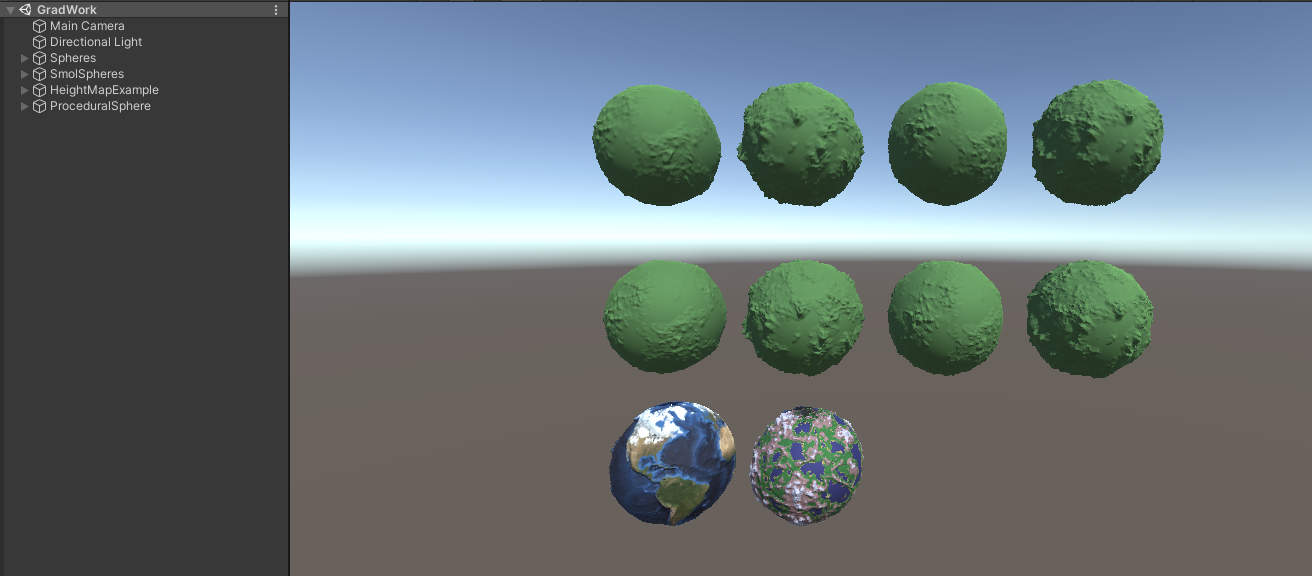
To get this Project opened properly, first open the Scene named GradWork. Graphical user interface, application

Description automatically generated

When the Scene opens you should see this 

!ATTENTION! If you are for any reason presented with this A screenshot of a computer screen

Description automatically generated with low confidence,

your graphics card is probably getting old or tired, just like mine. The solution to this is to

Open the Color\_ComputeShader.compute and reduce the thread groups from Graphical user interface, text

Description automatically generated what it currently is, to (16,16,1) or (8,8,1) or something along those lines. That should fix the problem. But the drawing to textures will no longer work as expected. Consider running the project on a better computer. !ATTENTION! thank you. Please continue.

The Two bottom spheres are HightmapExample and ProceduralSphere respectively.

A picture containing different, dessert

Description automatically generated

They should work Just like that, but in the cane they don’t, when selected there is a togglable bool called Reset found in every script Graphical user interface, text, application

Description automatically generated this should regenerate the meshes, if that does not work. Delete the meshes and toggle it on and off again. This is the generall rool for all the shapes.

A satellite image of the earth

Description automatically generated with low confidence

If for some reacon the spheres are green, you can fixthat by unticking UseMaterial, and toggling  on and off. This setting is best kept of when adjusting spheres. As the Color\_ComputeShader is a slight bit heavy for meshes with a lot of vertices.

These spheres are the main project. A group of green balls

Description automatically generated with low confidence

They start like this. Go through them all, one by one Text

Description automatically generated and flick the  that can be found at the botom of the inspector.

Furthermore, make sure the reset is off on all spheres unless you ned to force a mesh too regenerate .

When a sphere of the top 8 is selected, the inspector should look like this Graphical user interface, application

Description automatically generated

Thesse are tehe settings that will adjust the spheres.