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keijiro Update README.md

33544a0 on Oct 2, 2017

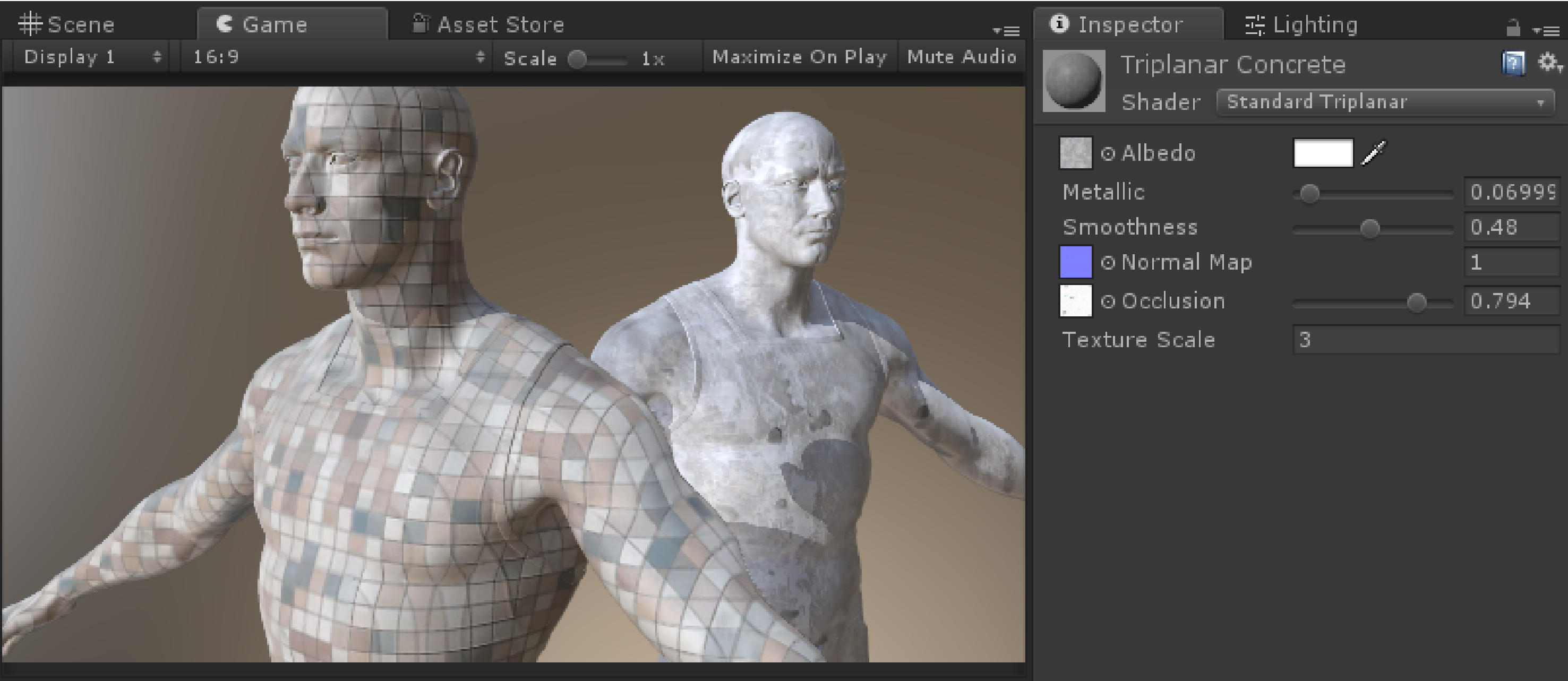
9 commits

	Assets	Renaming: TriplanarPBS -> Standard Triplanar	5 years ago
	ProjectSettings	Renaming: TriplanarPBS -> Standard Triplanar	5 years ago
	.gitattributes	Repository settings	5 years ago
	.gitignore	Repository settings	5 years ago
	README.md	Update README.md	5 years ago

README.md

Triplanar mapping Shader for Unity

This is a customized variant of Unity's standard shader with triplanar mapping (texture mapping without UV coordinates).



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About

Unity's standard shader with triplanar mapping

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