Thank you for purchasing the **Interactive Snow Asset!** I hope you can get the most out of it!

This package contains an example scene, so you can see how it is implemented. But it is very easy to use:

When you import this asset, now in the top menu of the editor. You will see a new option called **JC - Interactive Ground**, by selecting it you will see the grounds that you have available to create, if you have other compatible and similar packages you will also see them there. In this case you should see the Snow option to create an interactive snow ground.

That option automatically creates everything needed to make it work! You just have to customize it from the options of the main object **(The object that contains the Mesh Generator script)**

I recommend changing the Color Space from Gamma to Linear to have a better color resolution. In Unity go to **(File > Build Settings > Player Settings > Other Settings > Color Space)**

This package is Fully modular! The absolute position of the created vertices is used to be able to make seamless, modular connections automatically, in case you need to have several Snow Ground zones connected.

Important: When using several zones and connecting them without using the option from the menu, if you try to leave a trace only in the connection between both zones, you will see a small difference, this is due to the change of position of the vertices, **solving it is very easy!** You just have to drag that connection a bit more until that difference no longer exists.
(This is exactly how the script tool does)

Optimization: A LOD system is automatically created so that only the areas near the main camera are shown in detail.

Also only the effect is shown in the areas adjacent to the main camera (Visible with gizmos)

This main camera will be the one with the **MainCamera** tag.

This package also includes a very simple script of name **Player Movement**, it allows to show in example mode when to show the trail only when it is touching the ground.

The script of name **Controlled Trail** is a helper that you can use in a particle system to keep the rotation the same as **the parent object**, for example a car will look better if the trail follows the rotation of its wheels. (Just place that script on the particle object you want to control its rotation). **There are two examples included that you can try!**

How does it work? The Shader receives a Render Texture created in real time by a secondary camera that renders only the trail layer, that trail can be a Particle System, Trail Renderer or whatever you want. Just have shades of gray. This Render Texture is applied to the generated Mesh and moves its vertices to give the interactive effect.You can have as many traces as you want!

Important: Please only make changes from that main object (The object that contains the **Mesh Generator** script) as this way you can update all the necessary values in real time, and stay saved when you switch from Edit mode to Game mode in the editor of Unity. This will also allow changes to be applied to all instances of the prefab, in case you create a prefab for reuse. It is necessary since to achieve this effect, each Snow Ground (Mesh) depends on its own Material, Render Texture and Camera. And this is handled automatically by the script when it is initialized in the Editor.

Important: All Scripts that are not needed once the Snow Ground is created, at runtime, such as the Mesh Generator are removed from all scenes at compile time. Just to make sure you don't take up unnecessary memory.

Important: Any trail that interacts with the Snow Ground must be on a layer that is only rendered by the effect's cameras (you can also configure them from the Mesh Generator) By default the layer used is called Interactive Trail. Make sure you don't render that layer in the main camera, to avoid the trace being seen on the screen.

Thank you very much for reading this file.