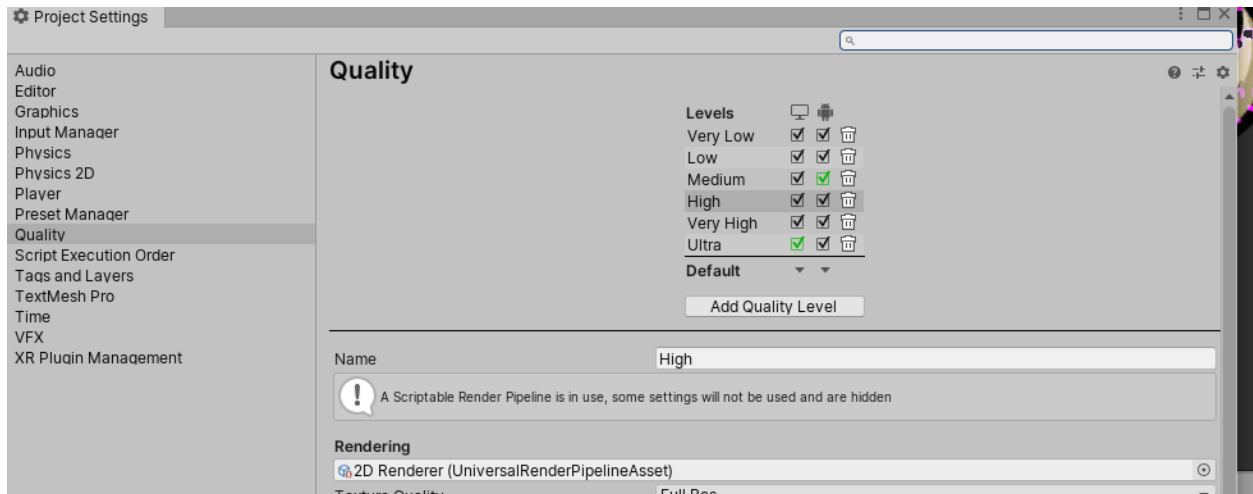


# 2D Vegetation Wind Shader Graph

Ramez Al-Tabbaa

## How to Apply the Shader Graph:

1. Make sure you are using Unity 2019.3+.
2. Install Universal RP from Package Manager.
3. Click: Assets > Create > Rendering > Universal Render Pipeline > Pipeline Asset (Forward Renderer)
4. Assign that pipeline asset to be the default one in project settings in both Quality and Graphics menus.
5. Just drag the material from Material folder to any sprite on your scene



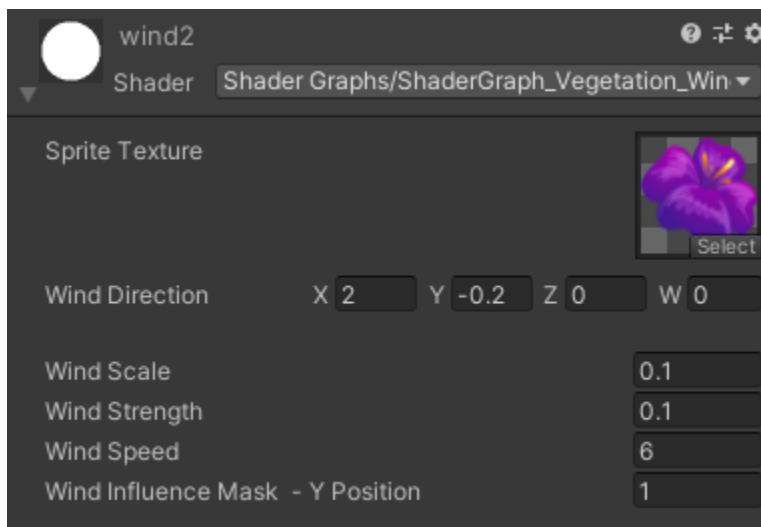
## Package contents:

- 2D Vegetation Wind Shader Graph
- Wind Particles System
- 44 Flora Sprites

## 2D Vegetation Wind Shader Properties:

This shader graph has the following properties exposed and can be adjusted easily from inspector:

- Wind Direction
- Wind Scale
- Wind Strength
- Wind Speed
- Wind influence Mask – Y position



# Screenshots

