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Grass Shader v1.0
Documentation

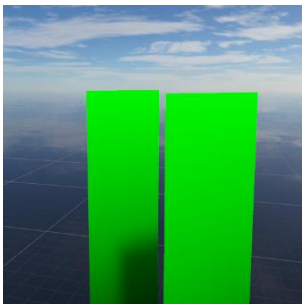
1. Leaf form and size

a. Leaf Shape

It represents the shape of the final upper cut of the leaf.

i. Pointed

ii. Rectangular



b. Leaf length

Size of the leaf.

c. Base width

Width of the lower part of the leaf.

d. Upper width

Width of the highest part of the leaf.

e. Leaf's cuts (Leaf quality)

Cut's that leaf will have, this will increase the quality.

f. LoD Distance

Distance where Grass will be at maximum detail.

g. Detail reduction factor

Beyond the *LoD* Distance, Grass detail will be reduced by this factor.

$$LeafQuality * ReductionFactor$$

h. Leaf's per triangle

Number of leaves per triangle (Of the mesh). Two leaf per triangle supports a maximum of 7 Leaf cuts (Leaf Quality).

i. Enable mesh base

Enable/Disable the Original mesh.

2. Color

a. Enable gradient

Enable/Disable gradient.

b. Base color

Gradient enabled: 1st color of the gradient.
Gradient disabled: Color of the leaf.

c. Middle color

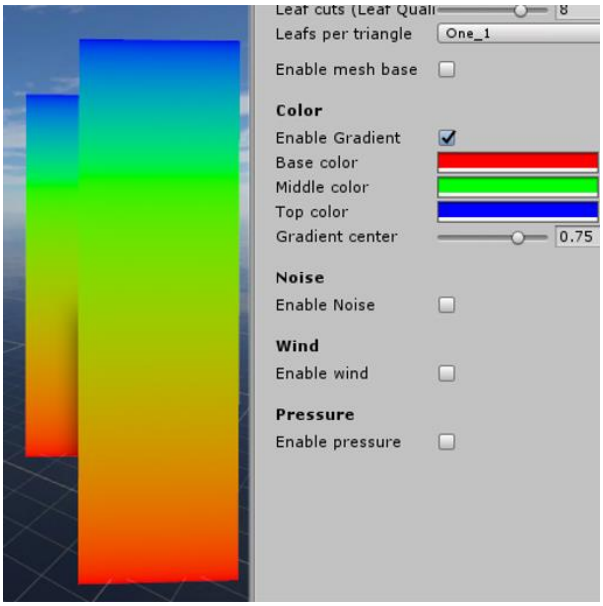
Gradient enabled: 2nd color of the gradient.
Gradient disabled: NA.

d. Top color

Gradient enabled: 3rd color of the gradient.
Gradient disabled: NA.

e. Gradient center

The pivot of the gradient.



3. Noise

a. Enable Noise

Enable/Disable Noise effect.

b. Noise texture

Texture to apply.

c. Strength

Noise Intensity.

d. Enable Random Length

Enable/Disable Random length

e. Length Intensity Strength - *(Require Random Length Enabled)*

Random length factor (New possible max leaf size: $Size * LengthIntensityStrength$).

f. Max length difference - *(Require Random Length Enabled)*

Maximum height difference between the leaves.

4. Wind

a. Enable Wind

Enable/Disable Wind effect.

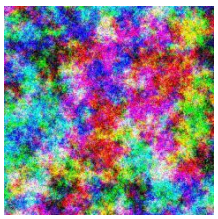
b. Wind Texture

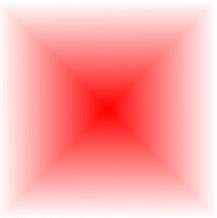
Texture to apply.

c. Color to look for

Depending on your wind texture, you can tell the Shader to look for certain colors.

Texture examples:





d. Strength

Intensity with which the wind pushes the leaf.

e. Speed

Speed of the texture

5. Smash

a. Enable Smash

Enable/Disable the reaction of the grass to be smashed.

b. Smash Texture

Texture when the paths will be rendered. (See *PlayerOverGrass/PrefabsOverGrass* documentation for details).

c. Strength

Intensity of the smash.