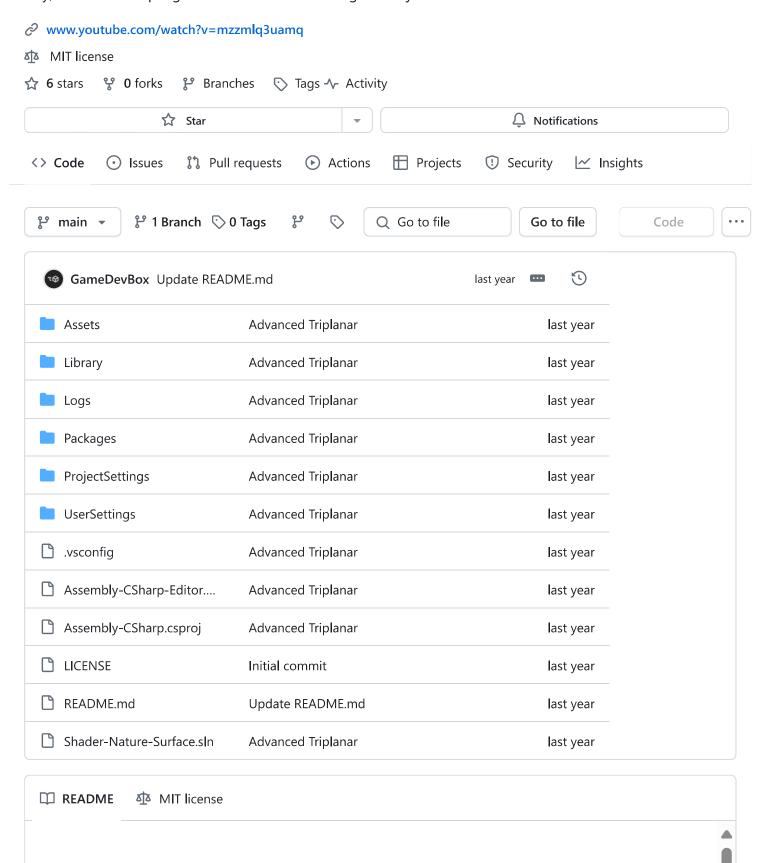
☐ GameDevBox / Advanced-Triplanar-Shader (Public)

In this section, we're gonna learn about triplanar and how to use it in a Unity shader graph. So first, what is Triplanar? It's a method of generating UVs and sampling a texture by projecting it into the world space. This way, we're not sampling the texture based on the game object itself.



Advanced Triplanar Shader

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