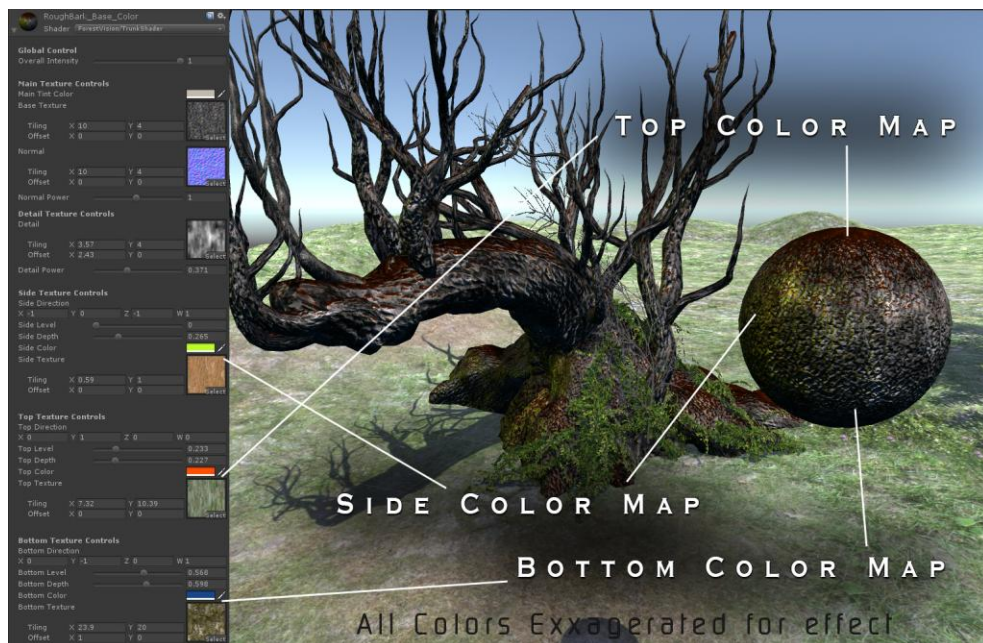# Using the ForestVision Trunk Shader

Thank you for purchasing!

Comprised of 3 additional, world positioned channels (Top, Bottom, Side), the ForestVision Trunk shader will give your models a wonderful level of additional visual control. While the channels start out in this 3 main directions, you can modify them as you desire.

Let's go ahead and dive right in.

The Shader itself is located in ..ForestVision/09 Scripts, and can be accessed here:
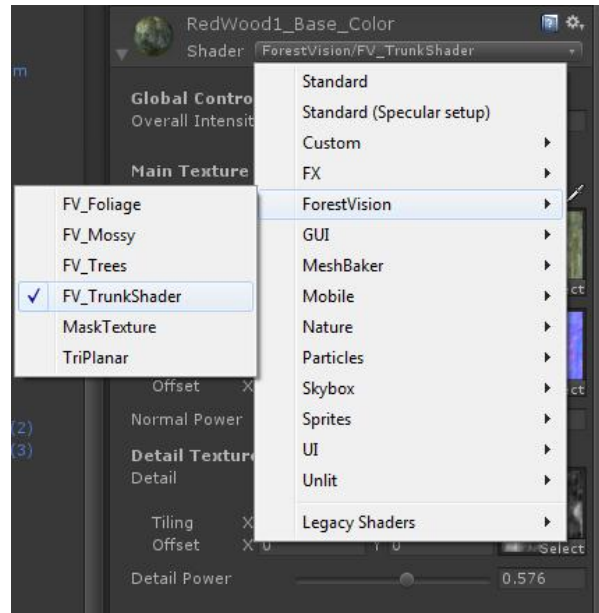
The main controls to learn about for the shader are:

Global Intensity (range 3-1): this controls the overall intensity of the blending of the additional channels.

3 is less intense, 1 too intense.

Detail Power: At Zero, there will be no detail effect at all. Once you are above zero, the detail level grows brighter.

Texture Controls (For all 3 directions):

Direction: 3 vectors to help you move the effect around the surface based on world positions. Values of zero will remove the effect completely.

Level: Amount of the effect

Depth: How hard or soft the effect will fade in

Color: Tint color of the effect

Texture: detail texture to be applied

RoughBark_Base_Color
Shader ForestVision/TrunkShader

Global Control
Overall Intensity   1

Main Texture Controls
Main Tint Color
Base Texture

  Tiling   X 10   Y 4
  Offset   X 0   Y 0
                                              Select

Normal

  Tiling   X 10   Y 4
  Offset   X 0   Y 0
                                              Select
Normal Power   1

Detail Texture Controls
Detail

  Tiling   X 3.57   Y 4
  Offset   X 2.43   Y 0
                                              Select
Detail Power   0.371

Side Texture Controls
Side Direction
X -1   Y 0   Z -1   W 1
Side Level   0
Side Depth   0.265
Side Color
Side Texture

  Tiling   X 0.59   Y 1
  Offset   X 0   Y 0
                                              Select

Top Texture Controls
Top Direction
X 0   Y 1   Z 0   W 0
Top Level   0.233
Top Depth   0.227
Top Color
Top Texture

  Tiling   X 7.32   Y 10.39
  Offset   X 0   Y 0
                                              Select

Bottom Texture Controls
Bottom Direction
X 0   Y -1   Z 0   W 1
Bottom Level   0.568
Bottom Depth   0.598
Bottom Color
Bottom Texture

  Tiling   X 23.9   Y 20
  Offset   X 1   Y 0
                                              Select

More updates planned as I continue to develop this shader!