SEAMLESS

Node-based Procedural Texture Builder

Seamless is a powerful graph builder integrated in the Unity Editor. It allows you to bake beautiful procedural textures from noise or geometric primitives, coupled with mathematical operations, image filters, etc.

Seamless works natively with any render pipeline on any Unity version above 2018.1.

Contents

1 Setup

The whole package is contained in the `Seamless` folder resulting from the import. You can move it wherever you want, but it is recommended to keep the same folder structure.

2 Basics

You can create a new Seamless graph from the right-click context menu in the project window.
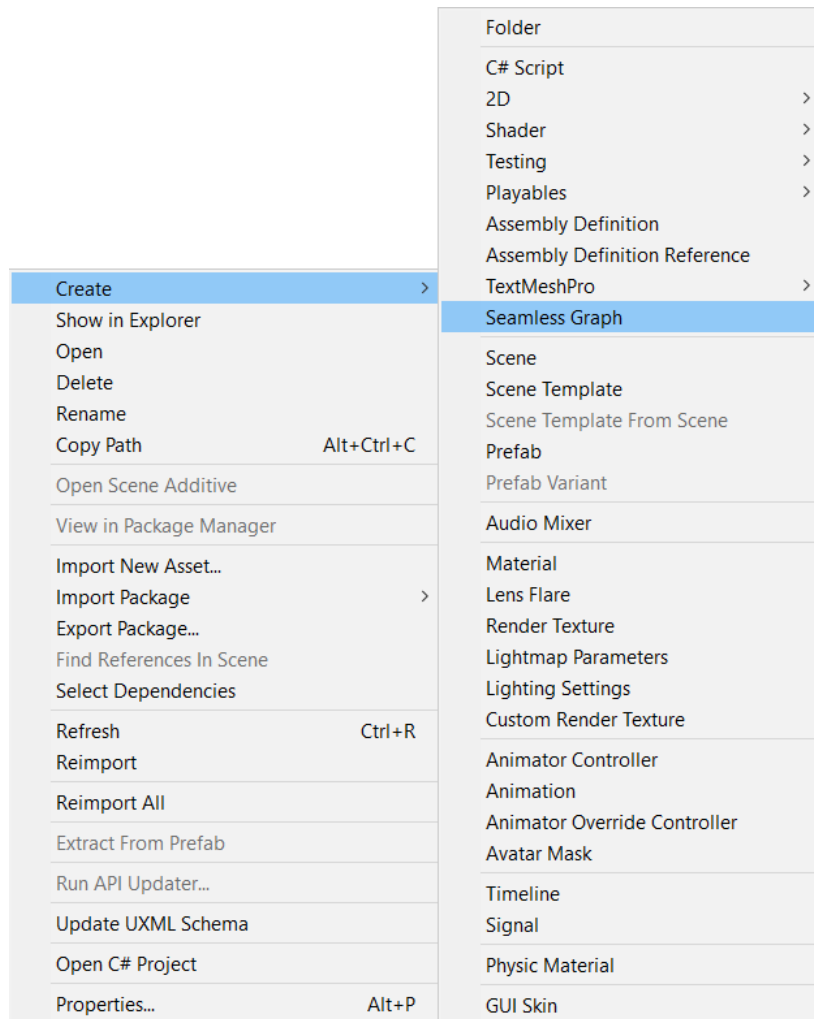
Each graph is saved as a `SeamlessObject` in a `.asset` file. You can recognize them with the seamless logo. You can change the texture size from the inspector.
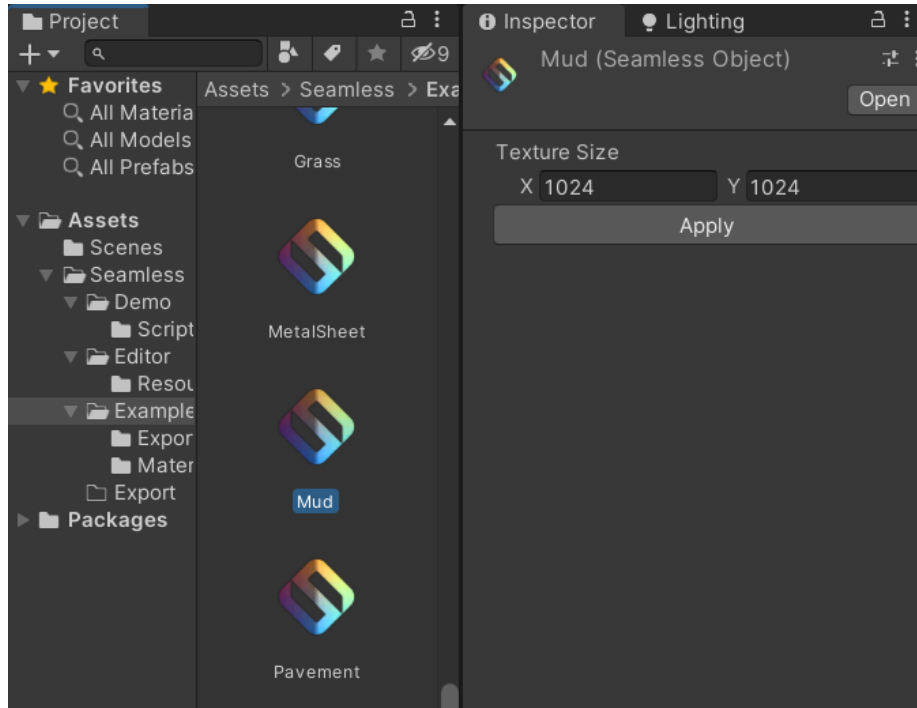

You can open a graph by double-clicking on it. On Unity 2019.2 and above, the window will try dock itself next to the scene window, otherwise it will appear as a floating window, that you can dock manually.

3   Navigation

The navigation in the main canvas is similar to other graph editors such as Shadergraph or the animator. You can zoom in/out using scroll wheel, move by click & drag the mouse scroll wheel. Nodes can be selected by clicking on it, or by drawing a selection rectangle. You can drag selected nodes to move them. You cannot select or interact with links : they are 100% visual. To add a link, you must click and drag from an output, links cannot be created backwards.
There is a header on the top of each window containing information and some buttons to save, save as, and reload.
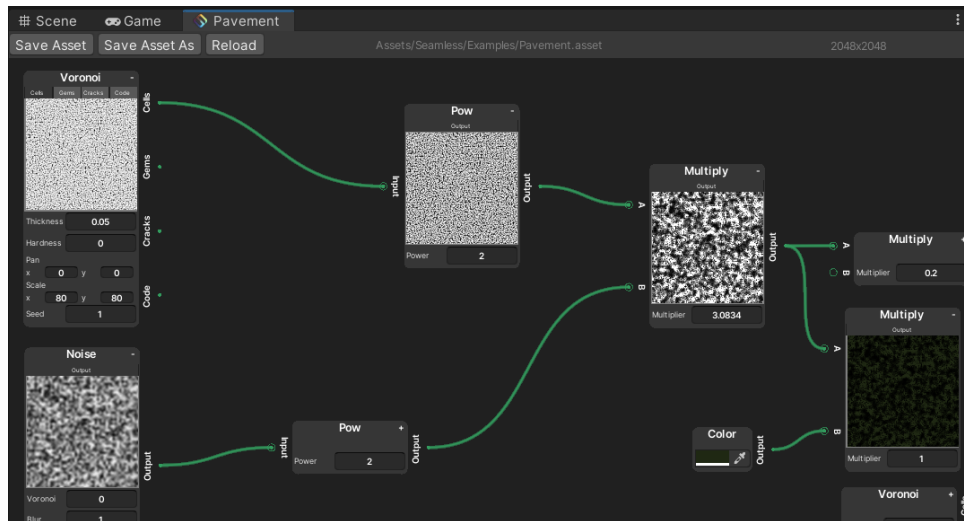
To create a new node, just right click on the canvas and a context menu will appear. You can also start building a link and releasing the mouse left button in a free space, the same context menu will appear and the link will be associated with the first input (if there is any) of the added node. You can cancel by pressing ESC twice.
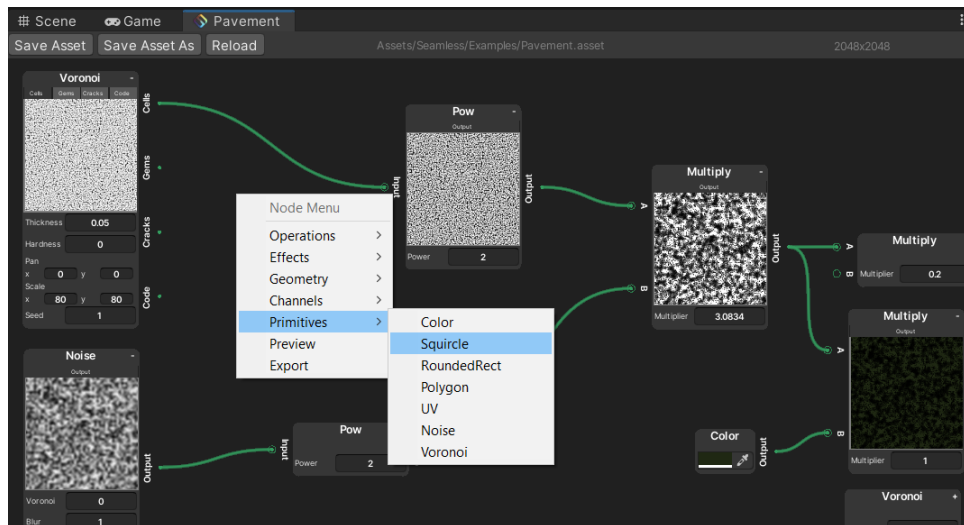
Some nodes contain one or several parameters. You can change their value as a text edit or as a slider with the mouse.

Once you are happy with a result, you can export it as a static image using an Export node. You can use as many Export nodes as you want. So far, Seamless only supports PNG export.
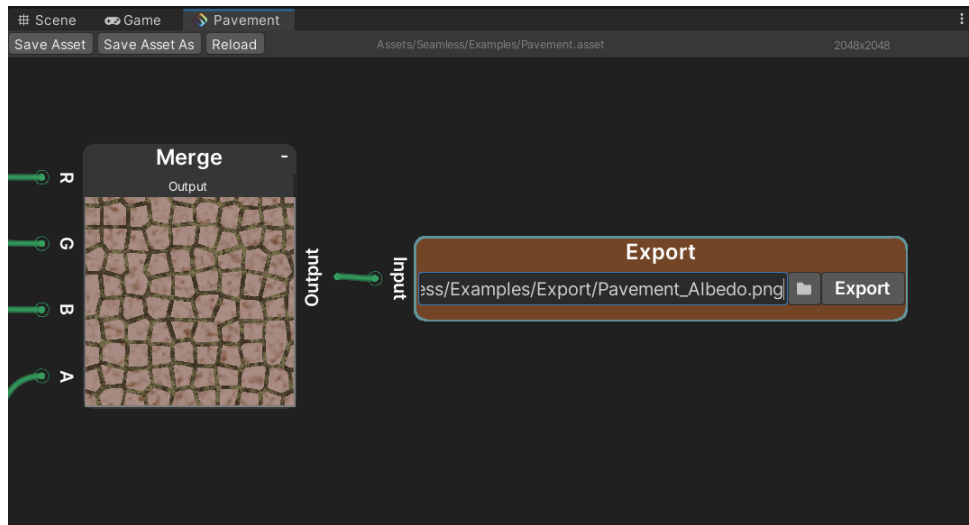
You can browse the path by clicking on the Folder icon. Make sure you select a path included in the `Assets` folder of your project.

4   References

https://galloscript.itch.io/texgraph

5   Contact

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Seamless is free on the asset store, but you can make a donation on

www.paypal.me/RiseDownPiano