

Minimalist Documentation

Minimalist is a set of shader made for your ease and productive workflow in order create stunning looking low poly games for any platform.

Shaders in the package :

1. **Minimalist shader**
2. **Minimalist shader(Lightmap - Add)**
3. **Minimalist shader(Lightmap - Multiply)**
4. **Gradient Skybox**

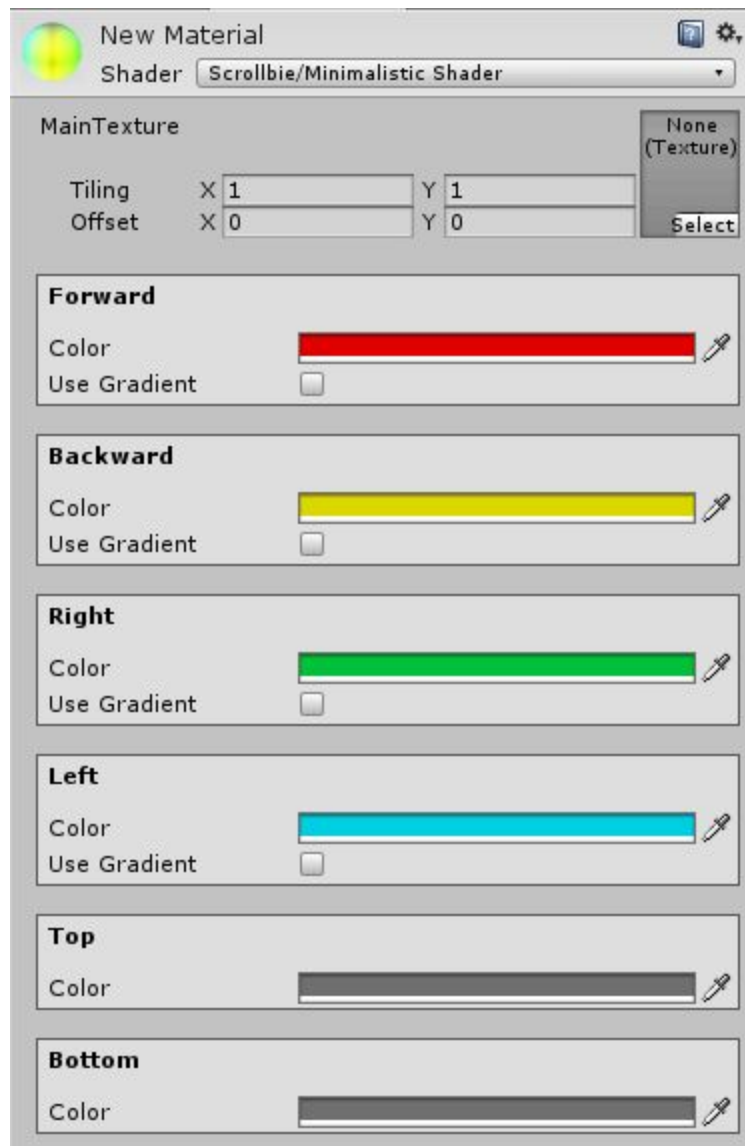
Using the Main Shader [Minimalist shader]

This is the inspector when you apply minimalist shader on an object.

Every side is applied a flat color by default. You can add a diffuse texture which will be tinted with the applied color.

Instead of using flat color, you can use gradient for the forward, backward, left and right side of the object.

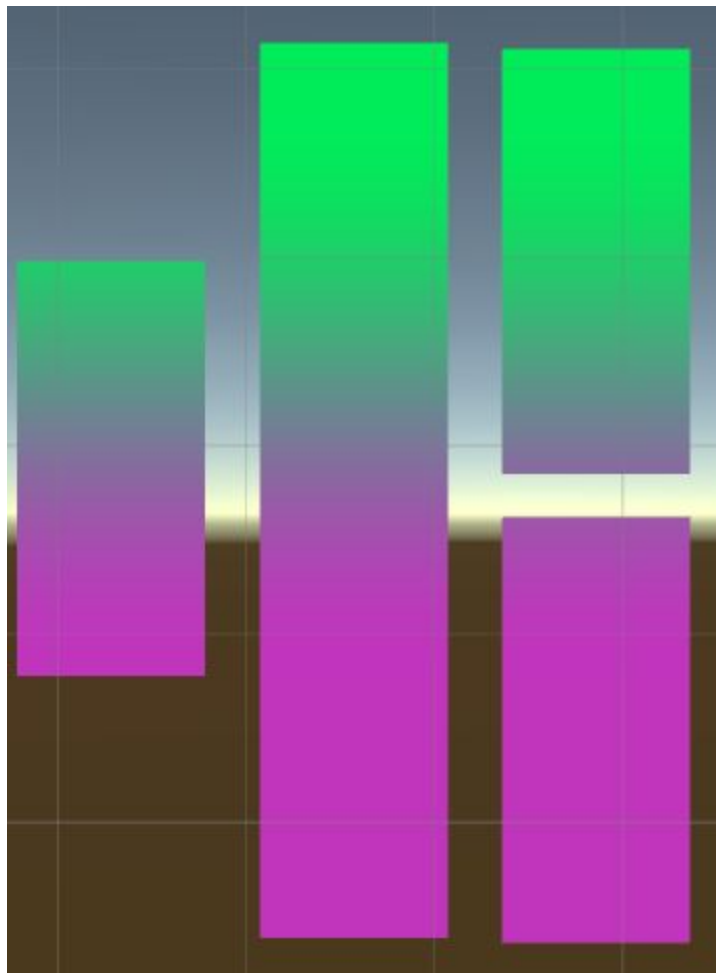
When you select use gradient checkbox, properties for gradient will appear.



1. Height : Height of the gradient. The fade in and out between two colors
2. Start Y : Starting Y position of the gradient
3. Color high : Top color
4. Color Low : Bottom color

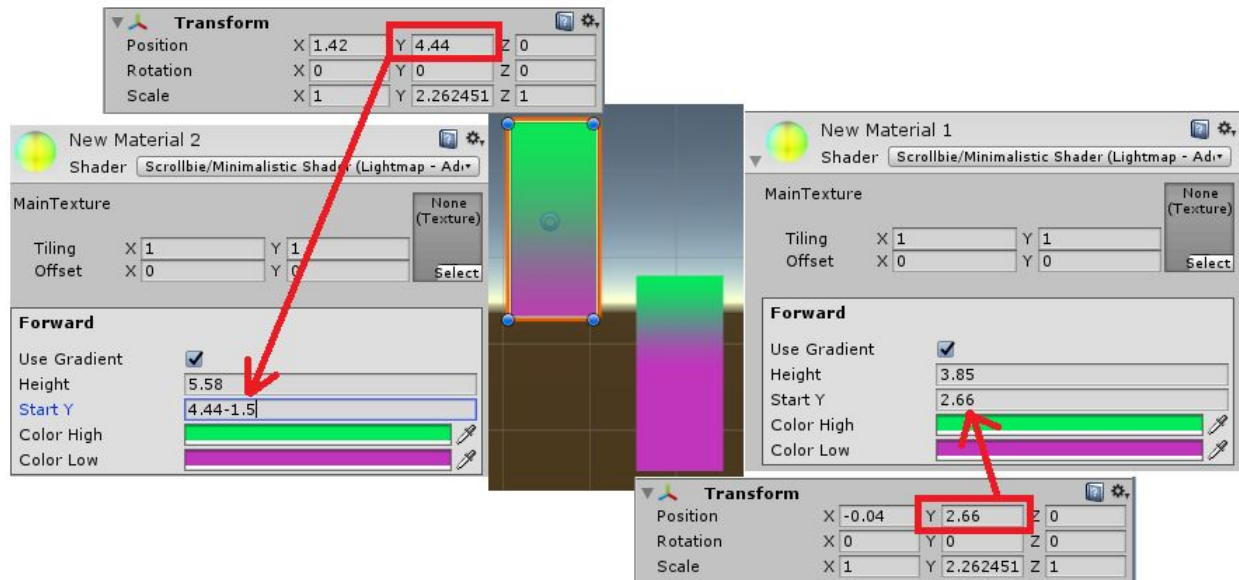
World space gradient vs Local space gradient

The shader is created to work in world space. So, You don't need to worry about that.



World space gradient [sharing the same material]

But If you want to make local space gradient, You can also do that. Add separate materials to your object and in the Start Y property, put the Y value of the transform component of your object and offset it as you want.



Local Space Gradient [using different material]

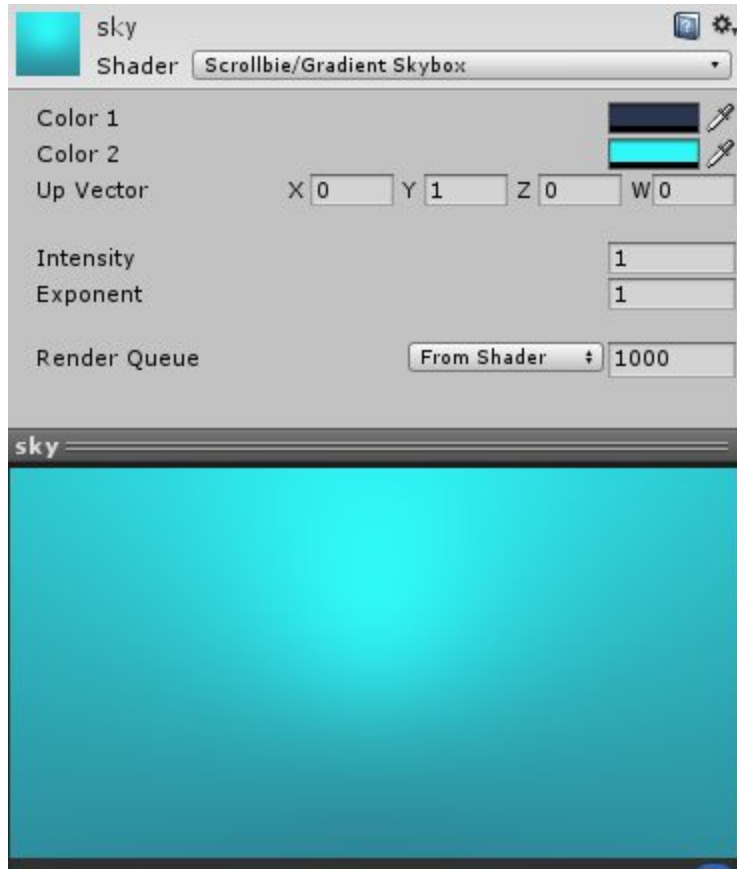
Using the Main Shader [Minimalist shader (Lightmap - Add)]

Its the same shader as the main shader but has the capability of using baked lightmaps. As the name implies, Is adds the color value of the lightmap to the surface color whether its a flat color or a gradient.

Using the Main Shader [Minimalist shader (Lightmap - Multiply)]

Its the same shader as the main shader but has the capability of using baked lightmaps. As the name implies, Is Multiplies the color value of the lightmap to the surface color whether its a flat color or a gradient.

Using the Main Shader [Gradient Skybox]



Color 1 and Color 2 : two colors for the gradient of the sky.

Up vector : determines the up direction.

Intensity : intensity of the colors

Exponent : Dominance of the colors over each other

Changing colors from code

If you need to change colors of an object, then you need to set one or more of the color properties:

`_MainTexture`

`_ColorForward`

`_ColorHigh_F`

`_ColorLow_F`

`_ColorBack`

`_ColorHigh_B`

_ColorLow_B

_ColorRight
_ColorHigh_R
_ColorLow_R

_ColorRight
_ColorHigh_R
_ColorLow_R

_ColorLeft
_ColorHigh_L
_ColorLow_L

_ColorTop
_ColorBottom

An example code is:

```
GetComponent().material.SetColor("_FrontTopColor", Color.green);
```

If you would like to do this with the Gradient Skybox material, then the color variables are “_Color1” (top) and “_Color2” (bottom).

The example code is:

```
RenderSettings.skybox.SetColor("_Color2", Color.green);
```
