

Cozy Cartoon World Materials

Hello and Thank You for purchasing this Cozy Cartoon World asset pack!

Please find a few information below about the materials used on the assets.

All the materials derived from a custom URP shadergraph which enables you to modify certain elements of the corresponding asset based on custom masks. **Every asset uses 2-4 zones (depending on its complexity) numbered from 1 to 4.**

With the controls given in each zones you can set the **Color**, **Smoothness**, **Metallic** values separately. Experiment with the zones to find out which part is driven by which zone – I tried to be straightforward with priorityzing the zones; the bigger / most important part of the asset is always on Zone 1, continuing towards Zone 4 with the smaller / less important parts.

All the assets utilizes a default BaseColor texture. You can either use a color overlay on this BaseColor or *use plain colors by ticking off the ‘Use Color Texture’ option (discarding the default texture, thus freeing up resources). In this case you can define a base color with the ‘Color’ parameter.*

However, if you would like to keep some smaller nuances, patterns, shadows in the default texture just *adjust the ‘Saturation’ value to set a truly custom color to the (now desaturated) BaseColor texture.*

Certain assets use a **Motive Mask** to mask out finer details like patterns, dots, etc... a vase is a good example.

Set the color of these patterns with the ‘Motive Mask Color’ option.

Change the intensity of the patterns with the ‘Motive Mask Intensity’ slider.

All the assets with proper Motive Mask have the **‘Use Motive Mask’ option ON**. *Ticking it off will disable the Motive Mask, hence the pattern configuration option.*

Of course, even if it turned off a pattern could still shows itself if it is part of the BaseColor texture.

The assets are using shared materials by default (atlas textures, resource friendly) but you can customize them by applying the dedicated materials for any assets. Please find them in the **/Materials** folder.

