



Documentation

1.1.0

Thank you for buying

Enviro 3 - Terrain Shader

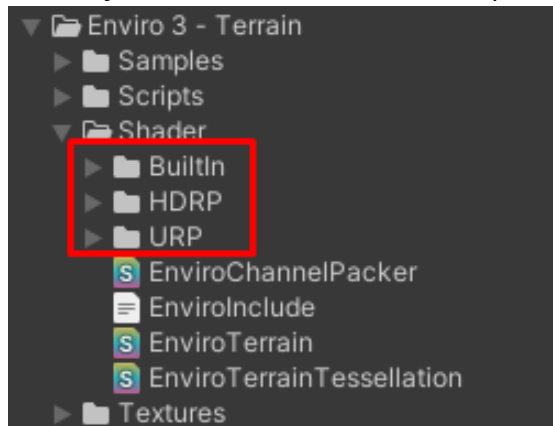


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Quick Start

1. Import the package that includes the shader. Navigate to **Enviro 3 – Terrain** -> **Shader** folder and choose the correct package for your current render-pipeline.



Unity Version:

2021.3 -> URP/HDRP 12

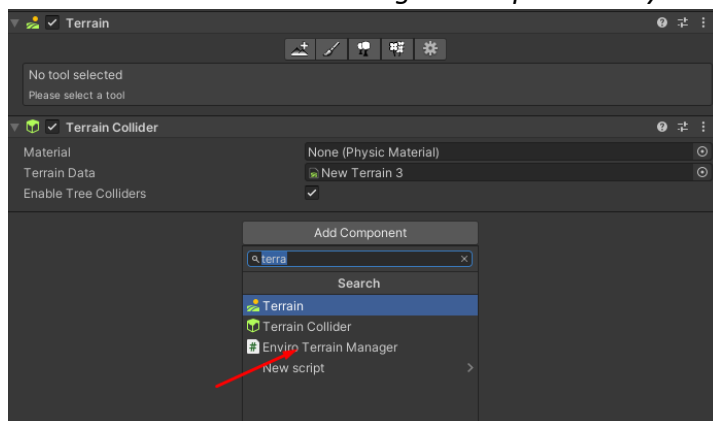
2022.3 -> URP/HDRP 14

2023.1 -> URP/HDRP 15

2023.2 -> URP/HDRP 16

6000 -> URP/HDRP 17

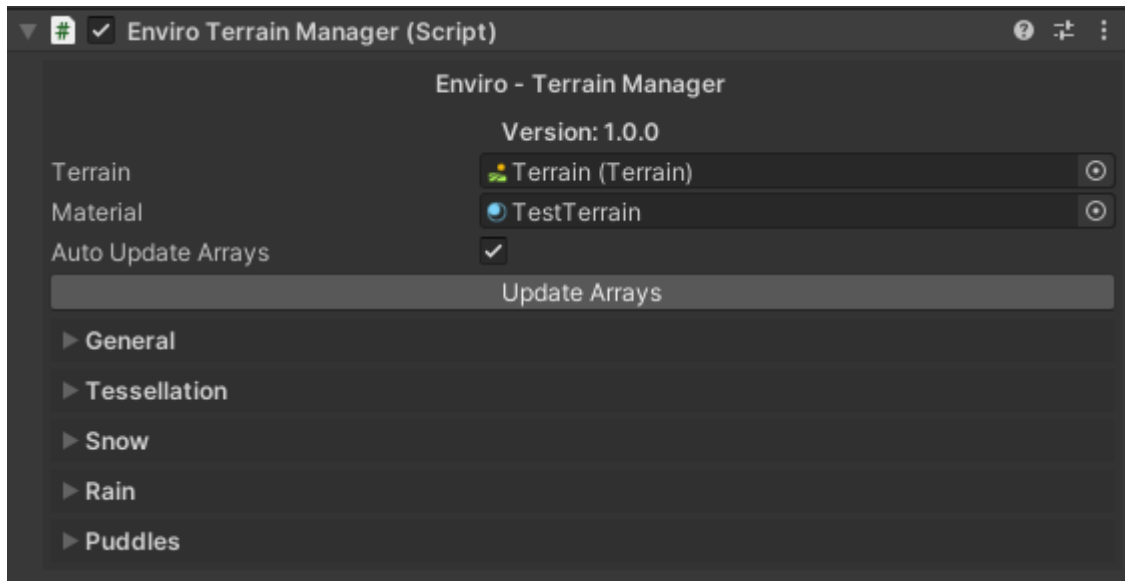
2. Add the “Enviro Terrain Manager” component to your Terrain object.



3. Click on “Create Material” in the “Enviro Terrain Manager” and choose the path and name to save the new material.
4. For best results you now want to create your mask textures if not already created. Please check the “Channel Packer” page in the docs how to create the textures and assign these in your terrain layers -> Mask texture slots.



Enviro Terrain Manager



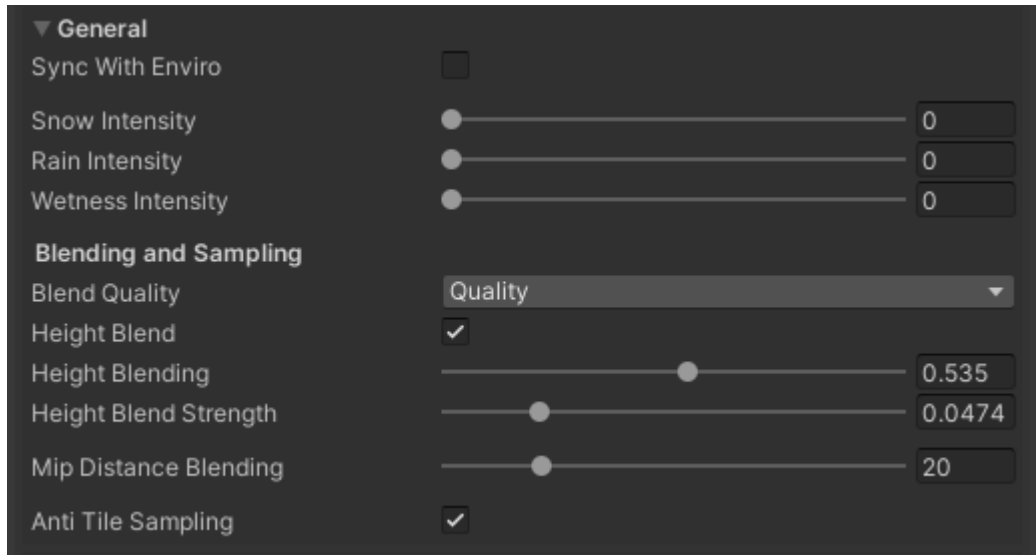
Terrain/Material: Assign your terrain and a material here.

Auto Update Arrays: Activate to keep the texture arrays in sync with the textures assigned in your terrain.

Update Arrays: Manually update the texture arrays with the textures assigned in your terrain layers.



General Category



Here you can control the current snow/wetness/rain intensity and blending/sampling controls.

Blend Quality sets how many layers can be blended together. From 2 in “Fast” mode up to 4 in “Quality” mode.

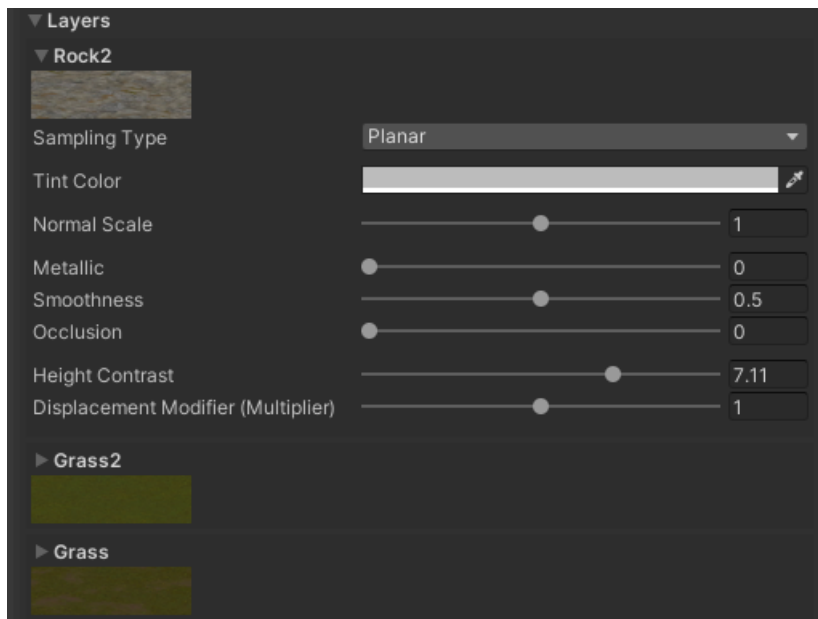
Enable **Height Blend** to activate height-based blending. Otherwise it will use unity style linear blending.

Mip Distance Blending controls the mip level distances.

Activate **Anti Tile Sampling** to use procedural stochastic sampling and reduce visible tiling on larger terrains. (Please note that this is an expensive feature!)



Layers Category



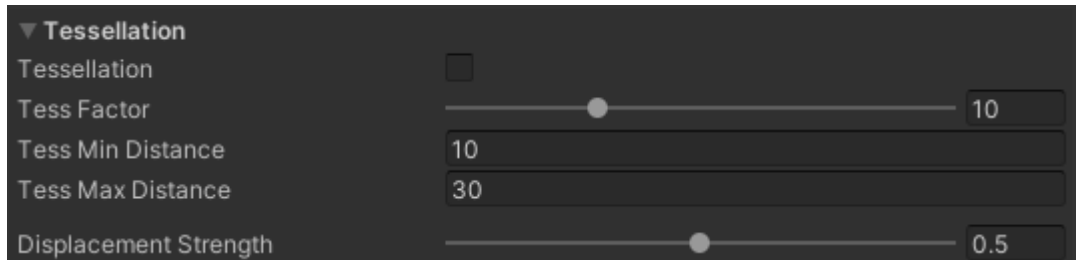
Here you can control each layers detail settings.

Set the **“Sampling Type”** when you activated **“Anti Tile Sampling”** to choose which layers should use stochastic sampling.

Set a **“Tint Color”** or tweak the layers **“Height Contrast”** to tweak the height blending. The **“Displacement Modifier”** will control the displacement strength when using **“Tessellation”**.



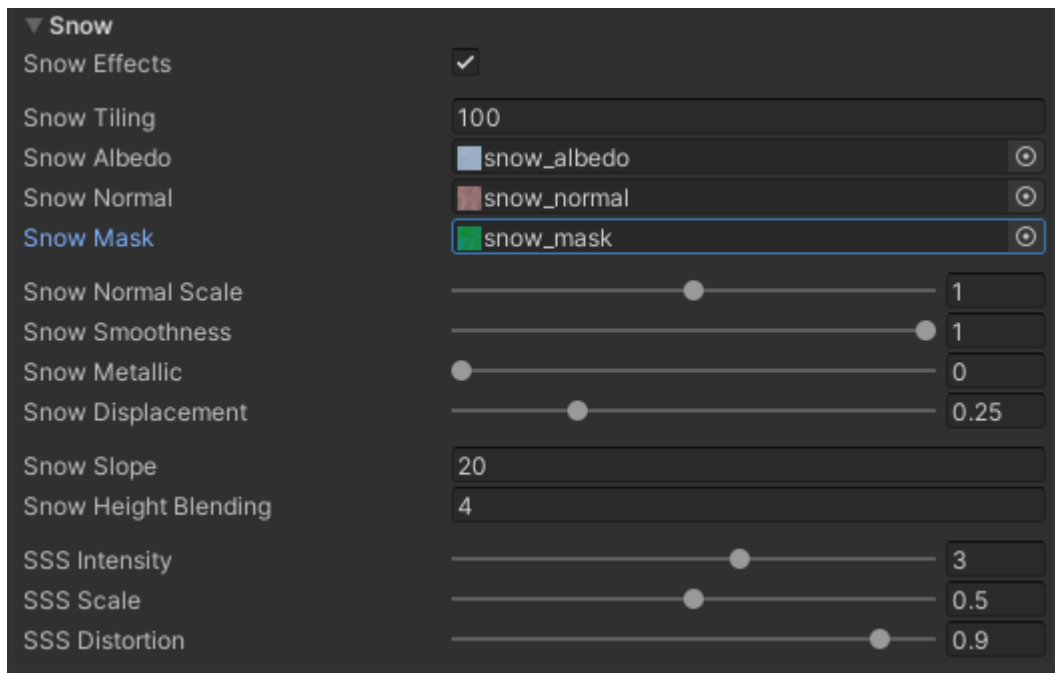
Tessellation Category



Activate and control **Tessellation** feature. Tweak **Tess Factor** to control the amount of tessellation and tweak the Min/Max Distance to control the view distance of tessellated geometry.

Set the **Displacement Strength** to control the displacement of tessellated geometry.

Snow Category



Activate **Snow Effects** to enable dynamic snow on your terrain. You can set the **Snow Tiling** and assign your snow textures.

Snow Displacement will control the build-up of snow. Set **Snow Slope** and **Snow Height Blending** to control the blending of your dynamic snow.

You also can tweak the Subsurface Scattering lighting effect here.



Rain Category

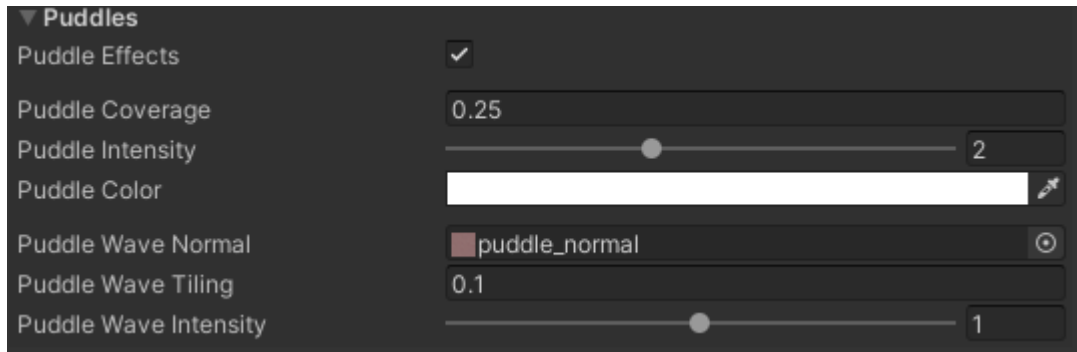
▼ Rain	
Wetness Boost	<input type="range"/> 0.3
Rain Distance Fade	<input type="range"/> 10
Rain Effects	<input checked="" type="checkbox"/>
Rain Drop Tiling	<input type="text" value="0.5"/>
Rain Drop Intensity	<input type="range"/> 5
Rain Drop Speed	<input type="range"/> 1
Rain Flow Tiling	<input type="text" value="0.5"/>
Rain Flow Intensity	<input type="range"/> 2
Rain Flow Strength	<input type="range"/> 1
Rain Flow Distortion Scale	<input type="text" value="1000"/>
Rain Flow Distortion Strength	<input type="range"/> 0.15
Rain Flow Smoothness Boost	<input type="range"/> 2

You can set a **“Wetness Boost”** here to increase your material smoothness when it gets wet. Activate **“Rain Effects”** for further rain base effects like Rain Drops on the ground and Ripples on the puddles. It also can add some flowing water on your materials.

The **“Rain Flow Strength”** might be interesting to control the flow from a few tiny streaks to a full water flow. Set the **“Distortion Scale”** and **“Distortion Strength”** to distort the flow direction a bit for more realism.



Puddles Category

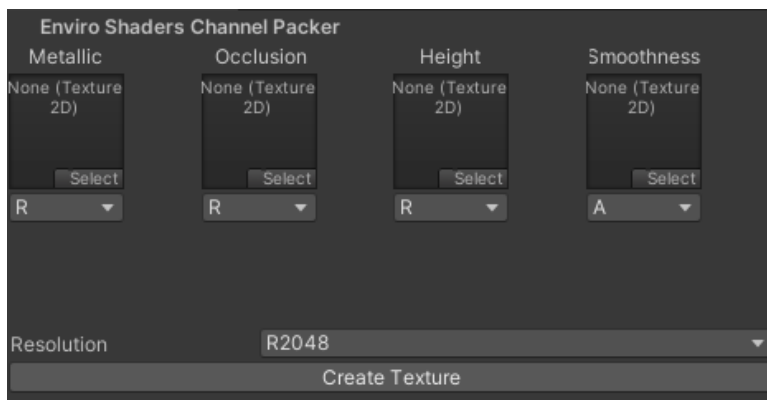
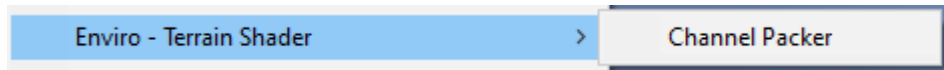


Activate **“Puddl Effects”** to let Enviro – Terrain shader create some puddles on your terrain. You can change the distribution with the **“Puddle Coverage”** setting. You also can set a **“Puddle Color”** to make tweak the visuals of your puddles. Puddles also have some small waves you can control with the **Puddle Wave Tiling** and **Scale**.



Channel Packer

You can open the “Enviro Channel Packer” through the “Window” > Enviro – “Terrain Shader” -> “Channel Packer” option.



The “**Channel Packer**” is straight forward. Assign your individual textures in each field and select which channel the information should be pulled from. (For example you might have your smoothness included in you metallic or albedo alpha channel.

Select the “**Resolution**” and click on “**Create Texture**”.

The Mask texture for Enviro – Terrain Shader has following setup:

Red -> Metallic

Green -> Occlusion

Blue -> Height

Alpha -> Smoothness