Custom Shaders Properties

Top Down Tree

Main Texture Brightness - adjusts the brightness of Base Color
Top Brightness - adjusts the Base Color brightness based on gradient from UV2 of the mesh
Wind Strength - intensity of the wind movement
Wind Axis (X, Z) - X and Z values are used to determine the direction of the wind. Don't use 0 for both values at the same time, or the mesh won't appear.
Wind Noise Scale - scale of the noise map used for wind effect
Color - Multiplies Base Color texture by this color value

Tree LOD
Shader intended for last billboard LOD for tree meshes

Main Texture Brightness - adjusts the brightness of Base Color
Top Brightness - adjusts the Base Color brightness based on gradient from UV2 of the mesh
Color - Multiplies Base Color texture by this color value