

# Clay Shader for Unity

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## Welcome

Thanks for purchasing this shader, this helps me to keep working on this and other tools to help creators.

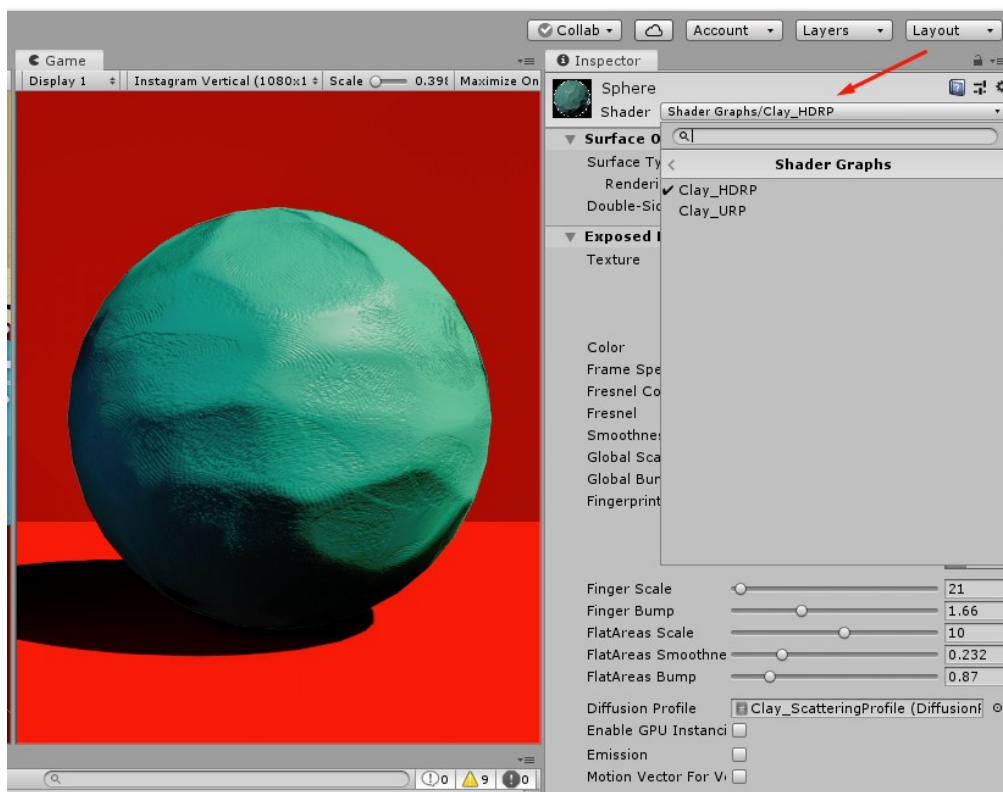
## Requirements

This shader is created using [Shader Graph](#), this means that is mandatory to use a [Scriptable Render Pipeline](#) like [High Definition Render Pipeline](#) or [Universal Render Pipeline](#).

**IMPORTANT:** because of this, the shader won't work with the built-in render pipeline.

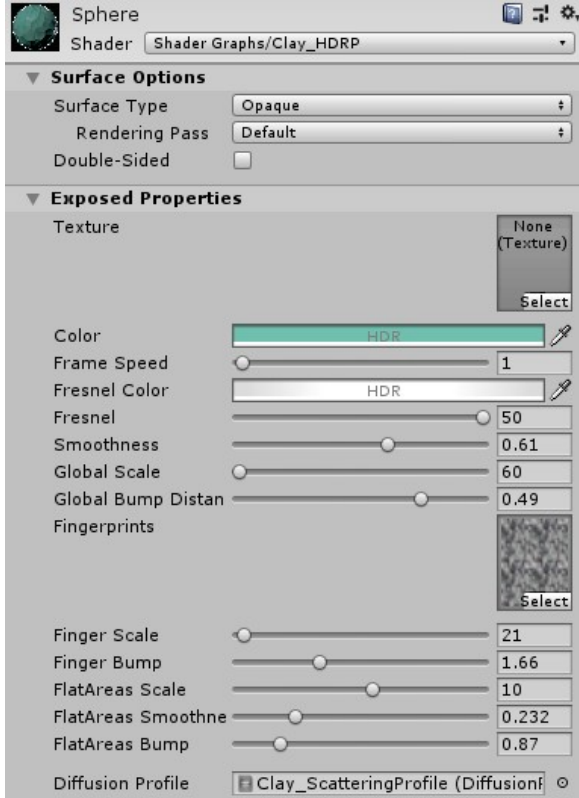
## How to use Clay Shader

In order to use this shader, you just need to create a material choosing one of two shaders available. Depending if you're using High Definition Render Pipeline or Universal Render Pipeline, you should use Clay\_HDRP or Clay\_URP respectively. See an example below:



Once the material with the shader is created you can apply to any object.

Here is a list of the parameters you can configure to customize its appearance



## Sample scenes

The asset also include two sample scenes inside the folder `ClayShader\Sample`. The same scene is replicated for HDRP and URP and includes the shader applied to three different models so you can check different appearance configurations

**IMPORTANT:** Remember to use the right Scriptable Render Pipeline Settings. When you change between the two sample scenes you must to change it. Here you can see a screenshot that shows how to choose the right settings file included in the asset:

