



HEATHEN STANDARD TRI-PLANAR SHADER
HEATHEN ENGINEERING

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Description

Heathen Engineering's Standard Tri-Planar Shader centre's around a single material shader. Physically based shaded with a custom editor extension based on Unity's own Standard shader and shader editor; the Standard Tri-Planar Shader replaces Heathen's Tri-Planar Essentials in the majority of use cases.

Note that Heathen's Standard Tri-Planar Shader asset package includes the terrain/splat and classic (non-PBS) Tri-Planar Essentials shaders. Heathen's Terrain shader has been further upgraded to improve on Unity's stock terrain material shader with world projection tri-planar and normalized normal map blending.

Classic Tri-Planar shader resources are documented in the TPS User Guide

Getting Started

There are no special requirements to use the Heathen Standard Tri-Planar material shader. Simply create a new Material and select Heathen > Standard Tri-Planar for the shader.



The custom material inspector is derived from Unity's Standard material inspector with the 'detail' options removed and the new 'Project Mode' option added.

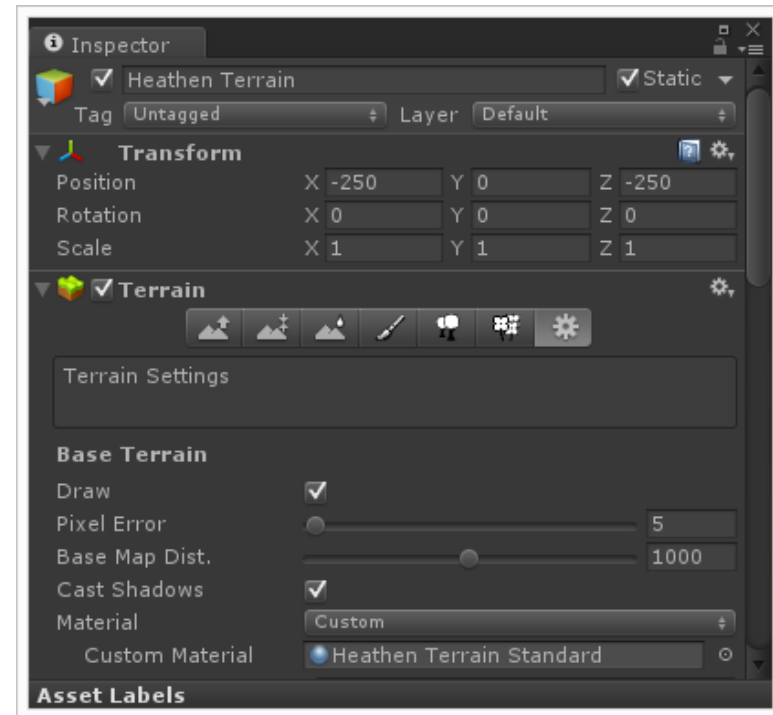
Projection Mode

World mode means that the texture will project onto the mesh with respect to the world normal and position. World projection is ideal with Terrain and Terrain details, since projection is always with respect to world normal all textures align naturally.

Object mode means that the texture will project onto the mesh with respect to the objects normal. This allows the object to be moved and rotated and the texture project to follow as expected however it also means that scaling the material will scale the normal and thus the projection.

Terrain Shader

Also included is a Heathen Standard Terrain shader also known as a splat shader. You do not need to create a material for this as one has been provided for you in the materials folder. To use simply create a new Unity Terrain object, select settings then material and choose 'Custom'



Note you may see a warning referring to tangent geometry when setting the custom material. This is a known item and appears to be an issue with the Terrain inspector script; the shader has been tested and does not present any issues.

Troubleshooting

If you have any issues feel free to contact Heathen Support by e-mail at Support@HeathenEngineering.com or on the web (live link available on main site) at www.HeathenEngineering.com