Camouflage Mod

Prepare Project

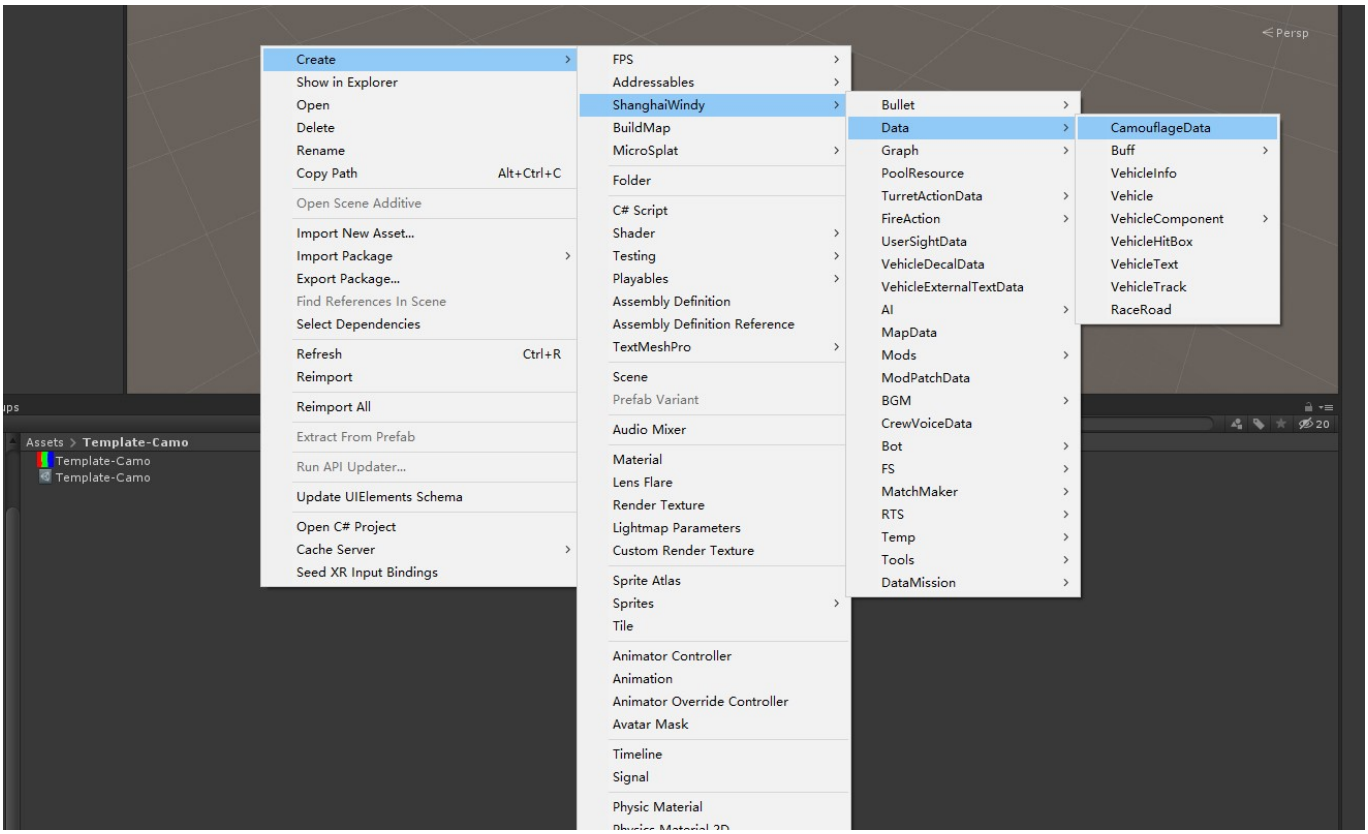
Refer GetStarted page to download Unity and editor tools.

Prepare Mask Texture

To create camouflage mod, you will need to prepare a color mask with r,g,b. You can refer the following one.

Create Camouflage Data

Then, you will need to create camouflage data in the unity.

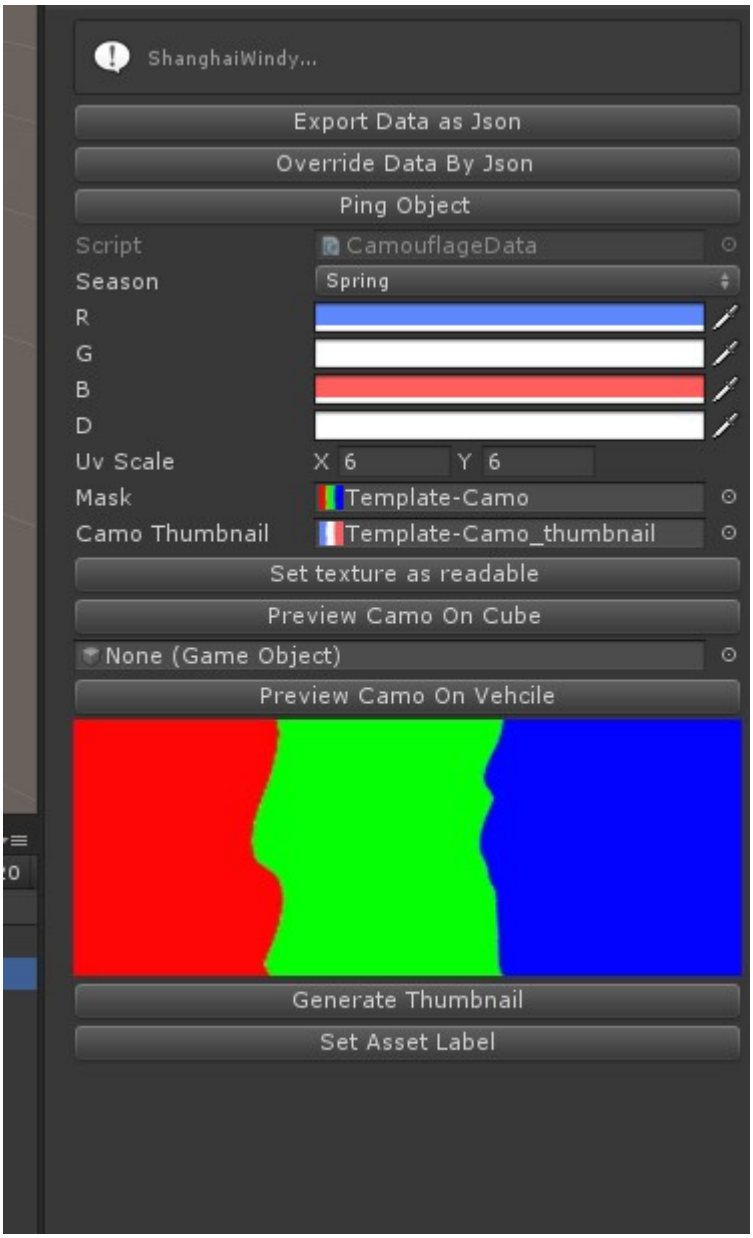


Edit Camouflage Data

Drag the color mask texture into "Mask". Then click set texture as readable.

- You can adjust r,g,b channel colors.
- You can preview texture by clicking preview camo on cube button.

Click generate Thumbnail Button when you finish coloring. In the end, click Set Asset Label button.


ShanghaiWindy...
Export Data as Json
Override Data By Json
Ping Object
Script
CamouflageData
Season
Spring
R
G
B
D
Uv Scale
X 6
Y 6
Mask
Template-Camo
Camo Thumbnail
Template-Camo_thumbnail
Set texture as readable
Preview Camo On Cube
None (Game Object)
Preview Camo On Vehcile
Generate Thumbnail
Set Asset Label