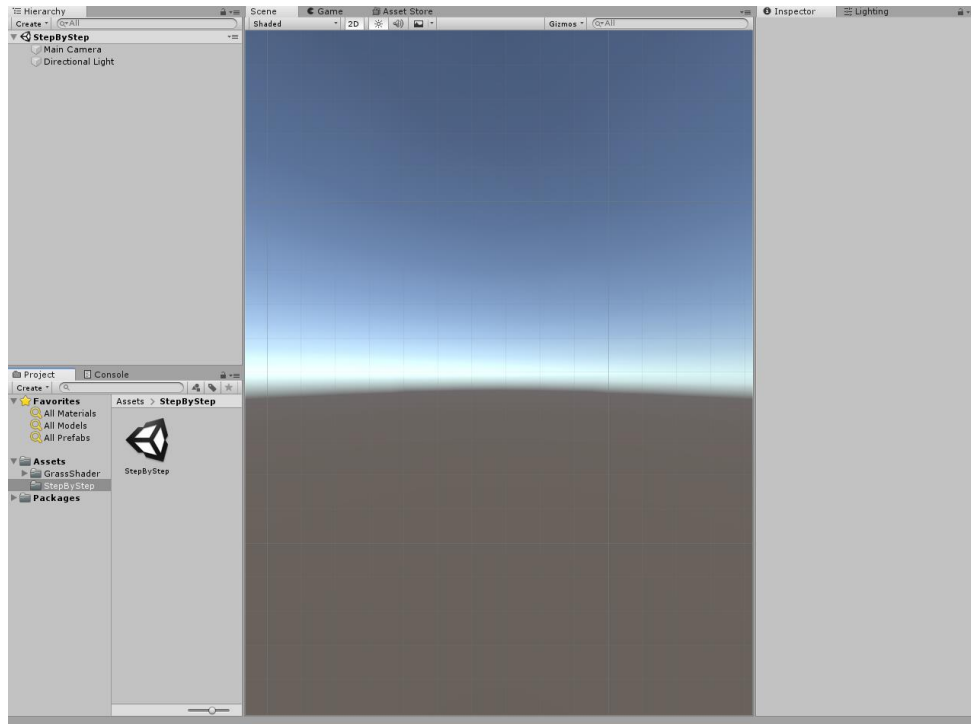
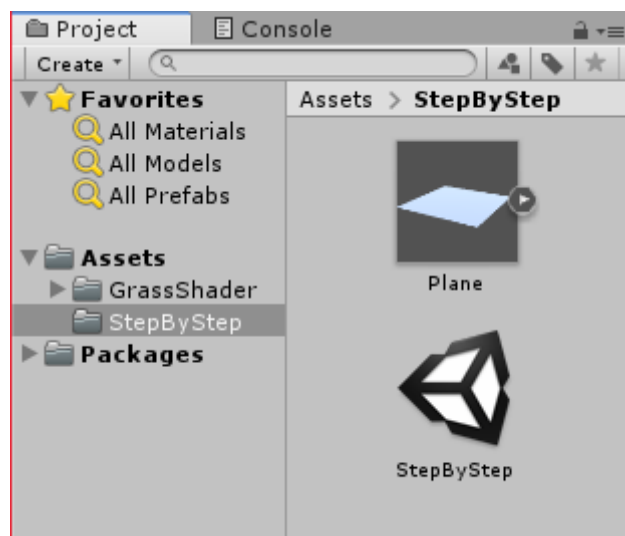


## Step by Step

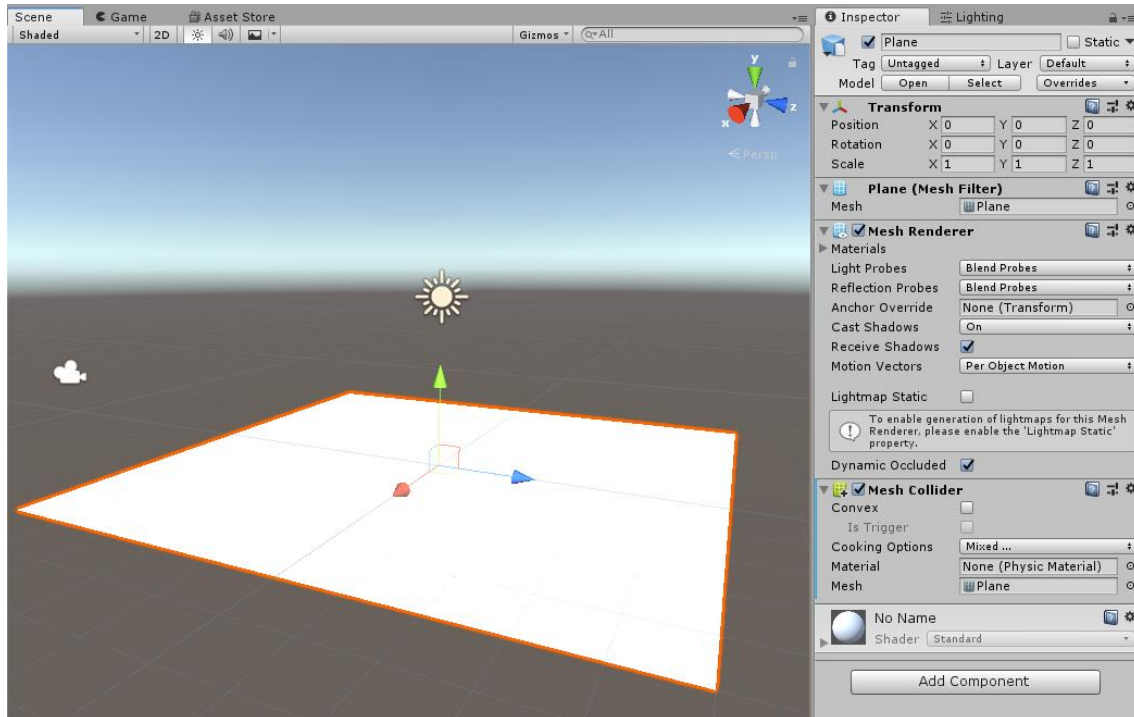
### 1. Create or open your Scene



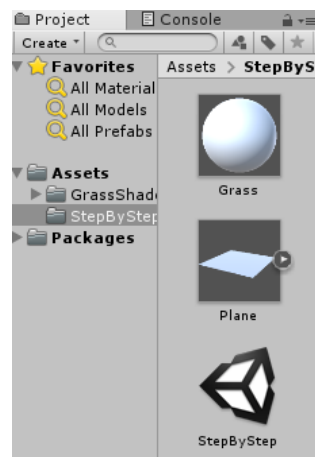
### 2. Import your model to Unity



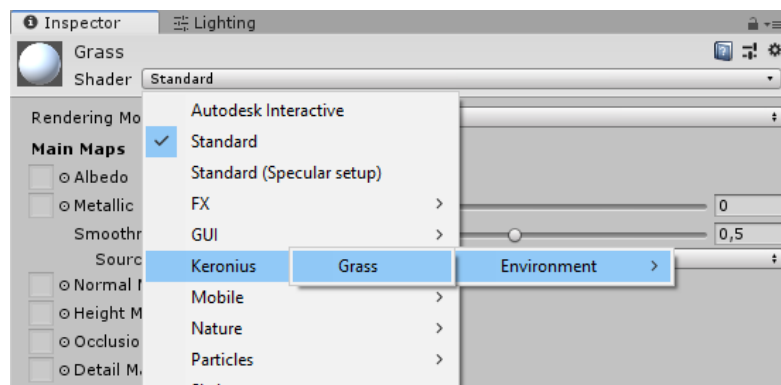
- Grab the Mesh and put it on the Scene, also, add a 'Mesh collider' to the Mesh.



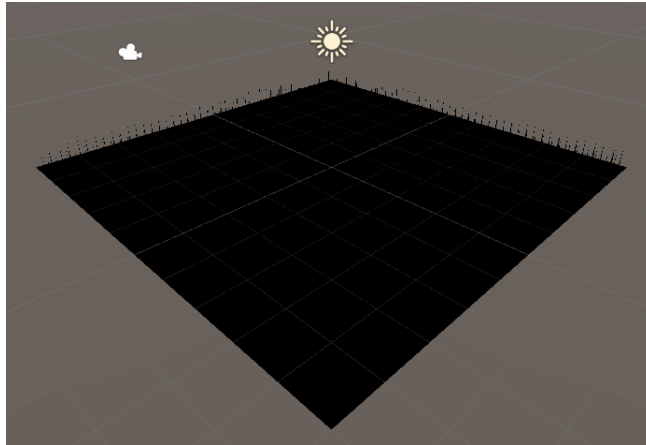
- Create a New Material



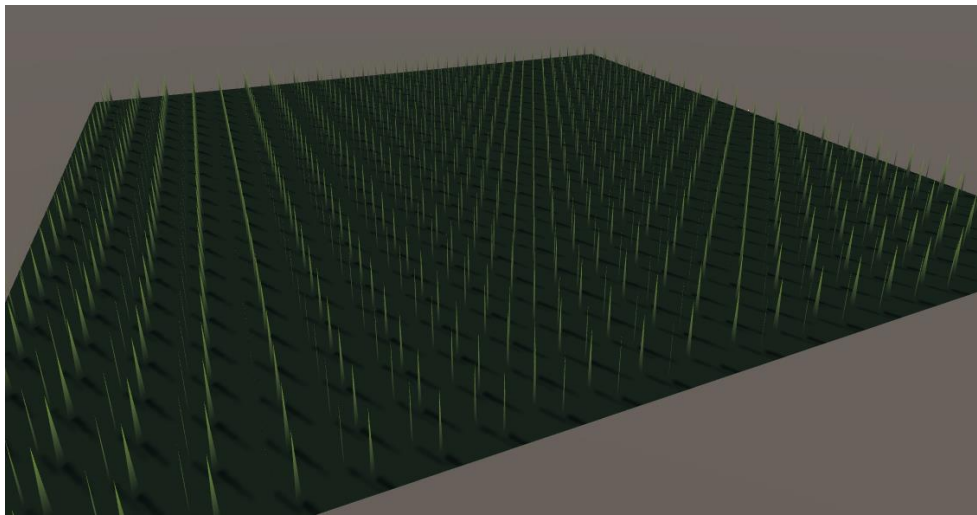
- Change Material Shader to "Keronius/Environment/Grass"



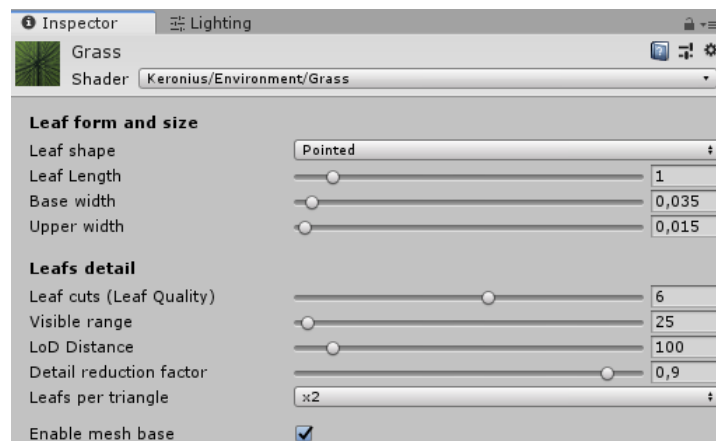
6. Assign the material to the Mesh.

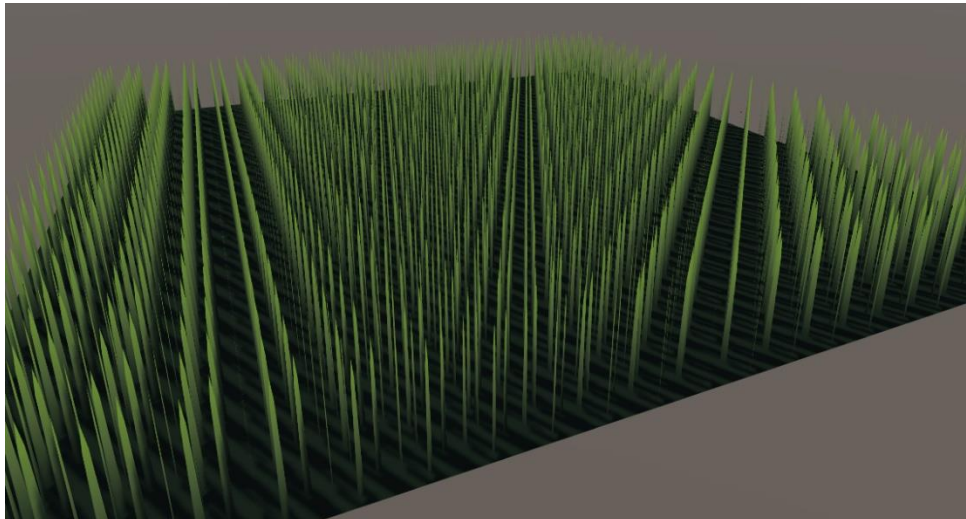


7. Let's Enable Color Gradient and create a nice-looking green gradient.

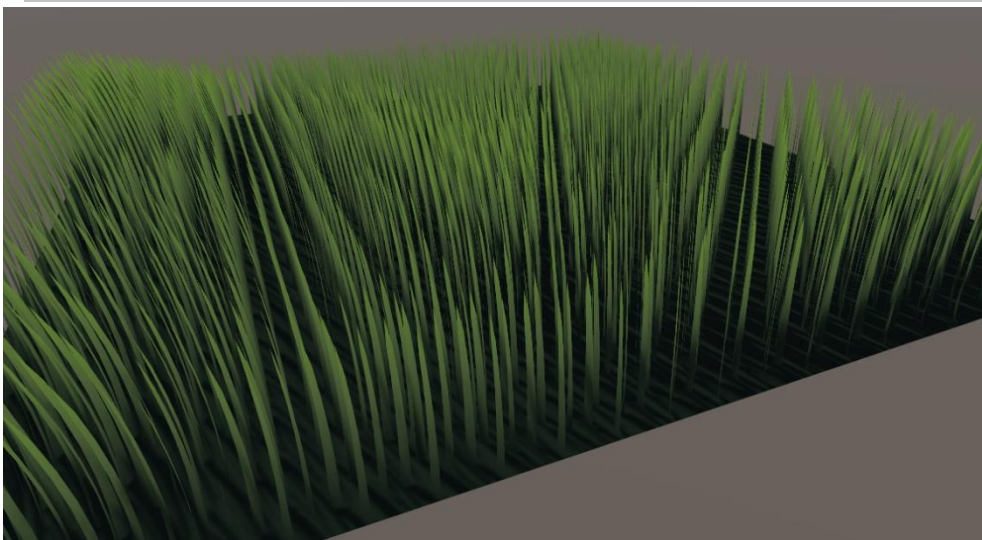
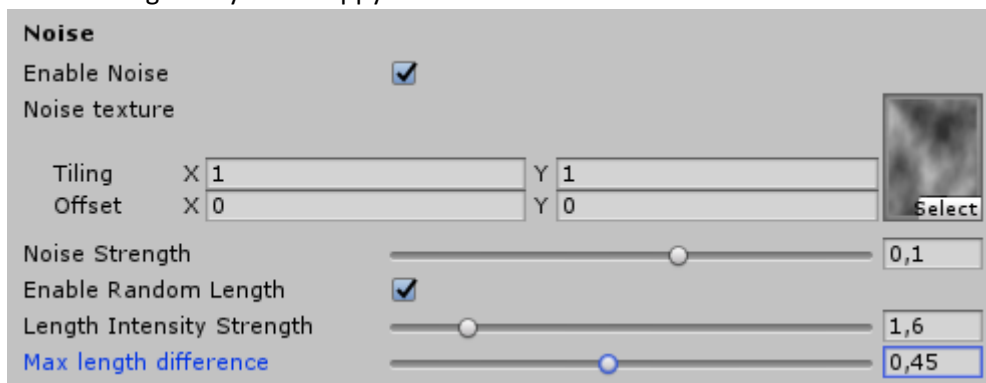


8. Now we are going to add some detail to the grass and play a bit with its measures.

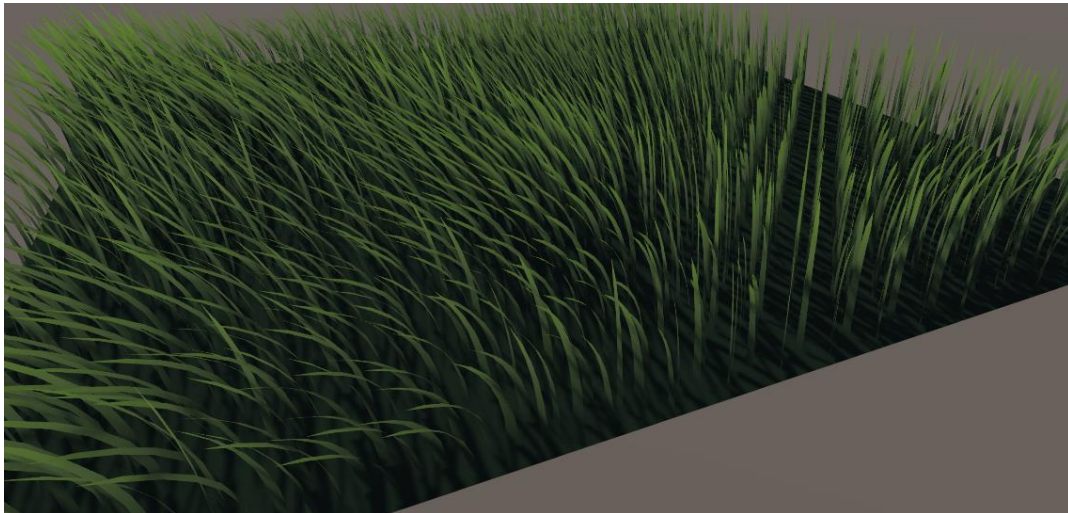
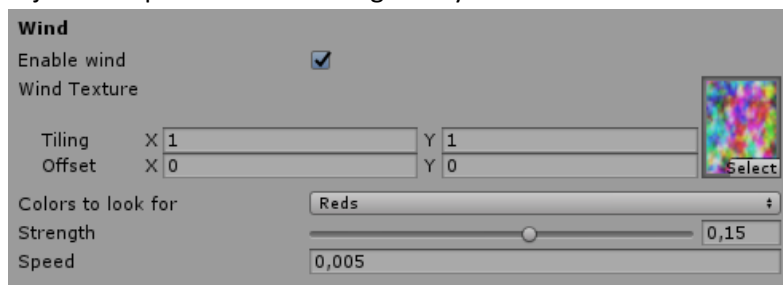




9. Now, enable the noise, assign the Noise texture of your preference and change the Noise Strength till you're happy with the result.



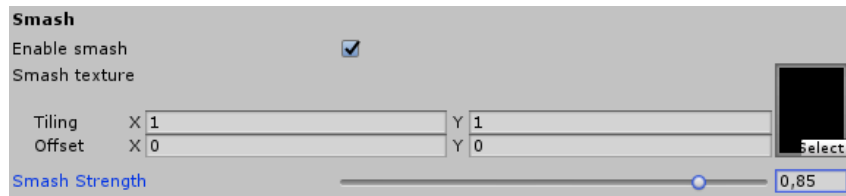
10. Now let's add some wind. Enable wind, add the wind texture with the pattern you want, adjust the Speed and the strength till you like the result.



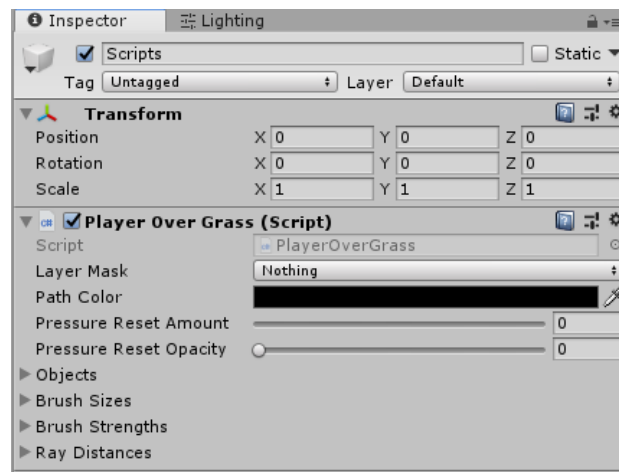
## Walk on Guide

Make your characters walk over the grass its easy:

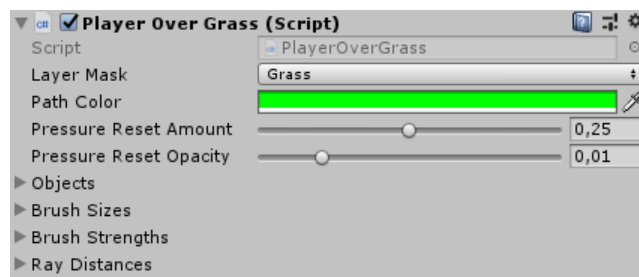
1. Enable Smash on your Grass Material
2. Set a basic Black texture to the 'SmashTexture'. (This it's just to see the grass on the editor, this texture will be replaced dynamically on play)
3. Set the Strength of the Smash



4. Create an Empty GameObject to put our Scripts and add the 'PlayerOverGrass' Script.

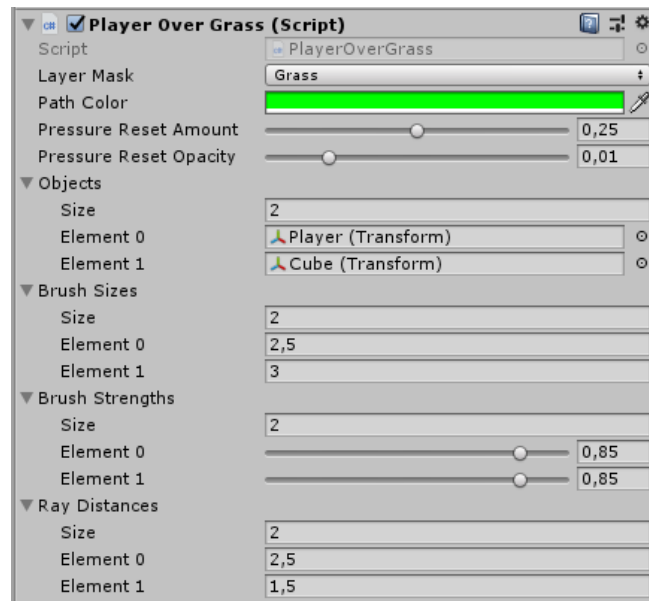


5. Create a LayerMask for our grass and assign it on the Script and to all our grass
6. Set path color to Green.
7. Set the Reset Amount and the opacity of the grass, you can play with those values till you have the result you want.





8. Now let's put all our Characters, Tires or any object we want to Affect the grass.
- Add the Objects to the 'Objects' Array
  - Fill the Other Arrays with the Respective values to each Object.



9. That's it!



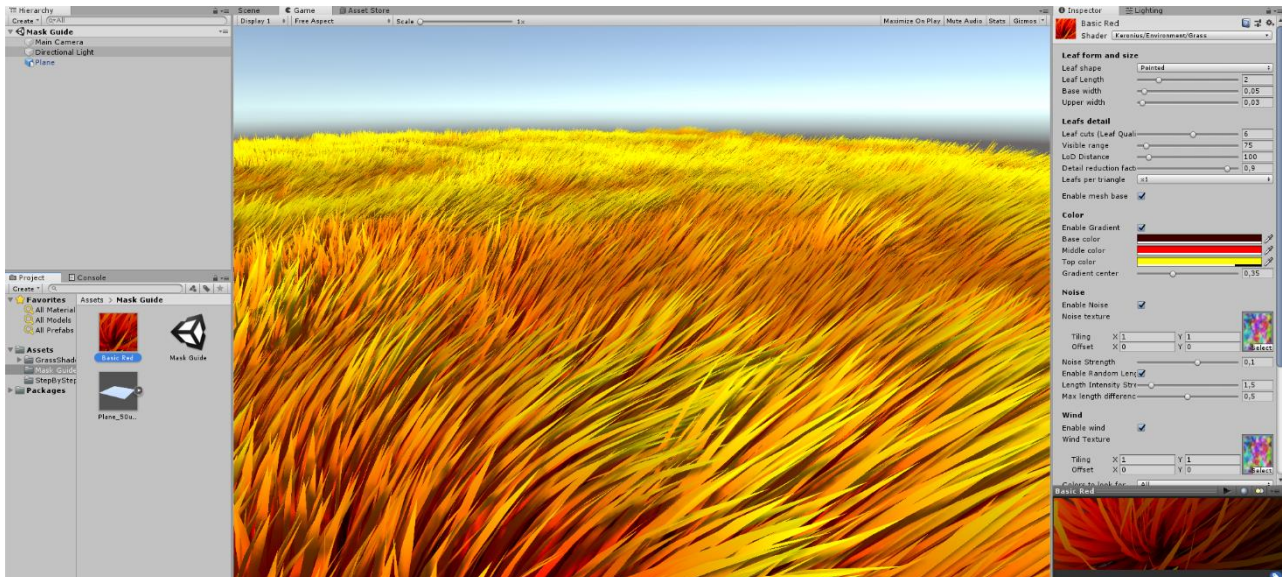
## Mask Guide

To mask the grass, you have to options:

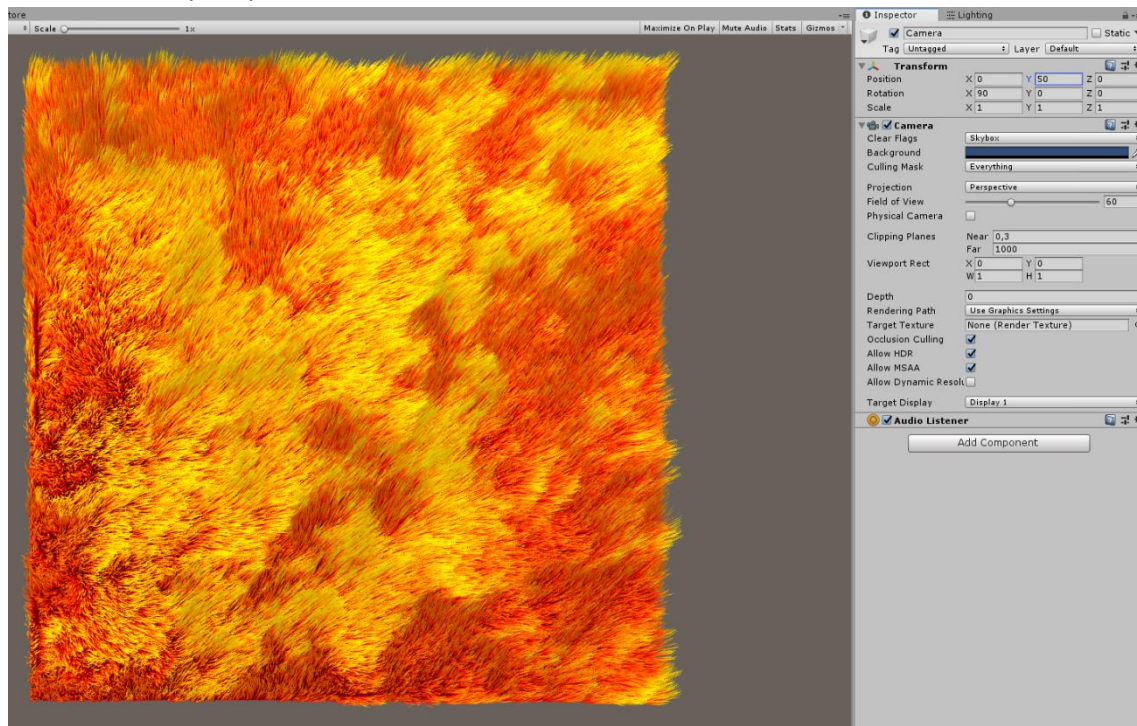
- Create your own mask on the software of your preference.
- Paint the mask directly on the mask.

Here I'll show you how you can create your mask directly on Unity.

1. Open the Scene where is the Grass you want to mask.

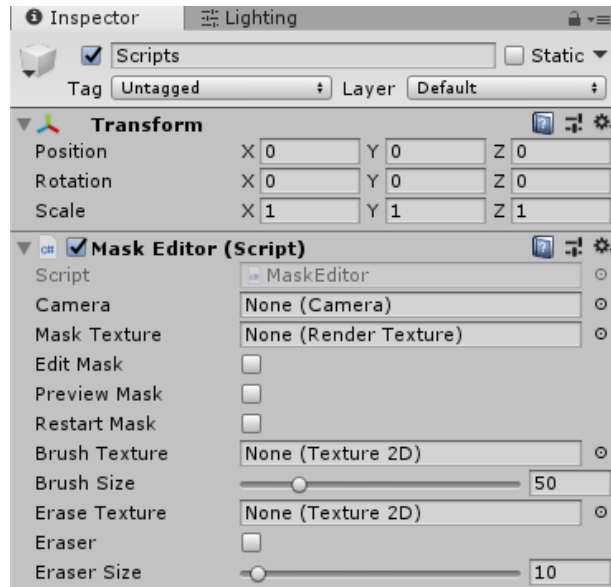
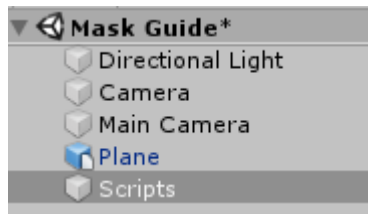


2. Create a Camera, rotate it 90 degrees on X and 180 on Y, then set Y Position till you see all your plane.



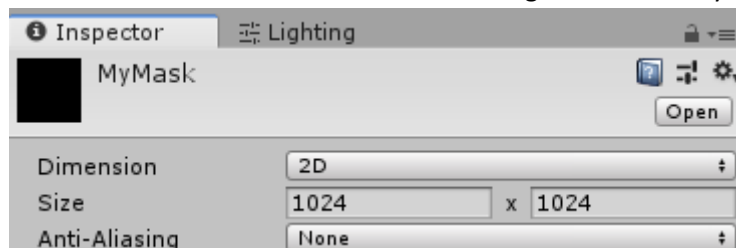


3. Create an empty GameObject to put the Scripts and add the MaskEditor Script.



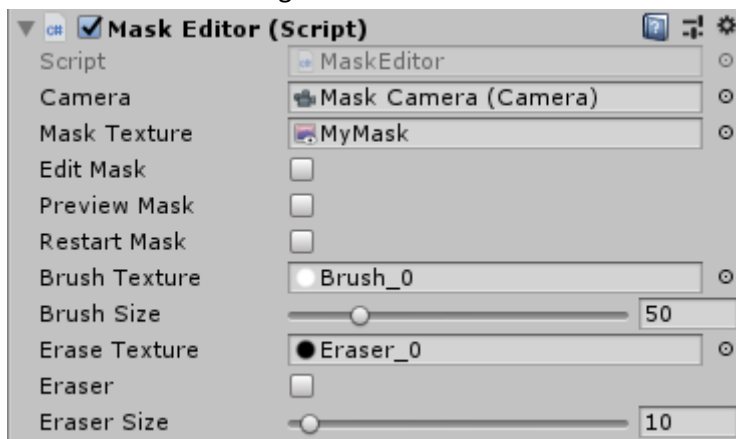
4. Now let's fill the MaskEditor Script

- Camera: The camera we create on 2<sup>nd</sup> step
- Mask Texture: Create a Render Texture and assign it the size of your preference.

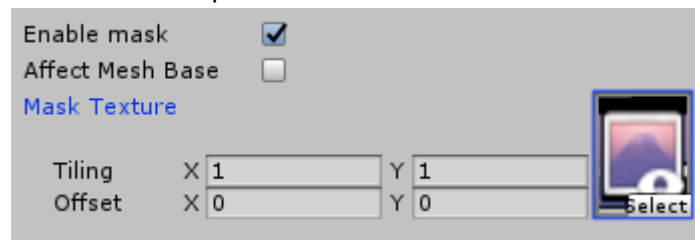


- Brush/Eraser Texture: The brushes you want to use over the grass. You have some examples on the 'Masks/Brushes' folder

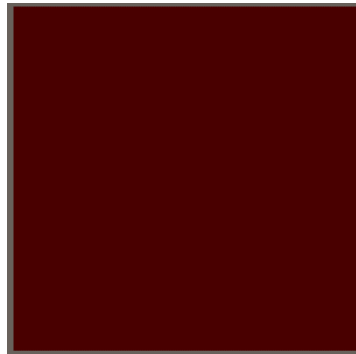
You will end with something like this:



- Before starting masking, Enable the Mask on the Grass Material and assign the render texture we create at 4<sup>th</sup> step.

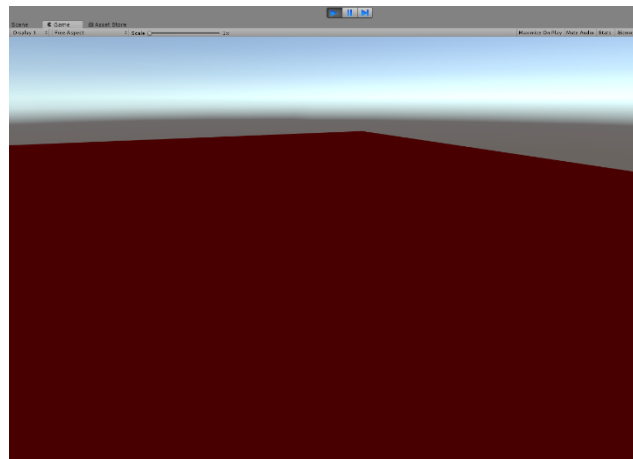


The Mesh will look like this:

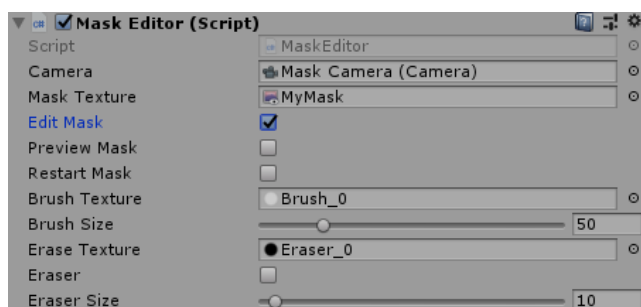


- Now to start Masking:

- Hit Play



- Select the Script GameObject and Enable the 'Edit Mask' Attribute on the Mask Editor Script.



While this attribute is Enable you can Draw over the Mesh the Mask you want, and in the Upper Left corner you will see a preview of your Texture.

7. Draw the Mask you want, and when you're ready Disable 'Edit Mask'.

