

- ZERIN LABS -

Shader Pack

Cartoon landscape

Welcome!

...and thanks for buying this outstanding shader pack :)

On this small tutorial you will find all the necessary details to configure the shaders and prepare your meshes to create amazing videogame graphics.

For any doubt feel free to contact us at: zerinlabs@gmail.com

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PREPARING YOUR MESHES

In order to use this shader properly on your meshes you should prepare them so they can handle the shader and display their properties as expected.

WATER SHADER

Shader(s)

- `sh_fx_SOLID_cartoonWater`
 - meant for solid flat water surfaces (without transparency)

Preparation

To prepare your mesh for the shader usage you should paint the water mesh using vertex colour:

1. Paint in BLACK the edges of the water body.

WATER STREAM/WATERFALL

Shader(s)

- `sh_fx_SOLID_cartoonWaterFall`
 - meant for rivers, waterfalls or water streams

Preparation

To prepare your mesh for the shader usage you should paint the water mesh using vertex colour:

1. Paint in RED the vertices that belong to the river and leave in black those that belong to the waterfall
2. Paint in GREEN the vertices of the edge of the river/waterfall

WATER RIPPLES

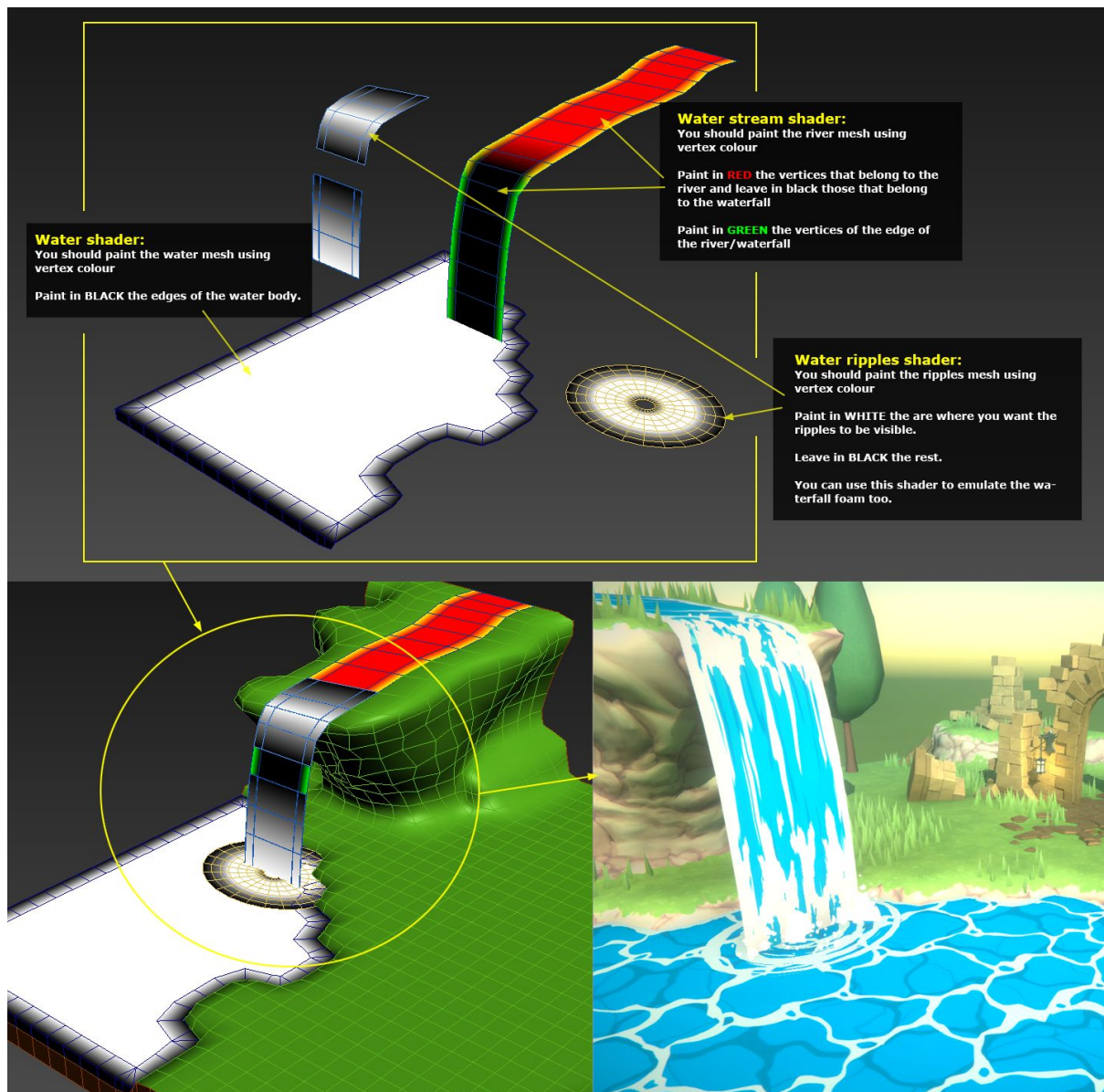
Shader(s)

- `sh_fx_ADD_cartoonWaterRipples`
 - additive blending version (great for lava or iridescent fluids)
- `sh_fx_CUTOUT_cartoonWaterRipples`
 - alpha test (cutout) version

Preparation

To prepare your mesh for the shader usage you should paint the water mesh using vertex colour:

1. Paint in WHITE the area where you want the ripples to be visible.
2. Leave in BLACK the rest.
3. You can use this shader to emulate the waterfall foam too.



MOVING GRASS/FOLIAGE

Shader(s)

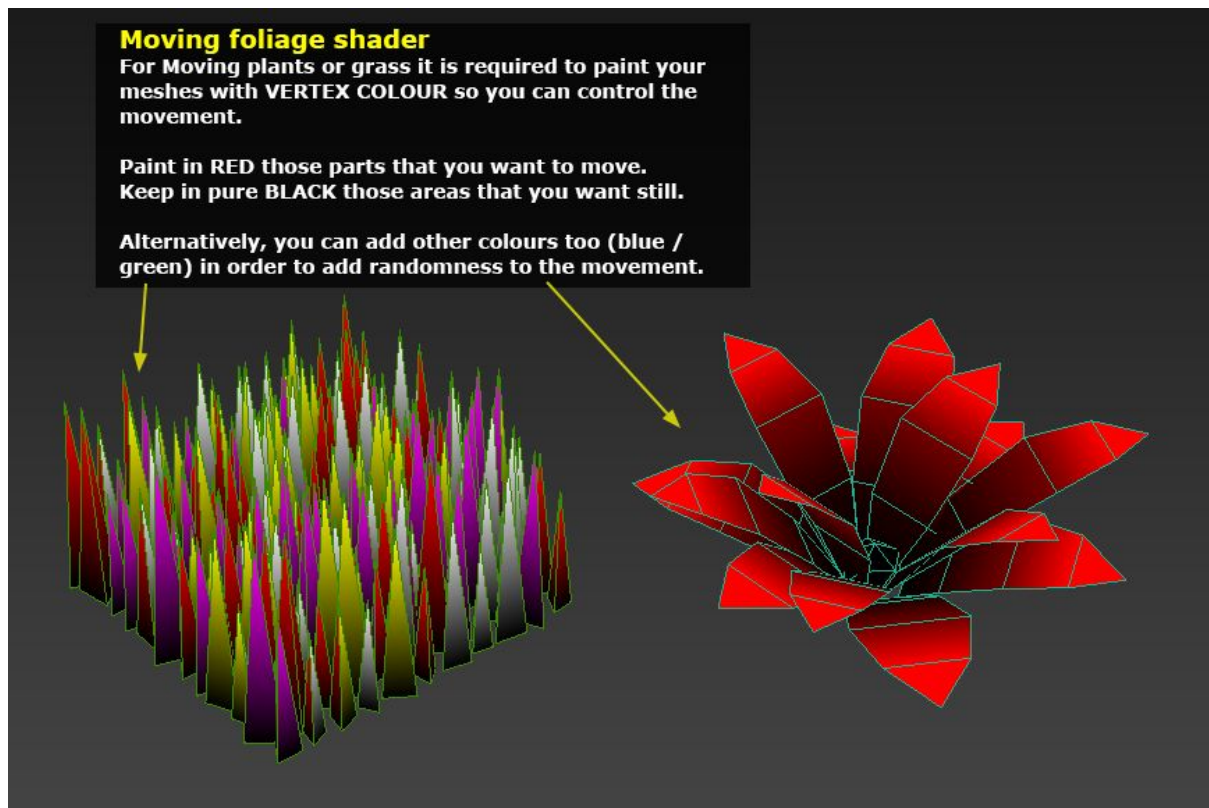
- sh_fx_CUTOUT_vegetationMoving
 - meant for "alpha" vegetation
- sh_fx_SOLID_vegetationMoving
 - meant for "solid" vegetation

Preparation

For Moving plants or grass it is required to paint your meshes with VERTEX COLOUR so you can control their movement.

1. Paint in RED those parts that you want to move.
2. Keep in BLACK those areas that you want still.
3. Alternatively, you can add other colours too (BLUE / GREEN) in order to add randomness to the movement.

4.



TERRAIN/PROP (triplanar shader)

Shader(s)

- `sh_regular_SOLID_groundWorldCoords_terrain`
 - meant for flat ground. it doesn't require UVs !!
- `sh_regular_SOLID_groundWorldCoords_props`
 - meant for "irregular" terrain. it can be VC masked

Preparation

1. It doesn't require any kind of preparation, however on the "prop" version you can limit the "grass" effect through B/W vertex colour masking.

BONUS: MOVING FLAG SHADER

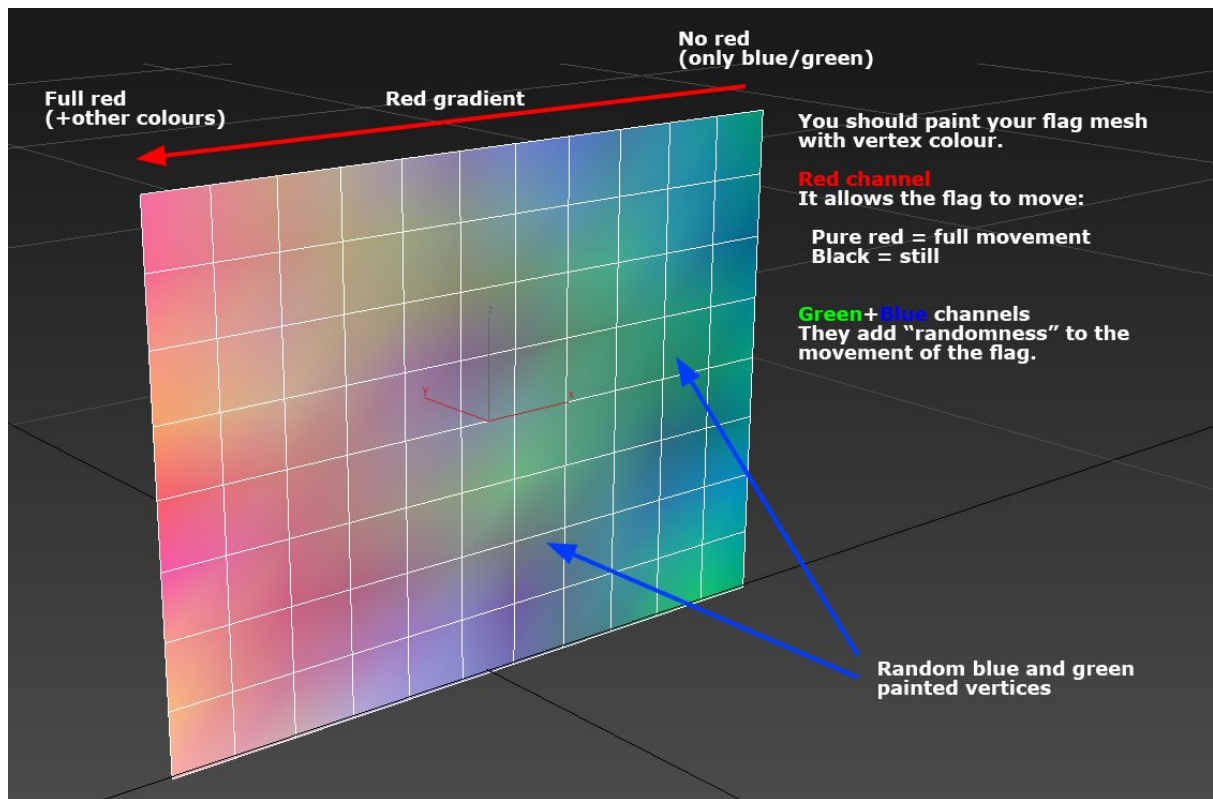
Shader(s)

- `sh_fx_CUTOUT_flagAnimVert`

Preparation

To prepare your mesh for the shader usage you should paint the water mesh using vertex colour:

1. Red channel: It allows the flag to move (red = full movement / Black = still)
2. Green+Blue channels: They add "randomness" to the movement of the flag.



HOW TO USE THE SHADERS INSIDE UNITY

For more detailed information about the shaders usage inside unity, please, check this video tutorials:

Grass and foliage shader:

https://www.youtube.com/watch?v=zT8ff_Oog4o

Terrain triplanar (world mapping coordinates)

<https://www.youtube.com/watch?v=iuJ6ulKKHbU>

Waterfall, water, & ripples shaders

https://www.youtube.com/watch?v=xMh3j4_CpKg

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