

2.5.9 release notes:

This is a unstable version for Global Game Jam 2018.

Tool is now opened by selecting a object with a Procedural Material attached. The tool will be visible in the Mesh Renderer component inside the inspector.

This tool is not meant for many animated materials to be running at once.

Always optimize procedural materials in substance designer
(Colors should always be 16x16, put animated outputs near the end of the graph)

Texture size should be under 2048x2048 (512x512 is preferred)

See previous release notes for instructions.