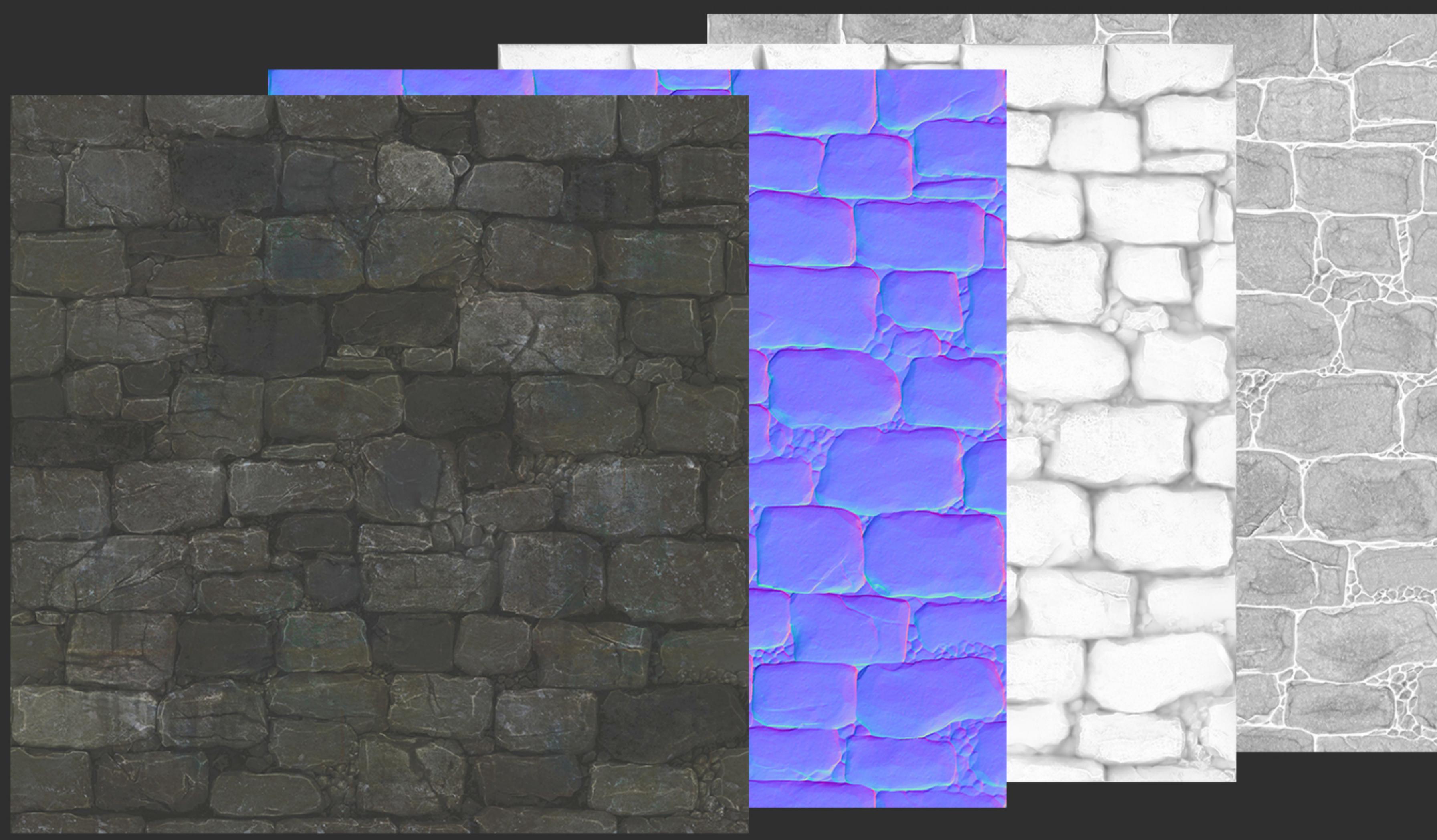
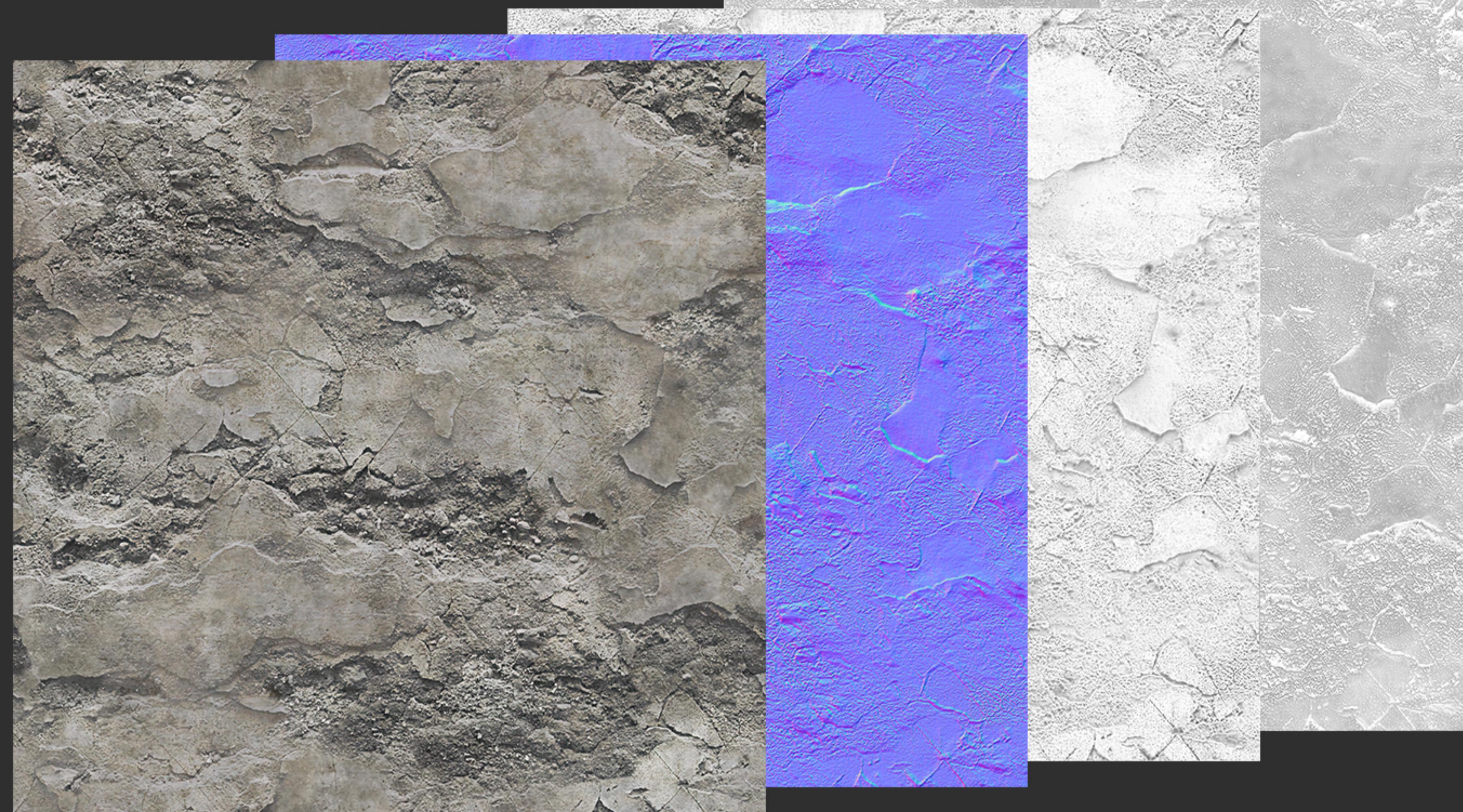


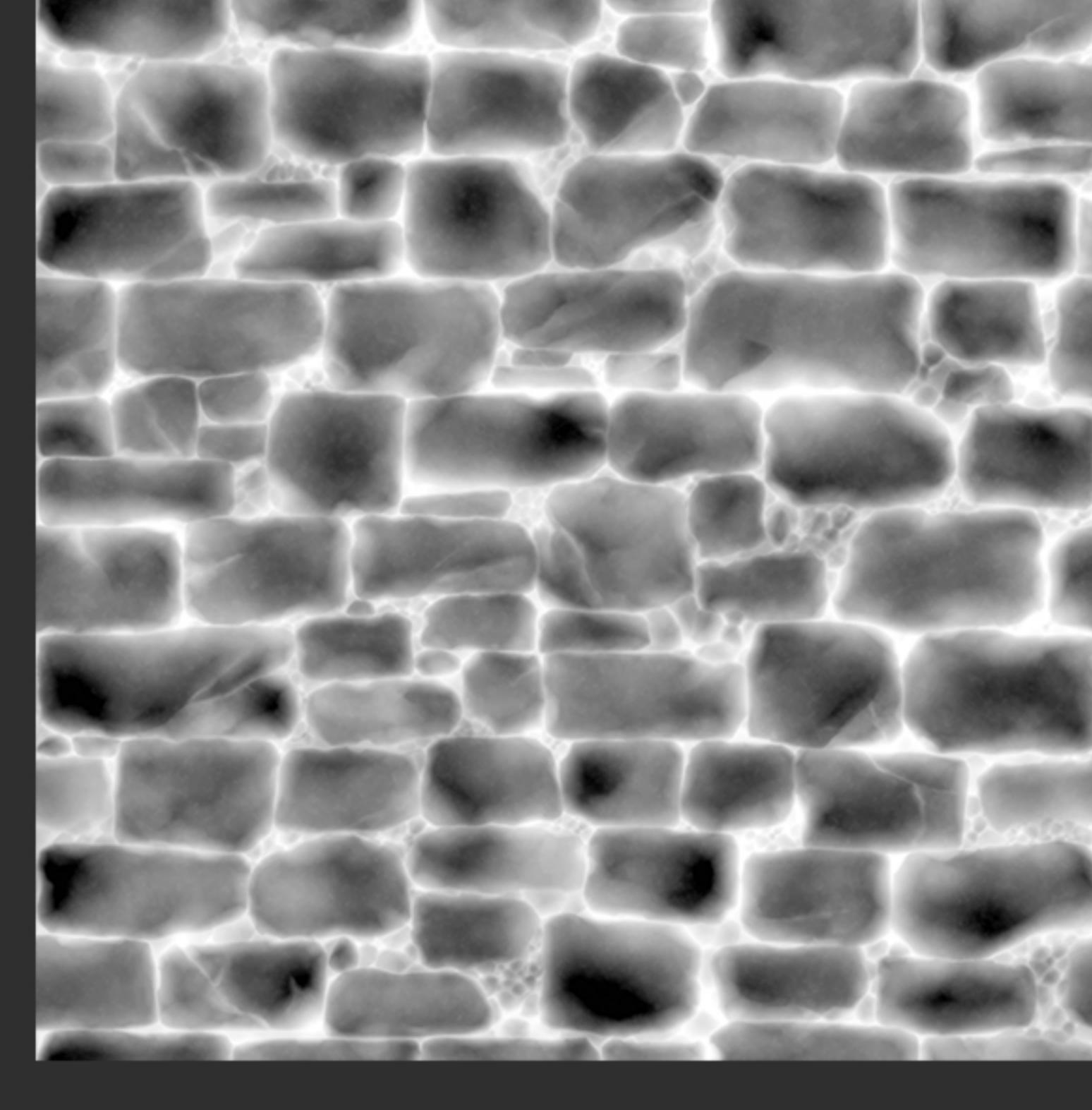
## Material 1 - Bricks



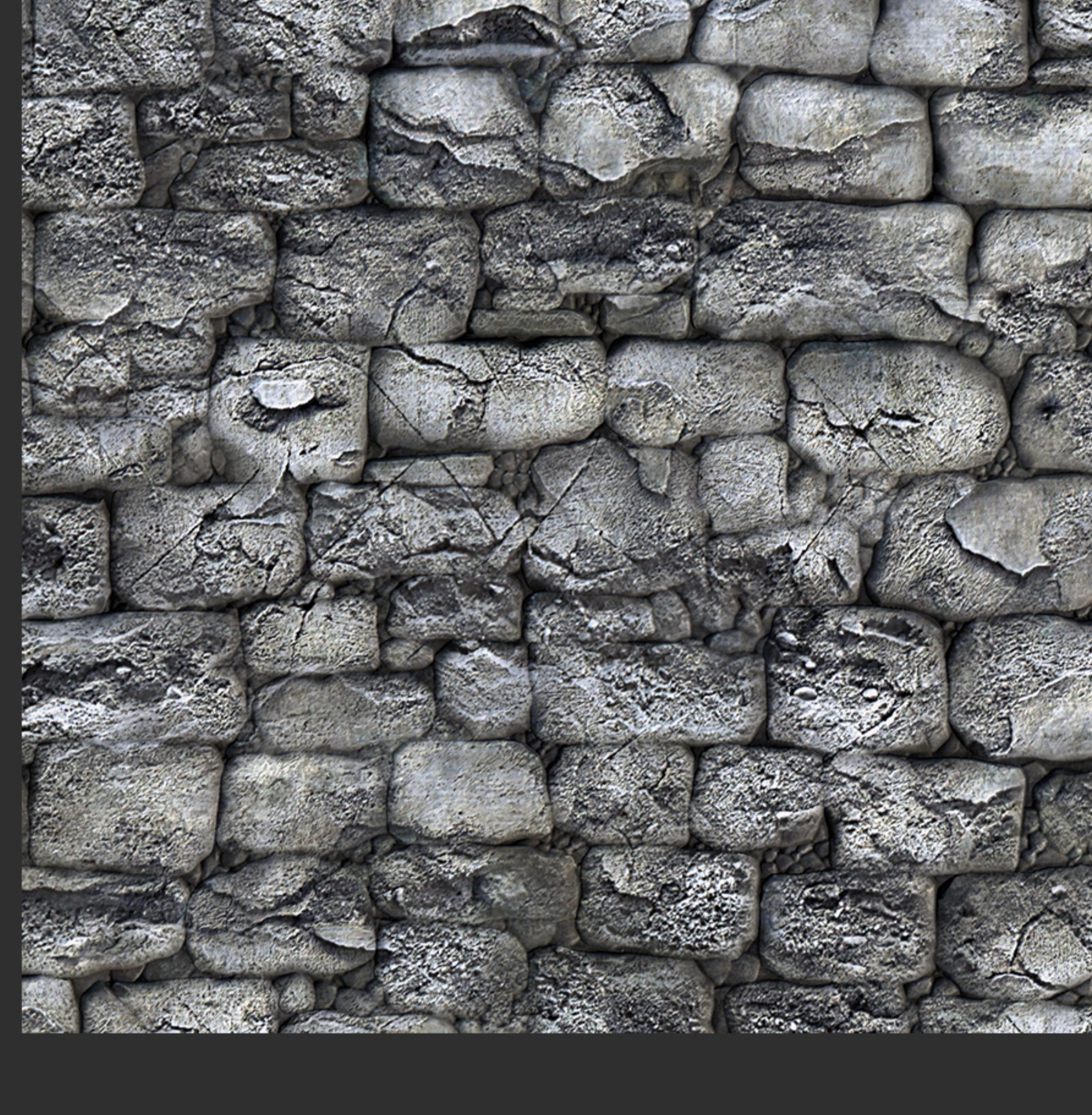
## Material 2 - Plaster



## Blending Mask for the Bricks



## Result Plaster Mixed with the Bricks



That's how I achieved my results on all pieces.  
Decals and vegetation is also highly recommended to break the tiling.

A shader graph will also be available as an example  
in the Unity 2020 version of this asset.