High-Quality 3D Assets for Game Development.

PolyZero 3D Asset Usage Guide

Instructions for Using and Customizing 3D Materials

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Some objects use different materials because of the shader properties like the wind of the grass or the stones with triplanar projection, if you don't need these properties you can apply the textures to other shaders like the default specular from unity.. To use, simply click and drag the prefab of the object you want to your Hierarchy.

SHADERS:
To use a shader, create one new material and drag the shader file to it, or use one of the materials already created.

Grass:
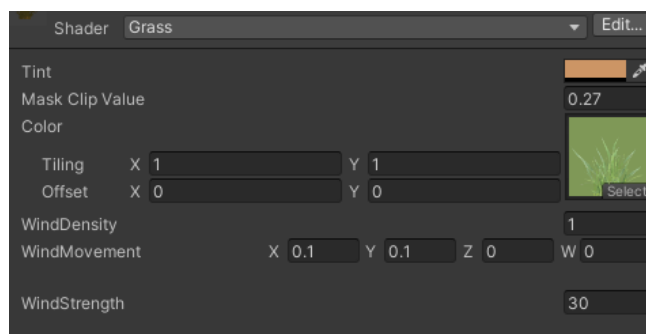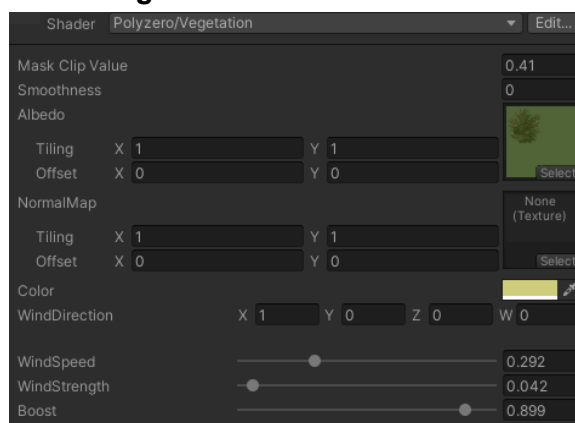

Tint: add a color tint over your texture
Mask Clip Value: related to the transparency amount of your texture
WindDensity: makes the wind faster
WInd Movement: makes it direction
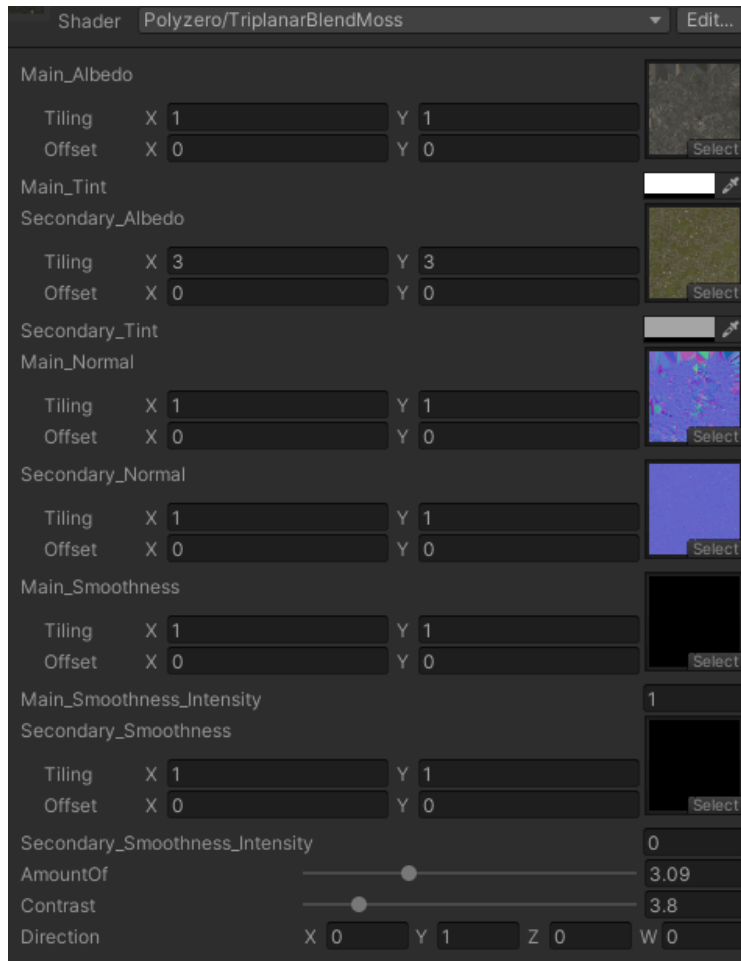Wind strength: makes it "stretch" more

Vegetation:

Color: add a color tint over your texture
Mask Clip Value: related to the transparency amount of your texture
Boost: makes the color more intense

TriplanarBlendMoss:

Main parameters are basically the same as the default shader, the secondary are for the second texture blend, projected from above, like grass on top of the rocks, works great also with snow or sand, just change the texture if needed.
AmountOf: adds more amount of the secondary texture
Contrast makes it more sharp transition or more smooth
direction changes the default direction of the blend.