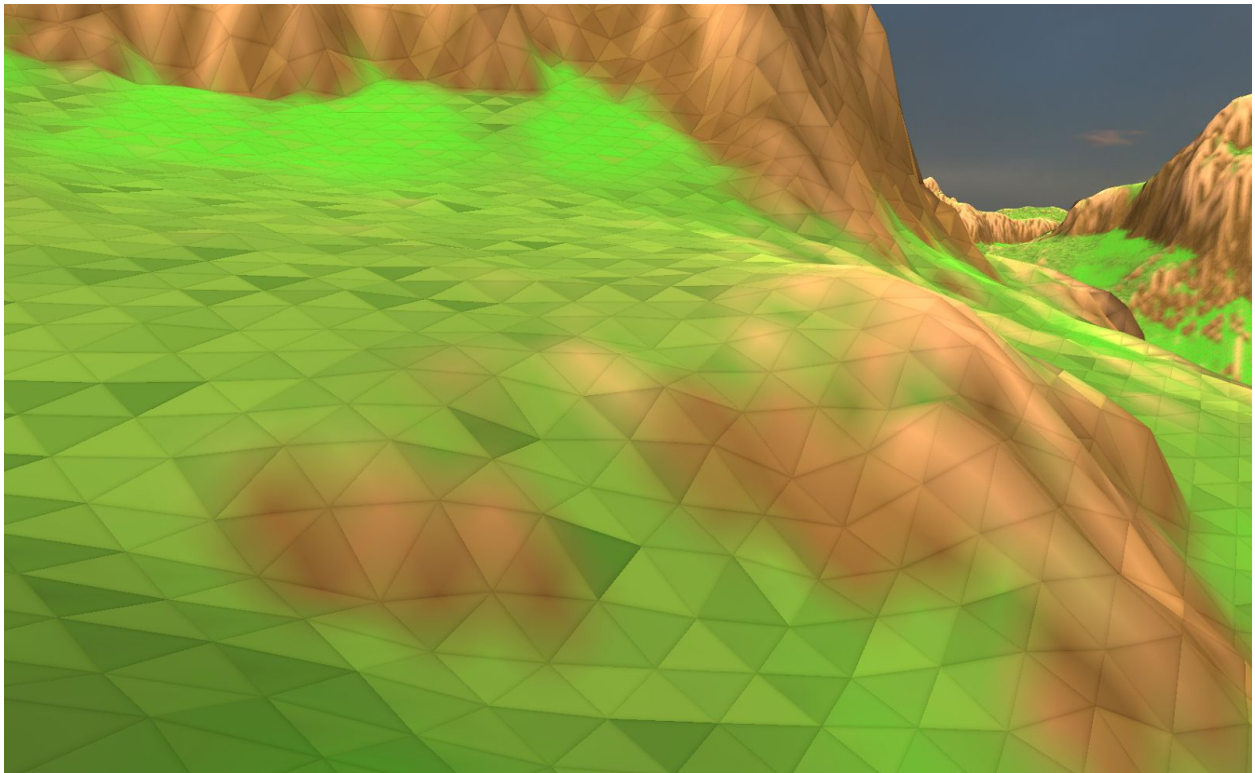# MicroSplat

Low Poly Module Documentation

Overview

The Low Poly module for MicroSplat offers several techniques to give your terrain a low poly look.

Shader Features

Hard Edge Normals	Triangle ▾
Flat Texture	Triangle ▾
Wireframe Mode	Triangle ▾
Wireframe Space	World Space ▾
Wireframe Blend	Saturation Brightness ▾

The Low Poly module offers several features:

Hard Edge Normals

This gives the lighting on the terrain a faceted look, as if the geometry is flat shaded instead of smoothed. Hard Edge Normal requires that per-pixel normal be turned on, either in MicroSplat, or on the terrain in Unity 2018.3 or greater. It's available in triangle or quad mode.

Flat Texture

Flat Texture causes each triangle or quad of the terrain to choose a single pixel value from the texture to sample from. Essentially, the texture becomes like a palette of colors to choose from for each face. t's available in triangle or quad mode.

Wireframe Mode

Wireframe mode draws a wireframe around each triangle or quad. This can be drawn in world space (perspective), or screen space (no perspective) mode. The Wireframe Blend allows you to apply a color for the wireframe, or adjust the saturation and brightness of the underlying terrain under the wireframe. t's available in triangle or quad mode.

Properties

Low Poly		
Terrain Size	X 512	Y 512
Edge Hardness		1
Wire Smoothness		0.13
Wire Thickness		0.11
Wireframe Saturation		0.9
Wireframe Bridghness		0.9

Once enabled, a Low Poly section will be added to the material settings.

- Terrain Size. This is the size of the terrain for the effect. Usually this will want to be set the same as the terrain's height map, such that effect's line up with polygon boundaries
- Edge Hardness controls how hard the edges are when Hard Edge Normals are enabled.
- Wire Smoothness controls the falloff of the wireframe edges
- Wire Thickness controls how wide the wireframe is
- Wire Color is available in Wireframe Blend Color mode, allowing you to adjust the color of the wireframe
- In Saturation and Brightness mode, you can boost or lower the saturation and brightness in the wireframe area. This can be a nice way to create an accent.