Minimalist Documentation

Minimalist is a set of shader made for your ease and productive workflow in order create stunning looking low poly games for any platform.

Shaders in the package :
1. **Minimalist Simple**
2. **Minimalist Standard**
3. **Minimalist Advanced**
4. **Gradient Skybox**

Minimalist Standard Shader

This is the inspector when you apply minimalist Standard shader on an object.

Every side takes two colors for a linear gradient. If you don't want gradient, give same color value for the both color fields or use "minimalist simple" shader.

Gradient Settings
1. Start Position : Starting Y position of the gradient
2. Falloff : Height of the gradient. The fade in and out between two colors

Ambient Color
You can give an ambient color and control the ambient intensity with the power slider

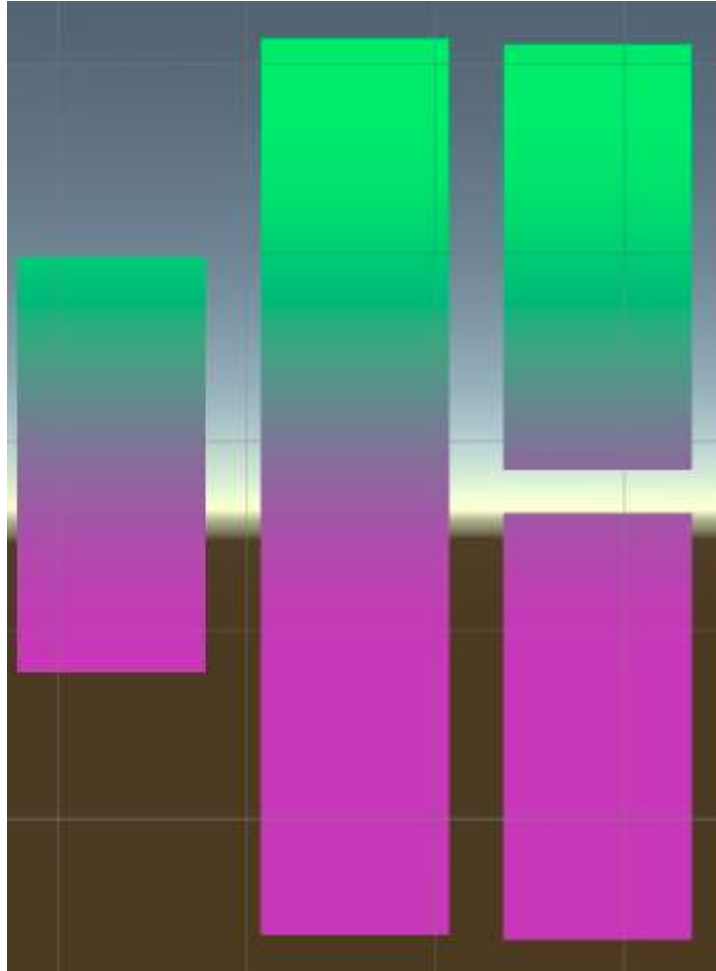To create local space gradient, tick the checkbox says 'Gradient in local space'
If you don't want a face receiving color information from the neighbour faces, tick the checkbox 'Don't mix color'

Lightmap settings
Enable if you have lightmap baked for your scene. It serves as AO in your scene. (bake lightmap only with full white ambient light at decent ambient intensity to get the AO) Tint the AO with a color and you can control the intensity with the power slider.
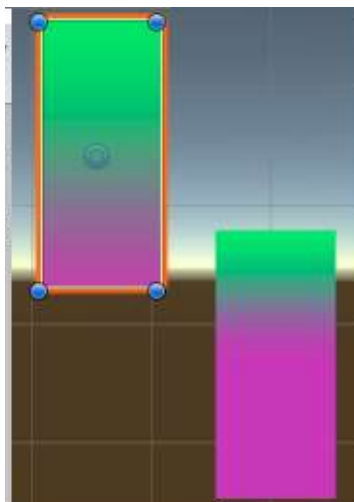
World space gradient vs Local space gradient

The shader is created to work in world space by default. This is what world space gradients look like

World space gradient [sharing the same material]

You can get local space gradient by enabling the checkbox 'Gradient in local space'


Local Space Gradient

Minimalist Advanced Shader

Like the standard shader, you can make two color gradient but what makes it advanced is, you can get different types of gradient on each faces within the same material. You get the option to change the 'Gradient Start Position' and 'Gradient Falloff' for every faces of your object.

Minimalist Simple Shader

Minimalist simple is a lightweight shader where you get everything available in the standard one except gradient.

Minimalist Gradient Skybox Shader
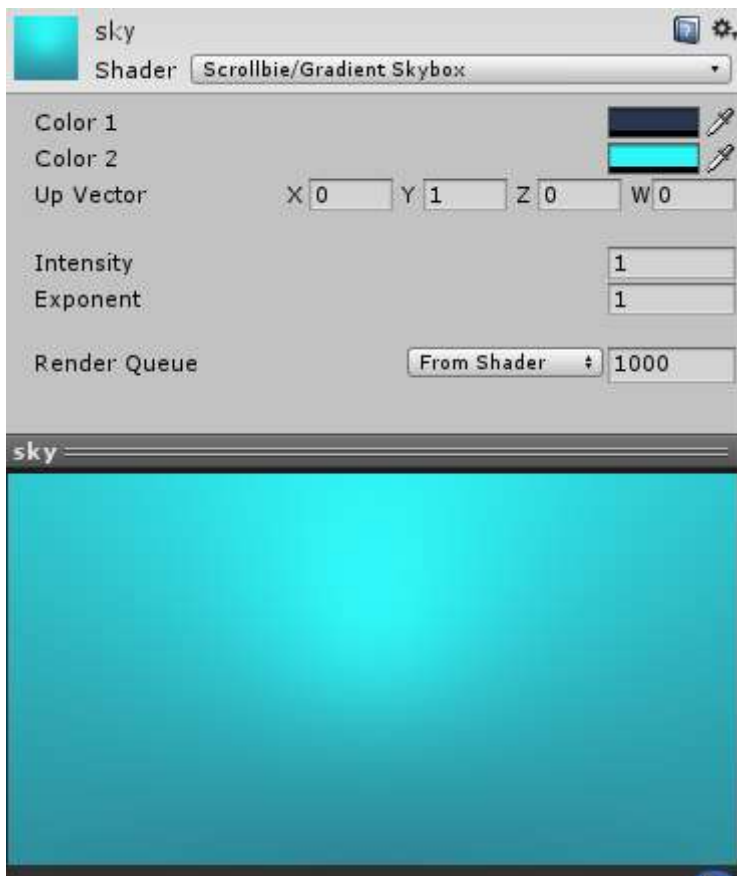
Color 1 and Color 2 : two colors for the gradient of the sky.
Up vector : determines the up direction.
Intensity : intensity of the colors
Exponent : Dominance of the colors over each other