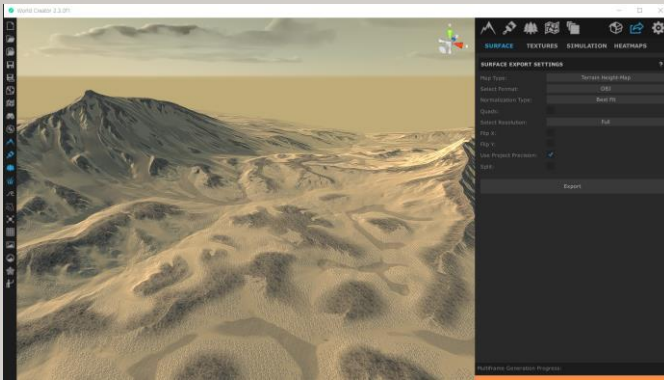


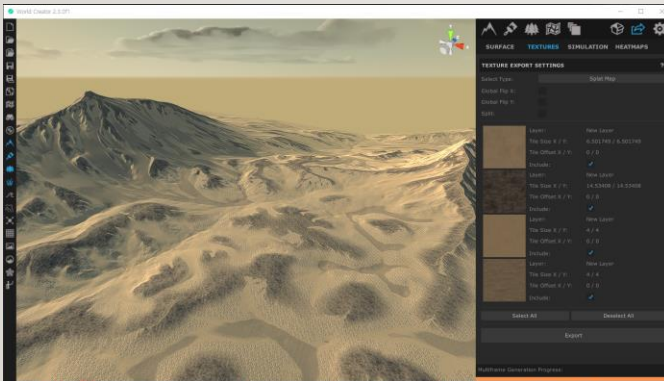
WORLD CREATOR 2 SHADER MANUAL

Version 01 (2019)

STEP1:WORLD CREATOR 2

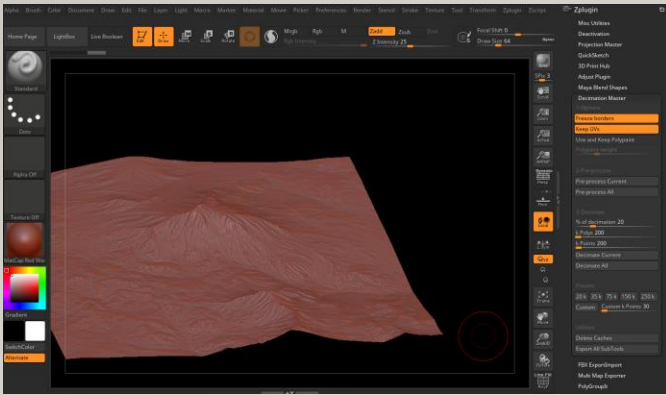


- Exporting Mesh
- I. Export Terrain Heightmap as OBJ (Reduce Resolution if it is too big (4 million is about enough))
- II. Export Normal Map (Can use to blend with the Substance Normal map to give more detail)



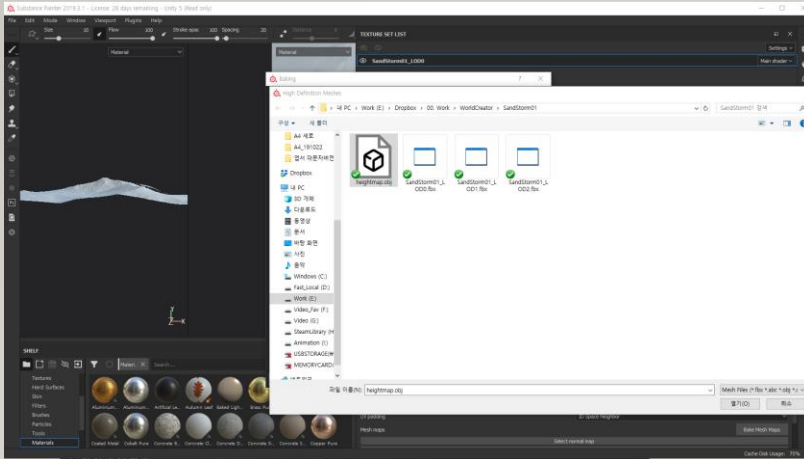
- Exporting Textures
- Export Splat Map (Maximum: 4 Layers)
- Each layer must have (Diffuse/Smoothness texture and Normal texture)
- Add Smoothness Texture as an Alpha for Diffuse Texture
- If using Normal Texture from World Creator – Invert the Green Channel

STEP2: ZBRUSH (OPTIONAL)



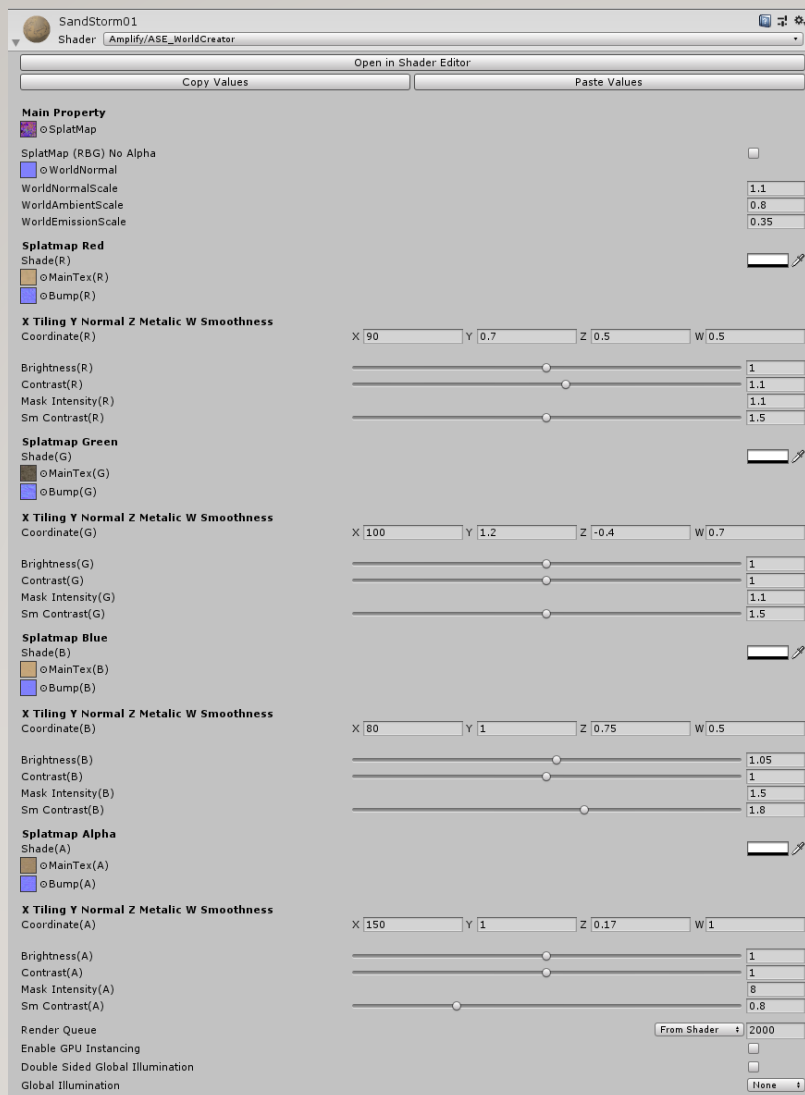
- Decimation
- I. Zplugin -> Decimation Master (Check Keep UV)
- II. After Pre-Process Current – Decimate to about 0.5%~1%
- III. Rename Subtool to object name (default is heightmap)
- IV. Export as FBX as LOD0
- Repeat process and decimate more to create LOD1, LOD2 and more

STEP3: SUBSTANCE PAINTER (OPTIONAL)



- Bake NormalMap
- I. Create New using the LOD0 Mesh created in STEP2
- II. Bake Mesh Map using heightmap.obj exported from STEP1
- III. File -> Export Textures -> Config (Unity 5)
- IV. Save Normal map as (ObjectName)_Normal

STEP4: UNITY



- Brightness – Same as World Creator 2
- Contrast – Same as World Creator 2
- Mask Intensity – Increase the strength of Splatmap if edge of splatmap doesn't give best value
- SM Contrast – if you want to make Smoothness look more shiny.

- SplatMap – (Step 1)
- Check No Alpha if only using 3 Layers
- WorldNormal – (Step3)
- Splatmap Red – Layer 1
- Splatmap Green – Layer 2
- Splatmap Blue – Layer 3
- Splatmap Alpha – Layer 4
- Coordinate (1) – Tile Map (Size is different from World Creator 2)
- Coordinate (2) – Normal (Default is 1)
- Coordinate (3) – Metallic (Use same value as World Creator 2)
- Coordinate (4) – Smoothness (Use same value as World Creator 2)