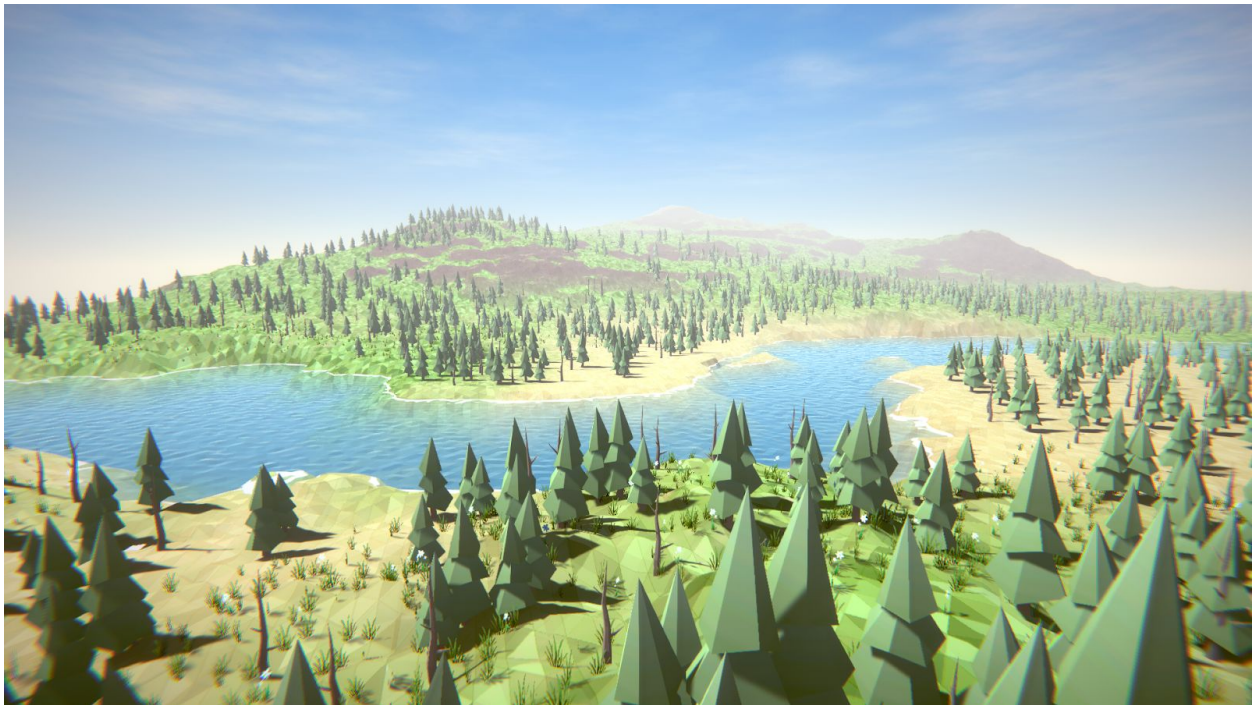


# MicroSplat

## Polaris Integration



The following MicroSplat features are not supported when this module is enabled:

- Terrain Blending
- Tessellation
- Per Pixel Normal
- Paintable or dynamic Wetness, Puddles, Streams or Lava
  - Note that wetness can still be used scene wide by using the minimum wetness value.

- Documentation on the setup of MicroSplat with Polaris is provided in the polaris documentation, which can be found [here](#)
- <https://docs.google.com/document/d/1LQooyrEI2S5qP3w2cvX0RYy1CQvUs6mIBACJ8wNhSnE/edit#heading=h.1mgw1o27bmpg>
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