

Hello

Thanks for purchase my shaders.

These shaders are mainly for specular and detail map shaders for mobile devices. Especially for Mali GPUs that can't render big tiled textures on terrain and detail shaders.

This shaders are written in surface shader language and has used "Blinn-Phong" lighting model instead of Unity 5 standard lighting model that aren't performance friendly for OpenGL ES2 renderers. And "Blinn-Phong" lighting model is better choice for ES2 devices.

You can see this video tutorial for learn how to create specular map textures in Photoshop. I used Photoshop CS5 in this video.

<https://youtu.be/P1C5cOJwiZc>