

Procedural Matcap Creator

V1.0

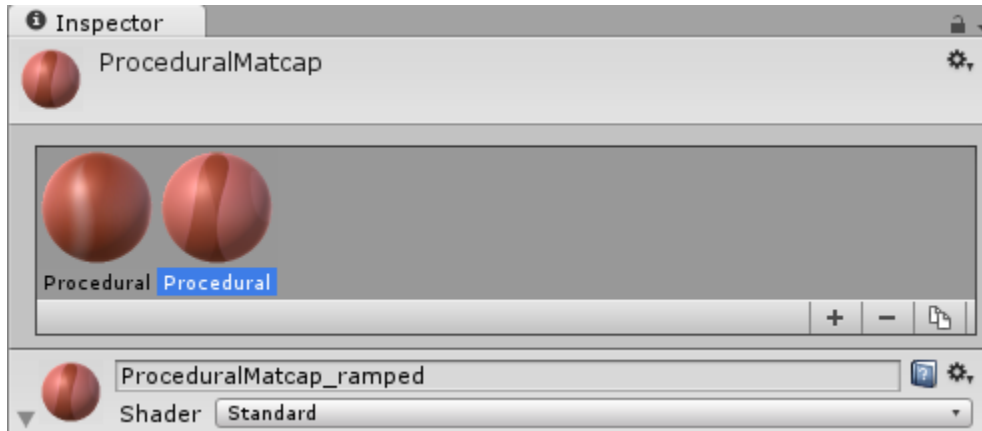
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Thank you for trying out this package! This was a simple concept I was trying out and decided to put it up for free.

If you like it, please consider rating it through the Asset Store tab, under the 'Downloads' button. Or by leaving a review at: <http://u3d.as/C9m>

Usage

By selecting the ProceduralMatcap.sbsar root object you can create material instances. This way you can have a variety of different looking materials.



Simply assign the shader to your material and assign one of the Substance texture outputs you created this way.

The shaders can be customized through the use of Shader Forge, but of course these textures will work with any other matcap shader.

Substance

Any of the parameters can be modified at runtime through the use of the Substance API

<https://docs.unity3d.com/ScriptReference/ProceduralMaterial.html>

You can find the names of the parameters (much like shader keywords) by hovering over any parameters.

Note: Unfortunately, you can't assign the shader directly to a Substance material, it doesn't work most of the times and can actually crash your editor.

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Asset store catalog:

<https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:15580>