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	<b>daniel-ilett</b> Final tweaks before publication. <span>...</span>	66d1ee4 on Mar 24, 2021	 7 commits
	Assets	Final tweaks before publication.	2 years ago
	Packages	Initial pass at snow layer shader.	2 years ago
	ProjectSettings	Improved snow layer shader and added particles.	2 years ago
	UserSettings	Final tweaks before publication.	2 years ago
	.gitignore	Initial commit	2 years ago
	.vsconfig	Initial pass at snow layer shader.	2 years ago
	LICENSE	Initial commit	2 years ago
	README.md	Final tweaks before publication.	2 years ago
	banner.jpg	Final tweaks before publication.	2 years ago



 README.md

# Snow Layers in Unity Shader Graph

A snow layer shader for Shader Graph and Universal Render Pipeline in which the snow builds up over time.



## Overview

Snow levels are a mainstay of videogame culture. This shader can be used to layer snow over existing surfaces in your game by specifying a snow direction and other properties that influence the speed of snow buildup and the strength of texture variation on the snow surface.

## Software

This project was created using Unity 2020.2.1f1 and Universal Render Pipeline 10.2.2.

## Authors





This project and the corresponding tutorial was created by Daniel Ilett.

## Release

This project was publically released on March 25th 2021.

## About

A snow layer shader for Shader Graph and Universal Render Pipeline.

-  Readme
-  MIT license
-  21 stars
-  2 watching
-  4 forks

## Releases

No releases published

## Packages

No packages published

## Languages

