

QUICK ROCK SHADER BREAKDOWN

The shader consists of 6 parts

Main Details

Micro Details

Moss

Snow

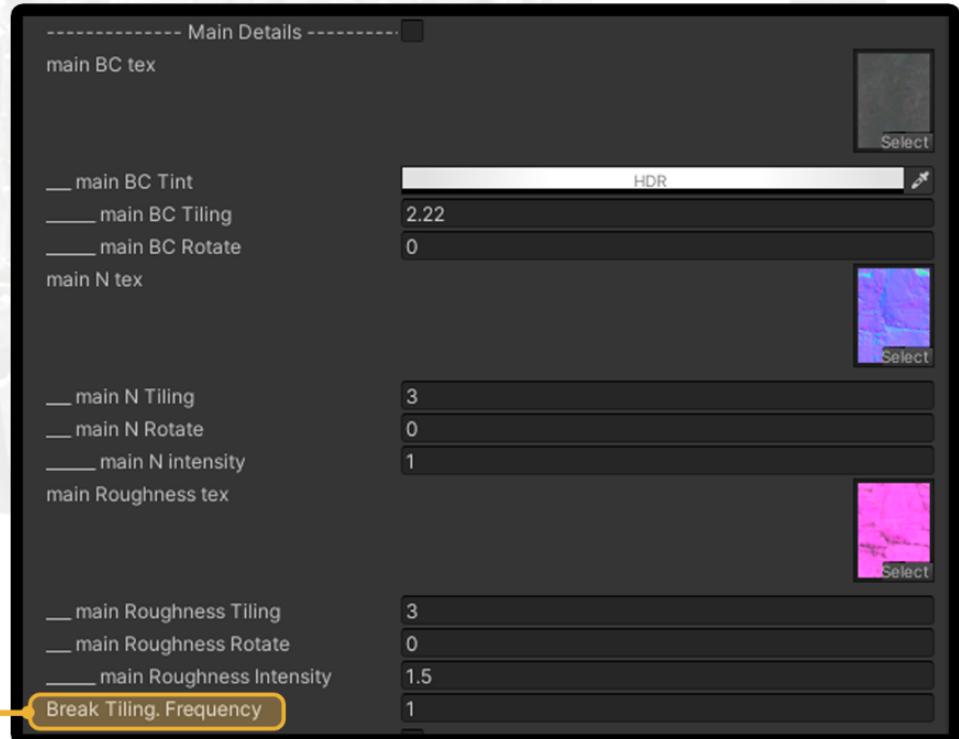
Layer with Unique Textures

Final Touches

Shader/RP Setup

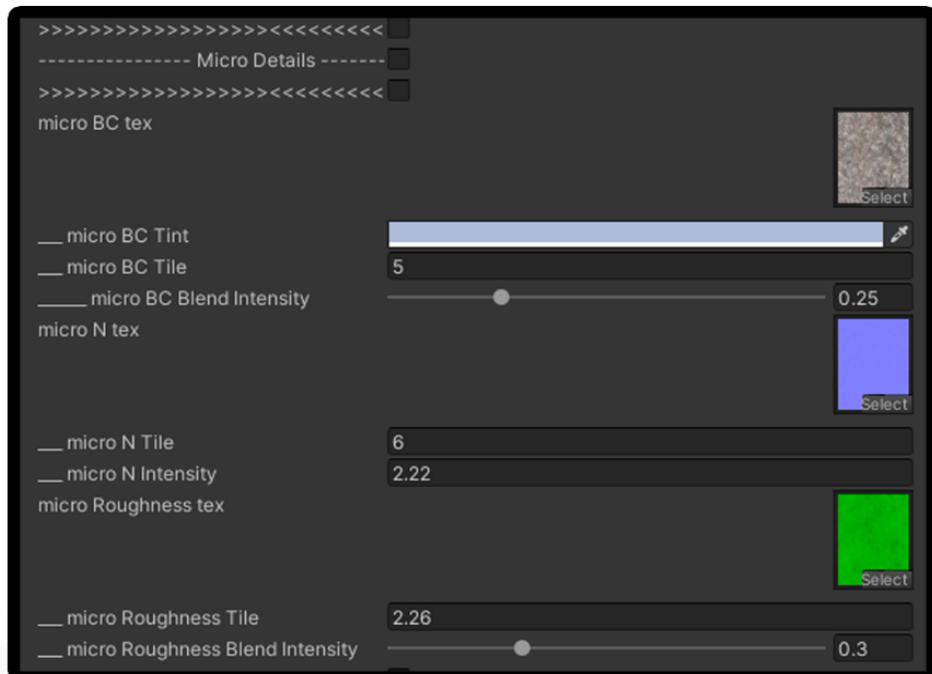
MAIN DETAILS

This layer is typically used for large details on the rock, that will be visible from a far distance.



MICRO DETAILS

I used this layer for fine, micro details.



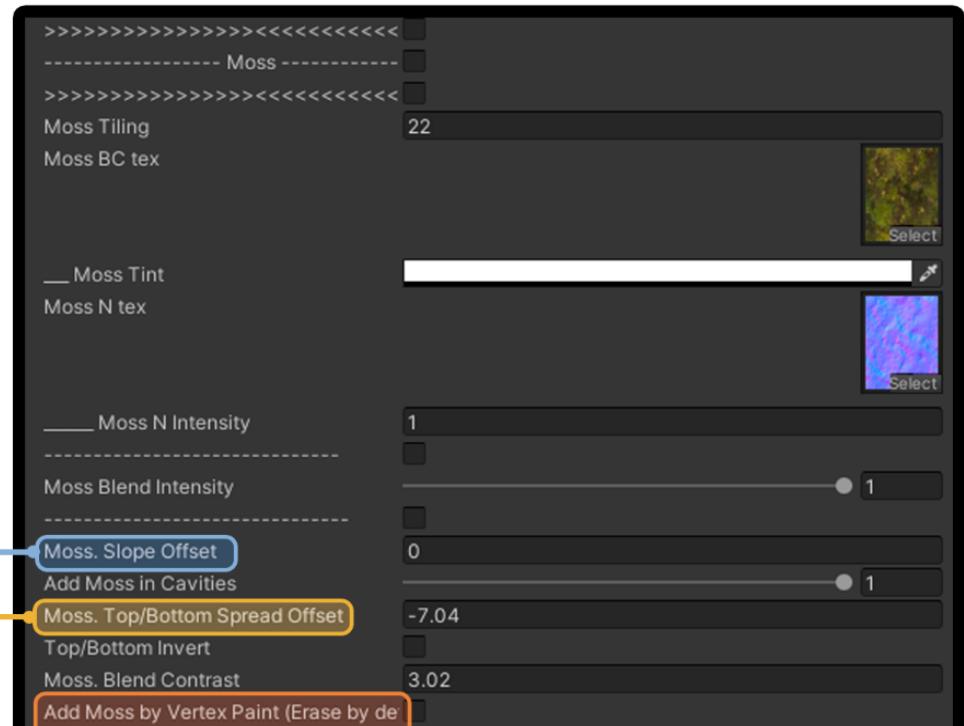
UNIQUE TEXTURES and FINAL TOUCHES

There's not many things for you to change.

Increase or decrease the intensity of the textures and Saturation property for different rock look.

The screenshot shows a software interface for rock texture generation. It includes sections for 'Unique Textures' and 'Final Touches'. Under 'Unique Textures', there are sliders for 'unique BC Intensity' (1.3) and 'unique N Intensity' (1.3). A note says 'use ONLY unique layer mask tex (for snow and moss layers)'. Under 'Final Touches', there is a slider for 'BC Saturation' (1). Each section has a 'Select' button next to it. To the left, there is a vertical orange-bordered box containing two images of rock textures: one dark grey/blue and one brown/olive green.

MOSS LAYER



This is a “naked” cliff
(without moss and snow layers on)



Add Moss in Cavities



Moss. Slope Offset



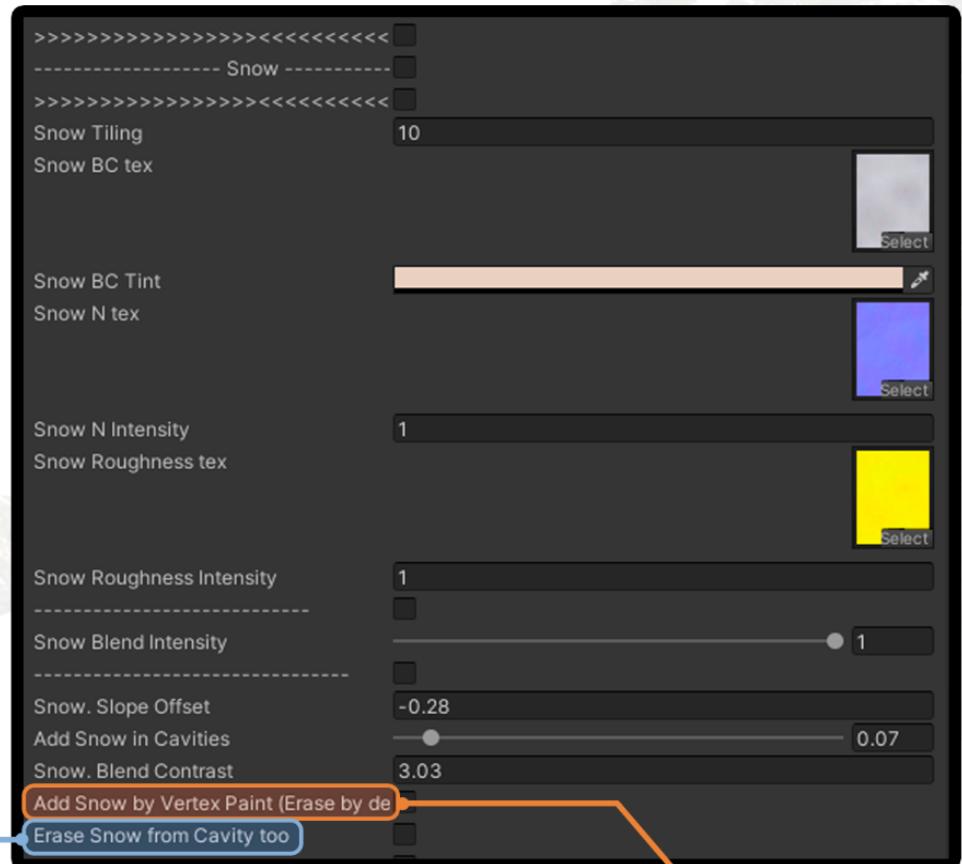
Moss. Top/Bottom Spread Offset



Top/Bottom Invert



SNOW LAYER



Snow. Slope Offset



Add Snow in Cavities



Add snow by VC painting



Erase snow by VC painting



Erase Snow from Cavities too



SHADER / RP SETUP

(HDRP Overview Map example)

Make sure you imported the necessary render pipeline to the project.

From the Render Pipeline Folder (Realistic Cliffs ans Rocks -> Scenes -> ...)
add the corrsponding render assets to the project settings:

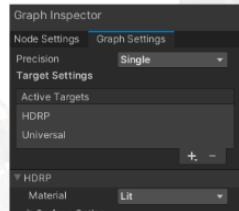


From the corresponding scenefolder (Map_Overview) in our example, add the Post Process Profile to the Global Volume in the Outliner (Hierarchy) and and Light Settings to Lighting -> Scene:



Finally, in the shader graph (SG_Realistic Rock) make sure you have either HDRP or Universal (for URP) in the Active Targets tab.

Add/delete, if necessary and Save Asset.



Do the same steps for URP accordingly.

“That’s all Folks!”