

Customizable Rocks instruction

Getting started

To easily create new rocks style do the following:

1. For HDRP/Built-In unpack the corresponding package from the main folder. If you are using build-in you will also need to download the shader graph as it doesn't include as default.
2. Copy any material set to use it as a base from Assets/TheLazyKnight/Materials and locate where you like.
3. Open the scene "RocksPrefabCreation" from Assets/TheLazyKnight/Scenes
4. Click on object "MaterialReplacer". You will see RocksMatReplcer script in the inspector window. It contains 4 input fields for the material set you have duplicated. Paste your materials to the fields based on fields and material naming. Click on the button "ReplaceMaterials".
5. Select all Cliffs and Rocks prefabs in the Hierarchy window and drag'nDrop to the folder you like in the Project window. Unity will ask you "Create a prefab or variant?" choose the variant option.
6. Now you have your prefabs and material variants. Drop your prefabs to any scene then select all 4 materials you created at once by holding "Shift" and clicking on the first then on the last one. Setup as you need.

NOTE: You shouldn't change properties from the "TextureSetSettings" tab.

7. Drop the **ScaleBaker** prefab to each scene where you use customizable rocks to prevent wrong textures scale with static batching. In order to work all LOD meshes must be with the tag "CRocks" (all prefabs tagged by default).

Shader properties

COLORING

Color Mask - contains the texture mask based on which you will colorize your rocks. You can choose any texture from the Textures/ColorizationMap folder. Or create your own.

If you want to create your own texture you have to put any grayscale Image into the R channel to control it with the ShadowsCol, HighlightsCol, and MidtonesCol inputs and any additional pattern to the G channel to control it with the AdditionalCol input.

Albedo Tiling - setups a tiling of the Color mask.

Color properties - set up the color of different areas. Inputs with the (a) postfix support alpha channel.

EDGES AND AO

Top Light - highlight the top part of the rocks with the color of SoftEdges where it isn't covered with the coverage texture.

Position and Contrast - these inputs regulate hard edges and ambient occlusions width and softness.

SMOOTHNESS

Properties in this section regulate smoothness of different parts.

DETAILS

Contains properties for rocks detailing. Details are used mostly for large shapes breakout while macrodetails for small things like dots, scratches, and rough surface on close view.

DetailMap - input for gray maps located in Textures/Details.

MacrodetailMap - input for normal maps from Textures/Details.

Intensity - controls the strength of normals.

Tiling - controls repetition of the map.

Enable - untick if you don't want to use details to save performance a little bit. *If the detailMap slot is empty this option MUST be unticked to prevent artifacts.*

COVERAGE

In this section you can set up rock cover with the snow, sand, moss grass etc.

Coverage amount/cavity - controls coverage spread along the slope/cavity.

TEXTURESETSETTING

This section holds texture maps and settings for different texture sets. In most cases you should change it.