Sun & Sea: Beach Materials Pack

Publisher: Shaded Spectrum
Contact: shadedspectrumunity@gmail.com

Introduction

Thank you for downloading the Sun & Sea: Beach Materials Pack! This collection features 12 high-quality, tileable materials crafted to infuse your Unity projects with rich, coastal materials. Whether you're designing sunset beaches, tropical islands, or coastal resorts, this pack delivers everything you need. Each material is meticulously detailed to ensure seamless blending across terrains and assets, making it perfect for both sweeping beaches and intricate scene elements.

Contents

This pack includes the following materials, totalling 12 materials:

1. Beach Cooler Plastic
2. Beachside Mosaic Tiles
3. Coral Fragment Scatter
4. Crushed Shell Path
5. Driftwood Scatter
6. Golden Shore Sand
7. Pebbled Cove
8. Seaweed-Laden Sand
9. Smooth Tidepool Rocks
10. Sunbaked Cracked Sand
11. Tropical Leaf Scatter
12. Wet Tidal Sand

Texture Formats

Each material includes the following texture maps to ensure maximum visual fidelity:

- **Albedo Map (Base Color)**
- **Normal Map**
- **Occlusion Map**
- **Specular Map**
- **Height Map/Displacement Map**

These textures are designed to work well with Unity's Standard Shader (PBR) and provide excellent results with real-time lighting.

How to Use

1. Importing the Pack:

- Import the package using the Unity Package Manager.
- All materials will automatically appear under a folder named Sun And Sea Beach Materials Pack inside of the Shaded Spectrum folder.

2. Assigning Materials:

- Select any 3D object in your scene, then drag and drop the desired material from the Materials folder onto the object in the Inspector window.
- Modify the material properties (e.g., height, smoothness) directly from the material inspector in Unity.

3. Tiling & Scaling:

- All materials in this pack are seamless and can be tiled across large surfaces without visible seams.
- You can adjust the tiling and offset values in Unity by navigating to the material settings in the Inspector and modifying the "Tiling" values to match the desired scale of your object.

Recommended Settings

To get the best visual results, we recommend the following Unity settings:

- **Shader:** Use Unity's Standard (PBR) shader for optimal performance. These materials are also compatible with other shaders that support PBR.
- **Lighting:** Ensure proper scene lighting to highlight material details such as reflection and roughness. Consider using HDRI images and reflection probes to enhance realism.
- **Tiling:** Adjust the tiling values based on the object's size. For large surfaces, increase the tiling amount to maintain sharp detail without visible repetition.

Support & Feedback

If you encounter any issues or need assistance, please don't hesitate to reach out via email at **shadedspectrumunity@gmail.com**. We value your feedback and would love to see how you're using our materials in your projects! Suggestions for future updates are also welcome.

Licensing & Usage

- These assets are provided under the **Unity Asset Store End User License Agreement**.
- You are free to use these materials in both **commercial and non-commercial projects**.

- Redistribution or resale of the original assets (textures or material files) is prohibited. However, they can be included in any of your projects.