

To use the Bed Shader, there will be a few inputs that can be customized. They are fairly straightforward to use. I have attached 2 bed materials that are using this shader, but you can use this shader to make the beds any colour, smoothness, etc. Below is a list of the inputs and what they do:

Wood Bed Frame (Boolean): Checkbox used to make the frame use the wood texture

Wood Texture (Texture2D): Wood texture (or any texture you want) to use for the bed frame

Bed Frame Color (Color): Will change the bed frame color to any color you want. Will also change the color of the wood texture if inputted.

Blanket Color (Color): Change the color of the bed blankets

Sheet Color (Color): Change the color of the bed sheets and pillows

Bed Frame Smoothness, Blanket Smoothness, Sheet Smoothness (Float): Sliders to change the smoothness of each component of the bed

Bed Frame Metallic: Slider to change the metallic value of the bed frame

If you want to look into the shader further, I did group together all the parts of the shader graph into their respective groups. Hope you like it!