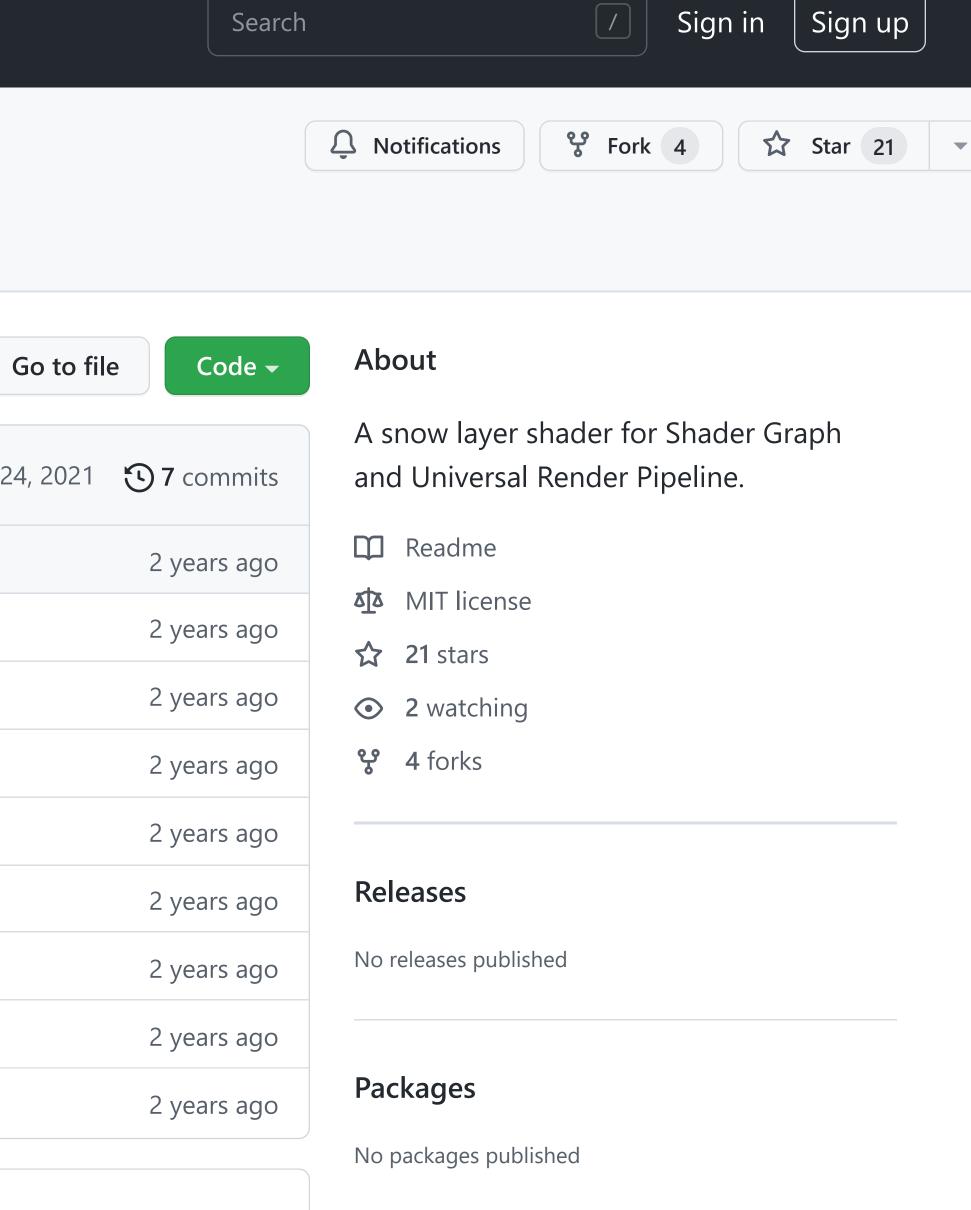
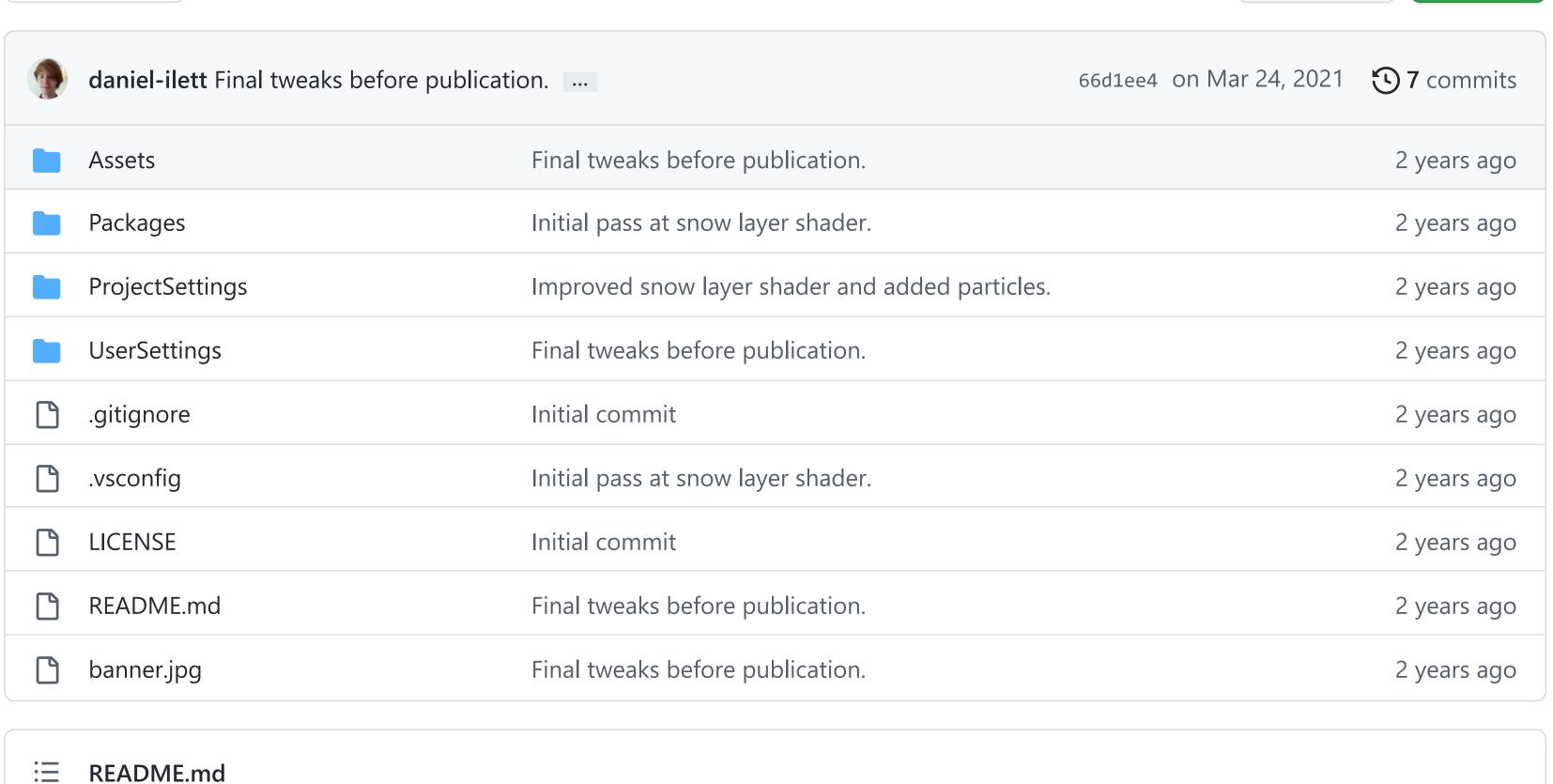


main ▼



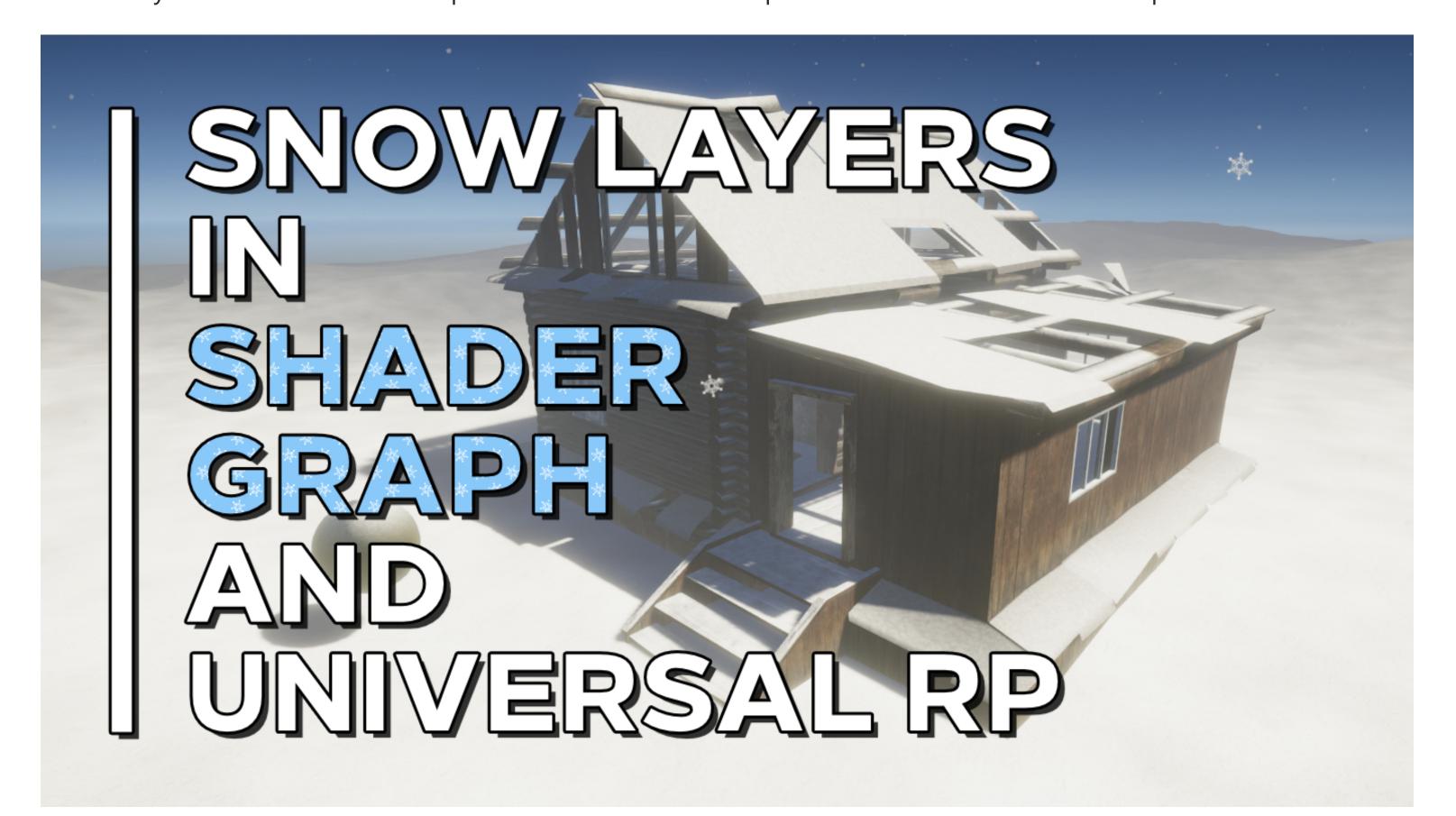
Languages

Mathematica 51.2%



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 llett.

Release

This project was publically released on March 25th 2021.

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