Cozy Cartoon World Materials

Hello and Thank You for purchasing this Cozy Cartoon World asset pack!

Please find a few information below about the materials used on the assets.

All the material instances enable you to modify certain elements of the corresponding asset based on custom masks. **Every asset uses 2-4 zones (depending on its complexity) numbered from 1 to 4.**

With the controls given in each zones you can set the **Color**, **Smoothness**, **Metallic** values separately. Experiment with the zones to find out which part is driven by which zone – I tried to be straightforward with priorityzing the zones; the bigger / most important part of the asset is always on Zone 1, continuing towards Zone 4 with the smaller / less important parts.

All the assets utilize a default BaseColor texture. You can either use a color overlay on this BaseColor or *use plain colors by ticking off the* ***'Use Color Texture'*** *option (discarding the default texture, thus freeing up resources). In this case you can define a base color with the* ***'Color'*** *parameter.*

However, if you would like to keep some smaller nuances, patterns, shadows in the default texture just *adjust the* ***'Saturation'*** *value to set a truly custom color to the (now desaturated) BaseColor texture.*

Certain assets use a **Motive Mask** to mask out finer details like patterns, dots, etc… a vase is a good example.

Set the color of these patterns with the ***'Motive Mask Color'*** *option.*

Change the intensity of the patterns with the ***'Motive Mask Intensity'*** *slider.*

All the assets with proper Motive Mask have the **'Use Motive Mask' option ON**. *Ticking it off will disable the Motive Mask,* hence the pattern configuration option.

Of course, even if it turned off a pattern could still shows itself if it is part of the BaseColor texture.

The assets are using shared materials by default (atlas textures in **/Materials/Atlases**, resource friendly) but you can customize them by applying the dedicated materials for any assets. Please find them in the **/Materials** folder.

Parameter Groups

Global Scalar Parameter Values
- ☑ Motive Mask Intensity — `1.0` ↩

Global Static Switch Parameter Value
- ☑ Customize Zones — ☑ ↩
- ☑ Use BaseColor Texture? — ☑ ↩
- ☐ Use Desaturate? — ☐
- ☑ Use Motive Mask? — ☑ ↩

Global Texture Parameter Values
- ☑ BaseColor Texture — T_Atlas_J_Pots_Vases_BaseColor ⌄ ↩
- ☑ Mask Texture — T_Atlas_J_mask ⌄ ↩
- ☑ Motive Mask — T_Atlas_J_Pots_Vases_Motive_Mask ⌄ ↩

Global Vector Parameter Values
- ▶ ☑ Motive Mask Color ↩

ZONE 1
- ▶ ☑ Zone 1 Color ↩
- ☐ Zone 1 Metallic — `0.0`
- ☐ Zone 1 Roughness — `0.8`

ZONE 2
- ▶ ☑ Zone 2 Color ↩
- ☐ Zone 2 Metallic — `0.0`
- ☐ Zone 2 Roughness — `0.8`

ZONE 3
- ▶ ☑ Zone 3 Color ↩
- ☐ Zone 3 Metallic — `0.0`
- ☐ Zone 3 Roughness — `0.8`

ZONE 4
- ▶ ☑ Zone 4 Color
- ☐ Zone 4 Metallic — `0.0`
- ☐ Zone 4 Roughness — `0.8`