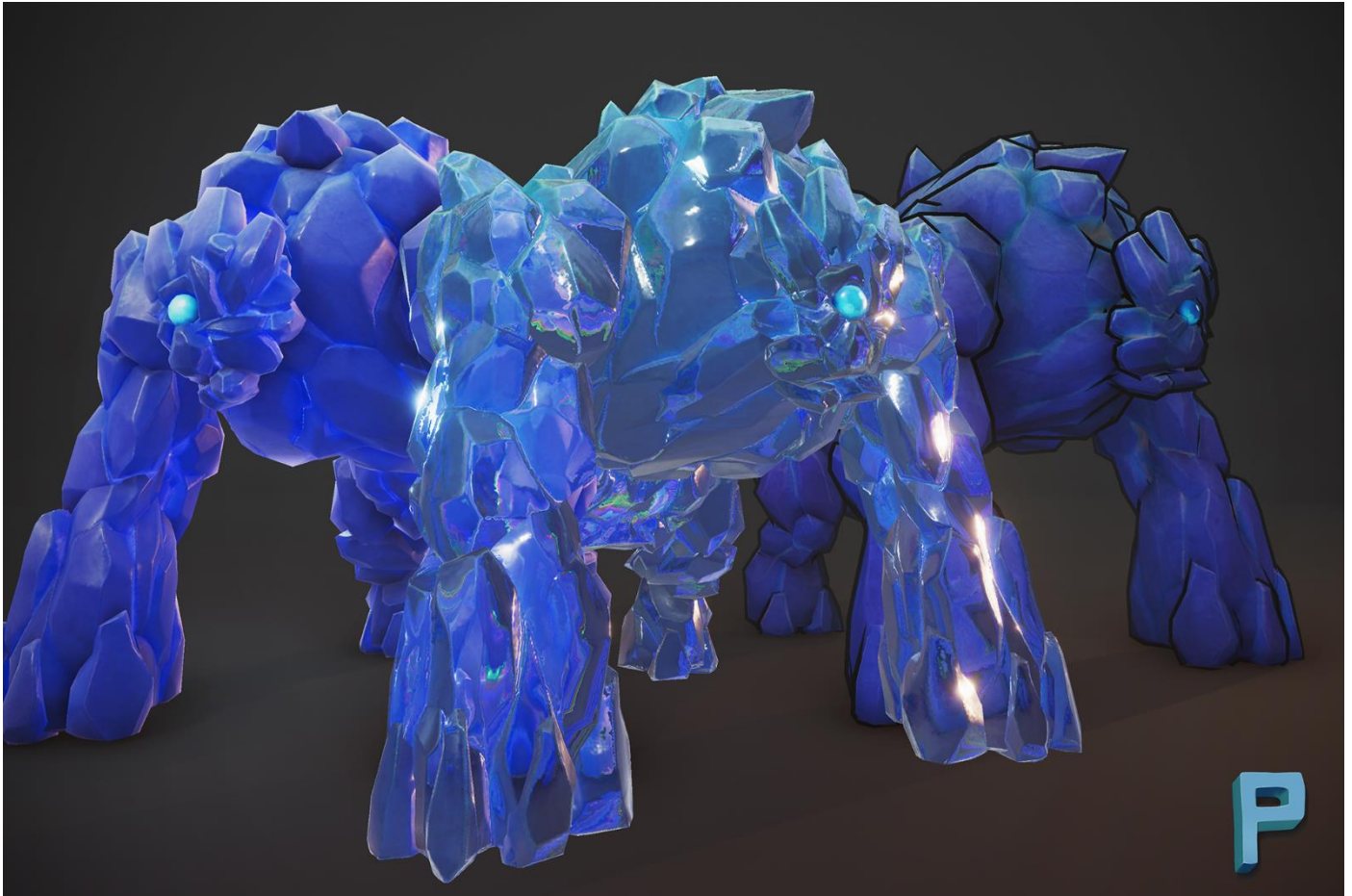# PolygonMaker

INSTRUCTIONS

Thanks for purchasing a Polygonmaker Pack!

Please leave a feedback at Unity asset store if you liked! This is important for us.

In case of any issue, question or suggestion please contact us at polygonmaker.com

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How to Use it

There is a sample mesh (unskinned) to showcase the shaders.

IF YOU WANT TO FIX A PINK STANDARD UNITY SHADER USE ONE OF THOSE TWO SHADERS:

Polygonmaker-BasicPBR: Default shader.
Shader with color tint mask (R,G,B).

Polygonmaker-BasicPBR_Alpha: Default shader with alpha clip
Shader with color tint mask (R,G,B), Alpha clib single sided.

Other shaders used on Polygonmaker Packages:

Polygonmaker-Glass: To be used on glass
Basic transparent shader. Opacity multiply Diffuse alpha and Opaque is additive to Diffuse Alpha

Polygonmaker-Ice: Special shader to translucent materials.
Translucent shader with Refraction.

   -Diffuse with Alpha for opacity

   -Sliders to control opacity, refraction and Chromatic Aberration

   -Color to control the Transmission (SSS effect)

Polygonmaker-Skin: Adds the SSS effect to the Default shader
Shader with color tint mask (R,G,B) and Fresnel color to simulate hair and Transmission

Polygonmaker-SkinCutout Specular DoubleSided: Same as above, but for Specular Pipeline.

Polygonmaker-SkinCutout DoubleSided: Same as above, but with opacity turned on.

Polygonmaker-Toon: Shader with Outline and Unlit slider

Render Pipelines

Import Shaders URP under "URP" folder to update the shaders to work

It is simple to convert the pack to Unity render pipelines.

To convert our custom shader to URP or HDRP, please download Polygonmaker Shader and unpack "Shaders URP" or "Shaders HDRP"

For standard shaders conversion you can follow this video:
How to convert materials to HDRP

URP

Import Shaders URP under "URP" folder to update the shaders to work with Universal Render Pipeline.
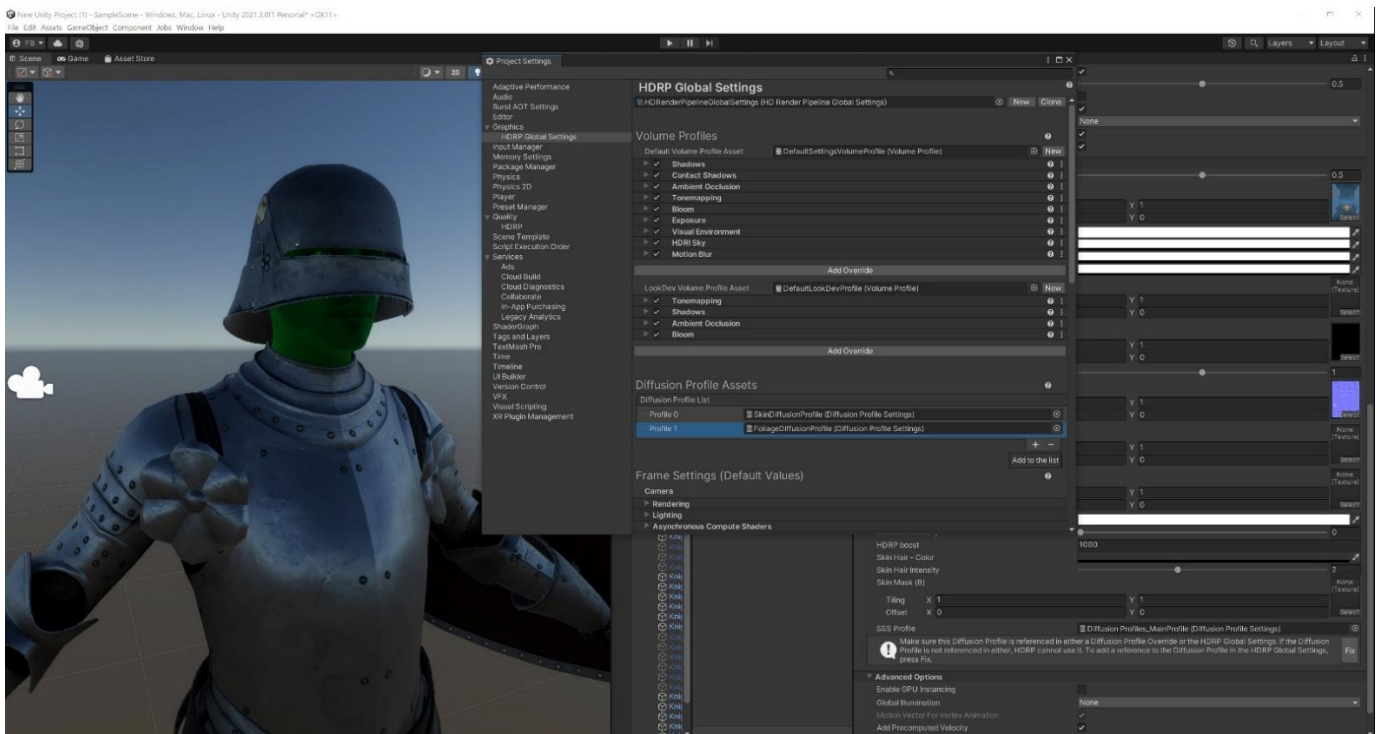
*Sometimes the material do not update, it can be solved by selecting the material and letting Unity process the change.*

HDRP

Import the latest update included.

Mesh is green: This is caused because the SSS Profile is not listed on the "Diffusion Profile Assets"

It can be easily fixed by pressing "Fix" on the material.

Mesh is white: This is caused because the emission is ON. It can be fixed by setting "Emission Intensity to 0.
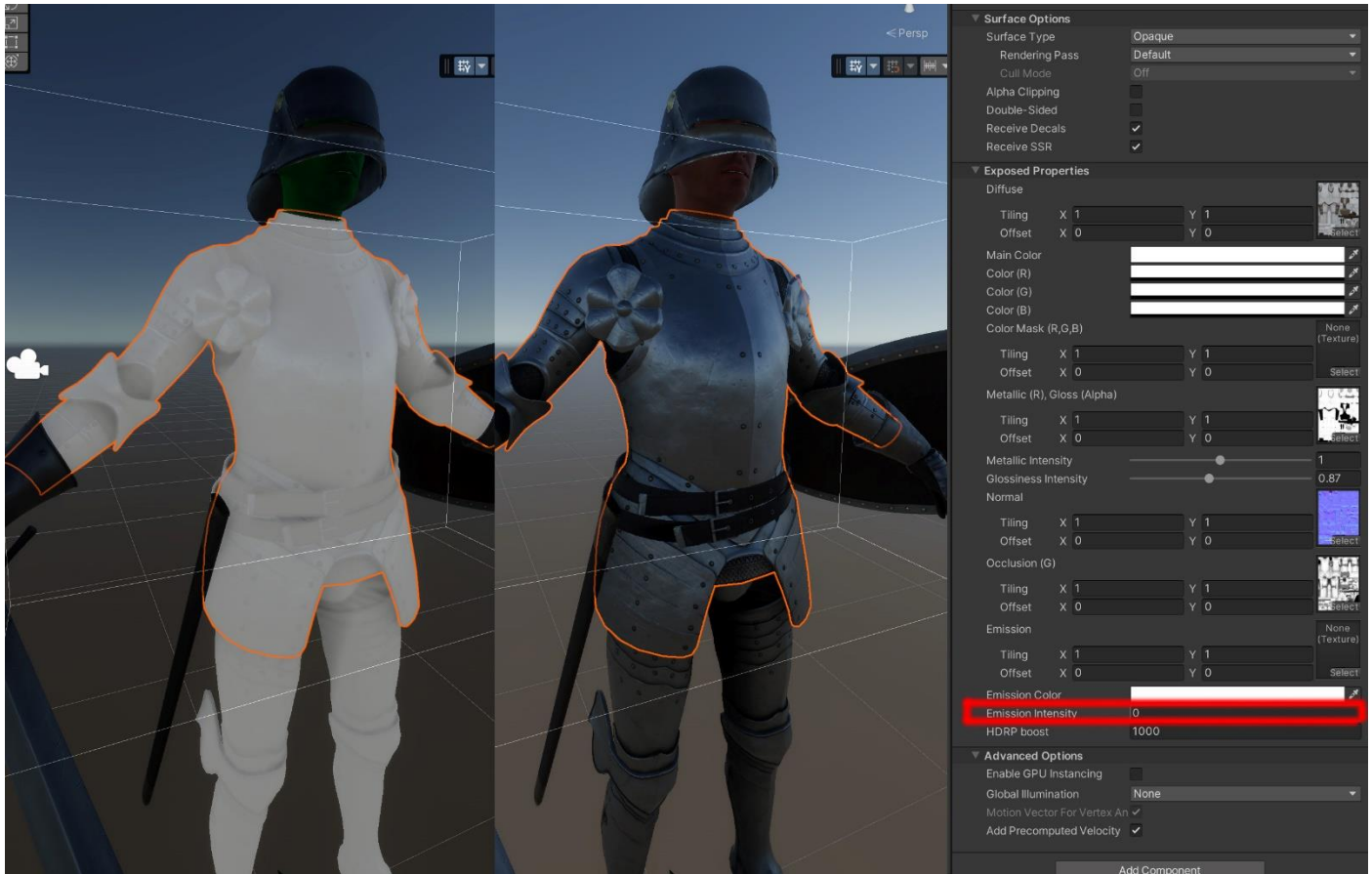
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POLYGONMAKER:

We have been helping developers achieve their dreams since 2011.
Our packs should works out of the box and have no glitches.
Please contact us here if you find any issue and we will solve it ASAP.

Due to the amount of packs it might take some time for some big update, but our goal is to keep all our packs to the same standards.

Feel free to contact us in case of any doubt, issues, suggestions or anything that come to your mind.