

**Easy
Triplanar
Pro**

1, 2 or 3 textures
Planar in 6 directions
Mobile friendly
Wide range of shaders
and more...

Easy Triplanar Pro

UV-Free Multi-Texture Shader

Document version 1.1

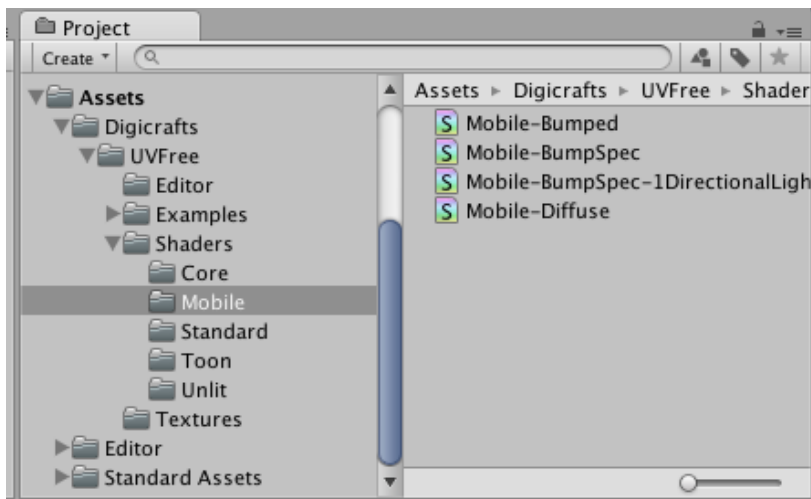
Support email: support@digicrafts.com.hk

Introduction

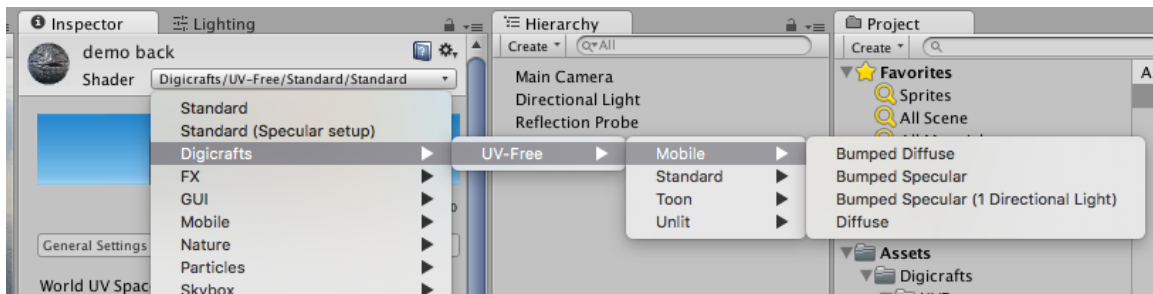
Easy Triplanar Pro is a shader package that project texture on object without UV map. Use these triplanar surface shaders in Unity to easily texture objects beautifully without the need for skinning/UV-maps.

Install the package

1. Download and import the **Easy Triplanar Pro** Shader package from Asset Store.
NOTE: The import may take a few minutes, please wait until finish.
2. Shaders are located within the folder Digicrafts/UVFree/Shaders.



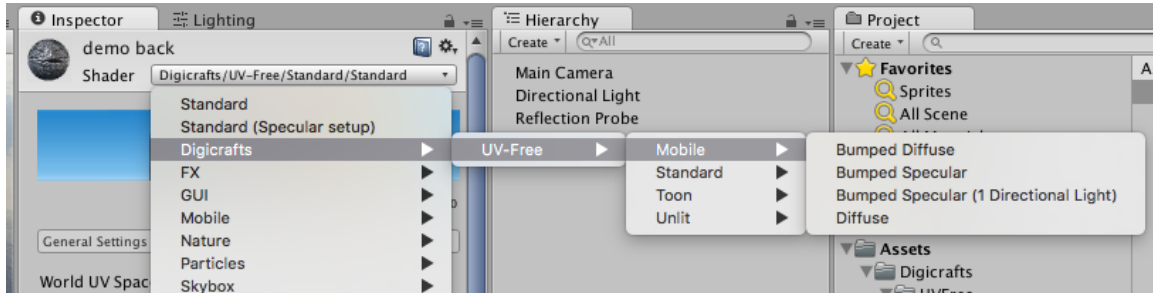
3. Now, you can select wireframe shader from the shader section in your material inspector. The shader is inside “Digicrafts/UVFree” section.



4. Examples are located in the “Digicrafts/UVFree/Examples”.
- NOTE: To avoid adding extra files when building, please delete the examples folder for production build.*

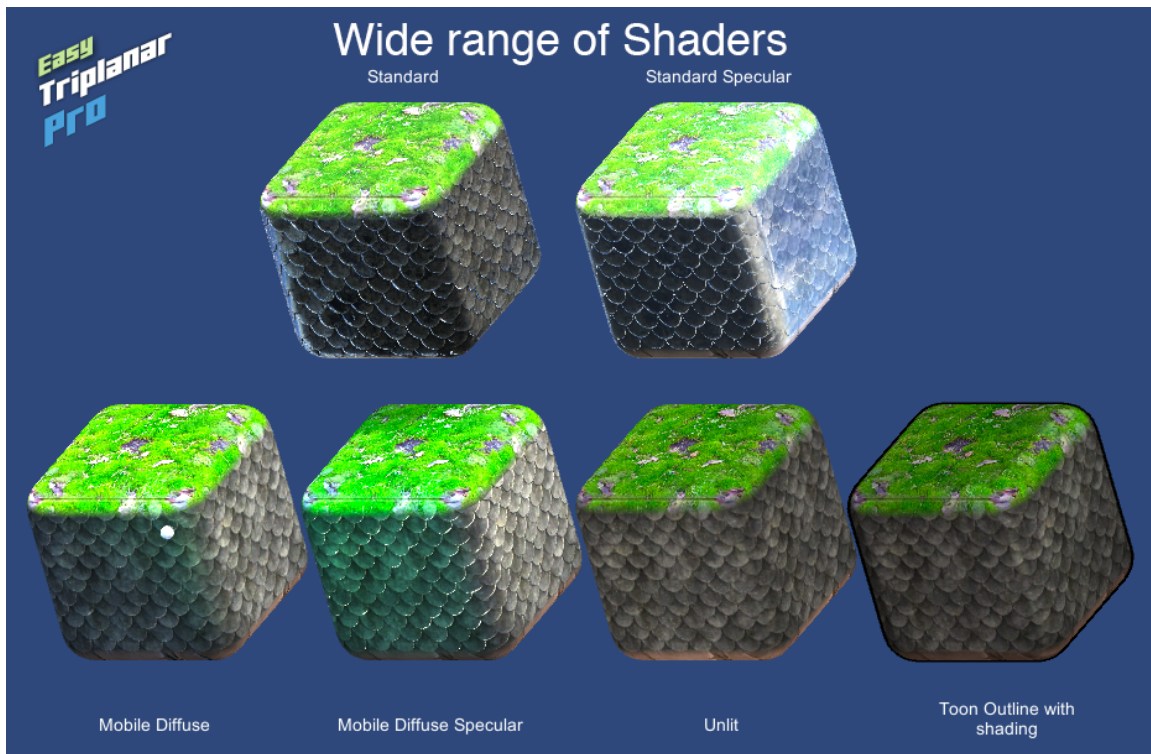
Types of Shader

Easy UVFree Pro contains four category of shaders. Shaders are organized in categories and under the “Digicrafts/UVFree” section of the shader selector.



The shader pack contains Standard, Standard Specular Setup, Mobile Diffuse, Mobile Mobile Diffuse Bump, Diffuse Spec, Mobile Diffuse Spec (One Dir Light), Unlit and Toon Outline shader.

The shader pack for projector contains Mobile Diffuse, Mobile Mobile Diffuse Bump, Diffuse Spec, Mobile Diffuse Spec (One Dir Light), Unlit and Toon Outline shader.

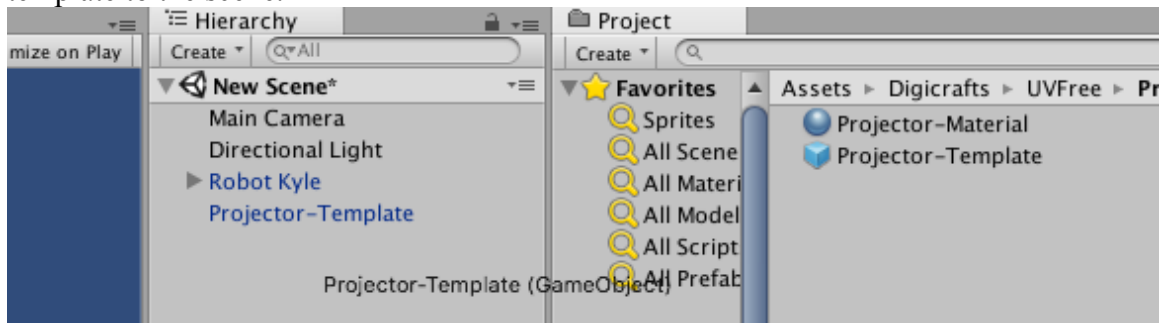


Using Projector Shaders

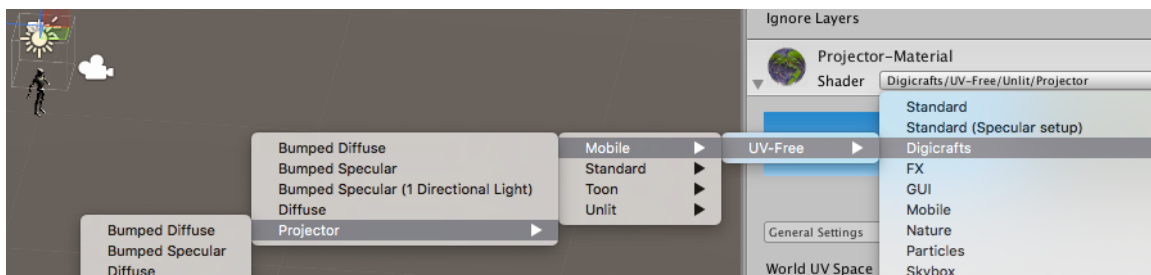
1. Create a new scene and import the model. Or, Working with your existing scene



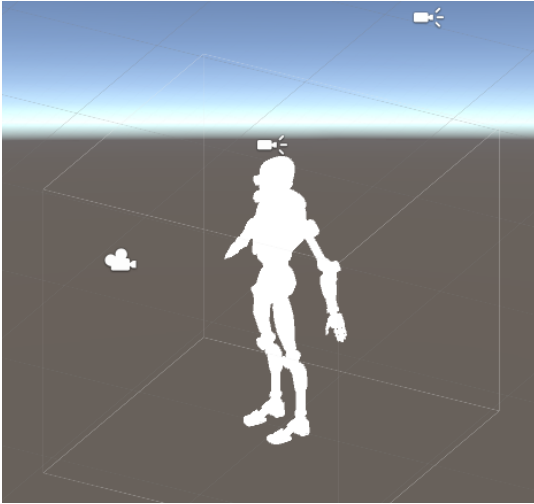
2. Drag and drop the projector prefab from Digicrafts/UVFree/Prefabs/Projector-template to the scene.



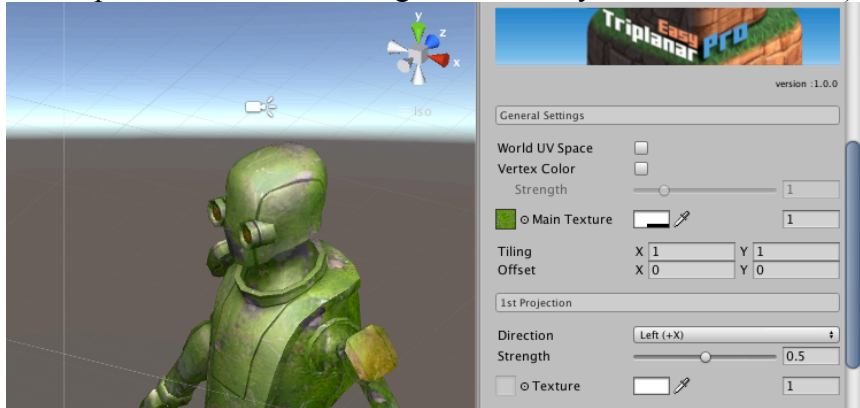
3. Select the Projector-Template and open inspector. From the shader selection box, choose the any projector shader you want from Digicrafts/UV-Free.



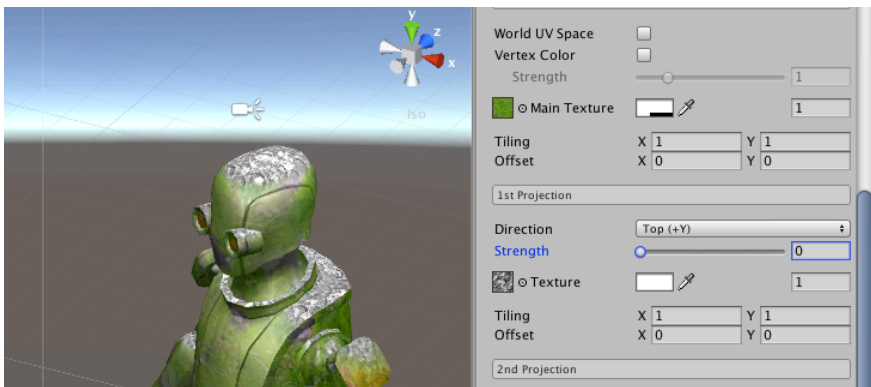
4. Adjust the position and rotation of the projector in order to affect your model. The wireframe box indicates the area affected by the projector.



5. In the inspector, select the main texture and adjust the color. (*TIPS*: You can adjust the color alpha value in order change the visibility of the main texture)




6. To add top layer. In 1st Projection section, select the texture and adjust color. Change the direction according to your need.



Inspector

Easy Triplanar Pro comes with a easy to use inspector which allow you to customize the wireframe effect. The custom inspector will be appear when you using any shader in the **Easy Triplanar Pro** pack.

The inspector is divided into three parts which represent the settings of base material, 1st projection and 2nd projection.



The image displays the 'Easy Triplanar Pro' inspector UI, which is divided into three main sections: General Settings, 1st Direction, and 2nd Direction. Each section contains various settings for material and projection. Red annotations with arrows point to specific settings, explaining their function.

General Settings

- World UV Space**: Space for calculate UV. Use world space if enable and use object space if disable.
- Vertex Color**: Enable/disable to use vertex for coloring and alpha
- General Settings**: General settings for each type of shader

1st Direction

- 1st Direction of projection**: Set the first projection direction for texturing. Support Top (+Y), Front (+Z) and Right (+X).
- Strength**: The strength of projection
- General Settings of 1st projection**

2nd Direction

- 1st Direction of projection**: Set the first projection direction for texturing. Support Top (+Y), Front (+Z) and Right (+X).
- General Settings of 2nd projection**

Projector Settings

- Clip Mask**: The clip mask for projecting area.
- Falloff Mask (z-positic)**: The falloff mask for projecting area.

For projector shader