



(v1.0)

Contents

- **Introduction**
- **Quick Setup**

This document will walk you through the entire "One-Click Wall Materials" package and how to best take advantage of it.

INTRODUCTION

High quality wall materials for your projects.

+ 18 different wall materials.

+ Easy to use

+ Top quality and optimization for Unity 2018

+ Realistic looking.

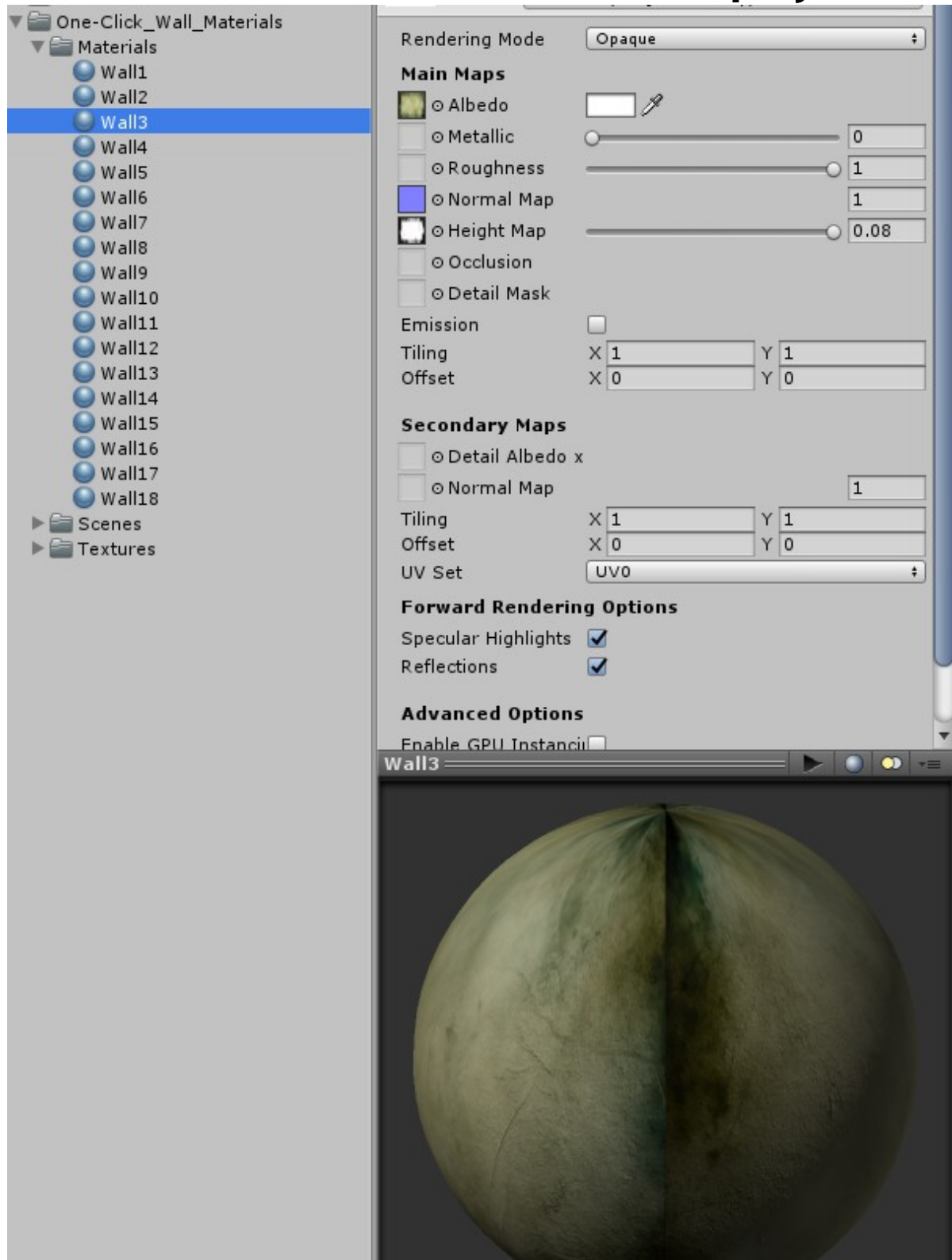
+ Including normal maps

+ Including height maps

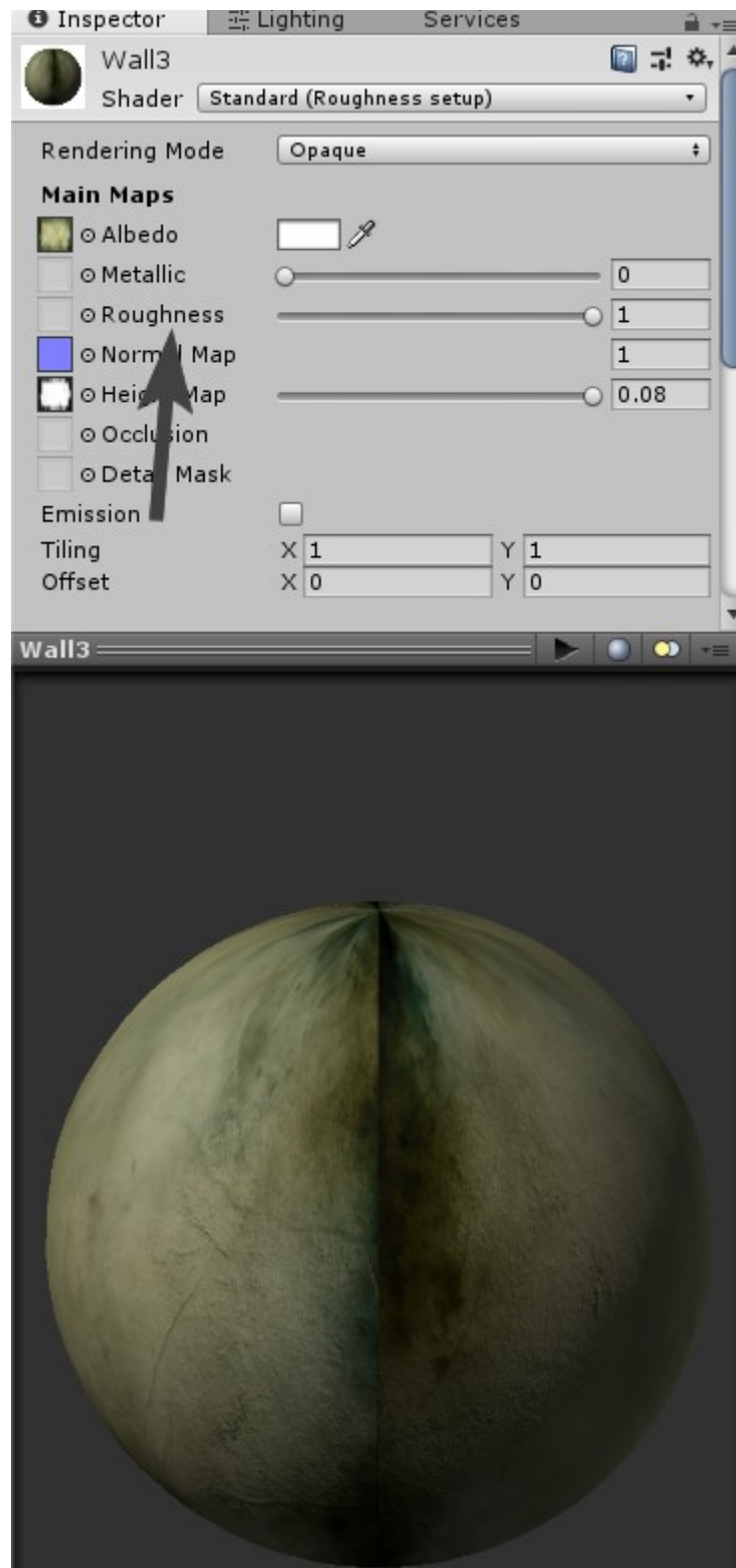
Materials of this package uses the Unity's Standard (Roughness setup) shader.

QUICK SETUP

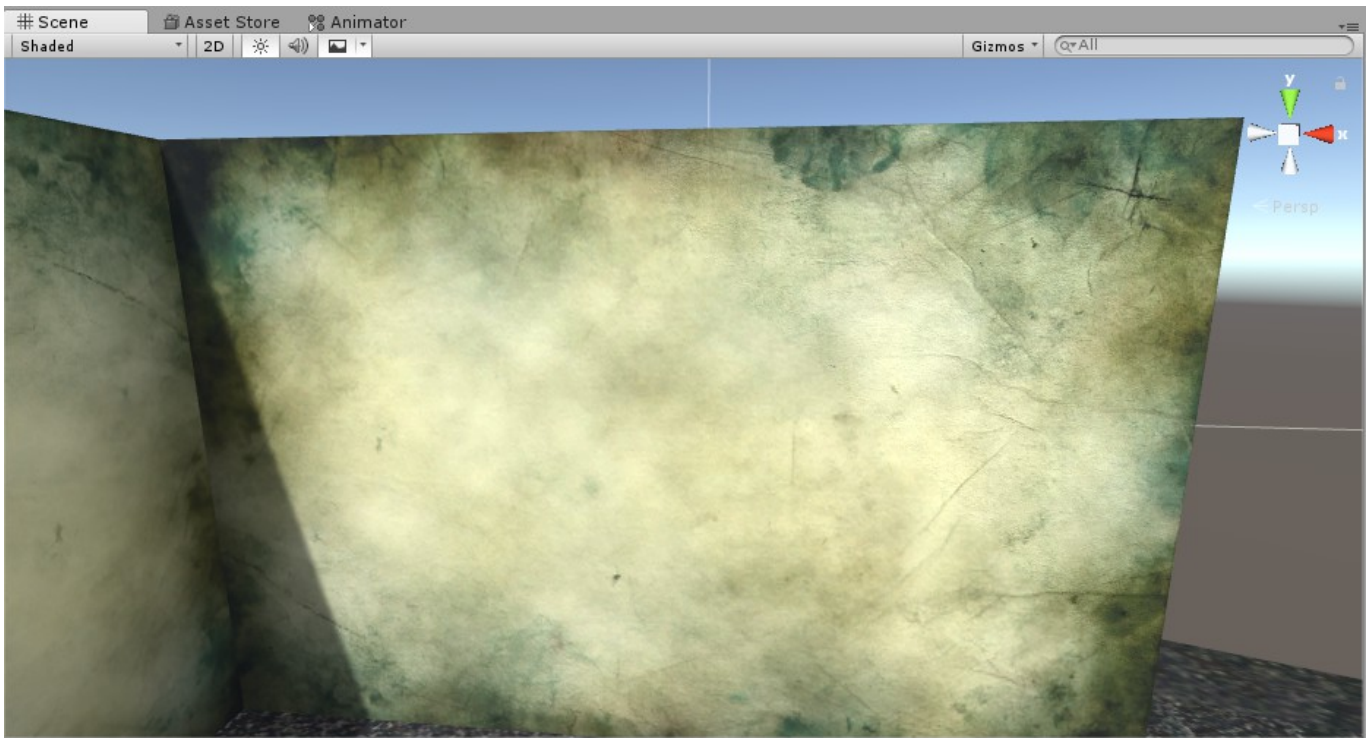
1. Pick your wall object that you want apply wall materials and add one of the materials in One-Click_Wall_Materials/Materials/... at project.



2. You can adjust the "Roughness" to achieve more "grunge" look. If you want the smoother wall, decrease roughness.



3.And it's done. :)



Pro-tip 1: Always bake your wall's scene with a proper lightning setup to get more realistic and optimized results.

Pro-tip 2: If you dont want blurry effect on textures espacially they have distance from camera, uncheck the "Generate Mip Maps" box on the textures and apply. But this will lead you more juggy effect on VR.

One-Click Wall Materials
assembled by Dogan Cetin for IndieChest
info@sonsofearth.games