

Terrain Mesh Blending

Thank you for purchasing this asset!

Use the [online-manual](#) to get started. You can also access the manual by using the help icon of the terrain blending component.

You will find the sections that are not covered by the [online-manual](#) below.

If you have questions or experience issues with this asset, please contact support@illusionloop.com or take a look at the [forum thread](#). Maybe your question has already been answered there.

Content:

1. Custom Shaders

Custom Shaders

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Introduction

Custom shaders can be easily created by copying shader code sections into other shaders. Alternatively you can use 'overlay shaders'. See the [online-manual](#) for more information.

Deferred shaders are not supported. Terrain blending only works with shaders that use forward rendering (This does not mean, that you can't have blending using deferred rendering. Only that blending materials - like transparent materials - will use the forward rendering path).

You can download Unity's built in shaders from:

<https://unity3d.com/get-unity/download/archive>.

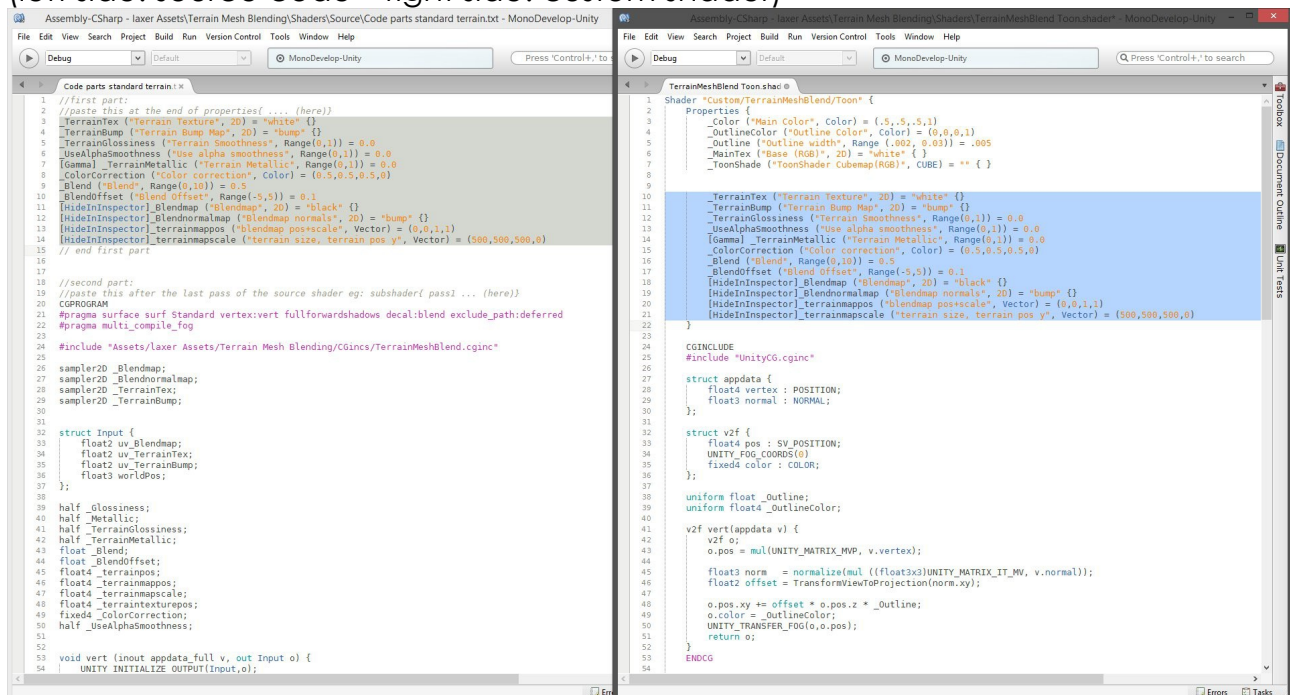
Workflow:

1. Copy the input section to your shader
2. Copy the terrain blending pass to your shader
3. Done!

1 - Input Section:

Open „laxer assets / terrain mesh blending / shaders / source / code parts.txt“ and copy the first block of code. Now paste it at the end of the properties list of your shader like this:

(left side: source code – right side: custom shader)



2 - Terrain Blending Pass:

The terrain blending works with an additional pass, you can simply add this pass at the end of the shader you want to modify.

Copy the second block of code and paste it at the end of the subshader in your shader like this:

(left side: source code – right side: custom shader)

