Terrain UV-Free
Triplanar Texturing
Version 1.2

CONTENT
Materials:

1. **Terrain Triplanar Standard** - standard triplanar material (SM 3.0).
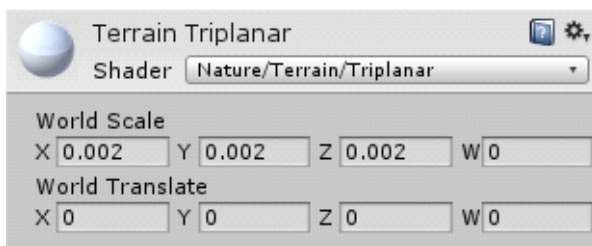2. **Terrain Triplanar Diffuse** - triplanar material for mobile (SM 2.0).

Shaders:

1. **Nature/Terrain/Standard Triplanar** - (SM 3.0).
2. **Nature/Terrain/Diffuse Triplanar** - (SM 2.0).

INSTRUCTIONS
1. Click on a terrain object.
2. Go to the **Terrain Settings**.
3. Select the **Custom** material.
4. Assign the Materials/**Terrain Triplanar Standard** material to the **Custom Material** field:
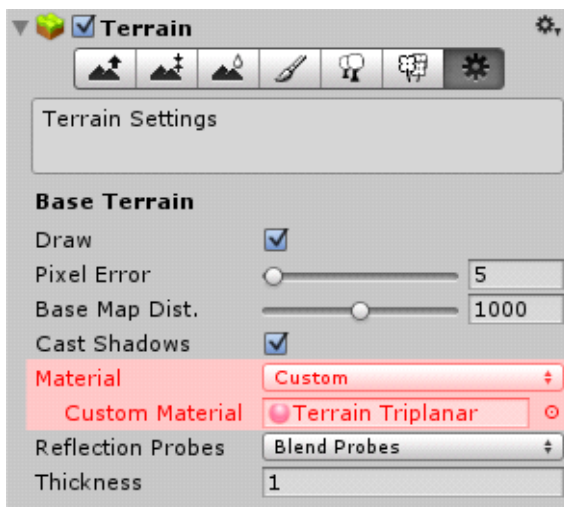
5. Triplanar mapping uses the world space coordinates instead of local UVs. The default scale matches the default terrain size (500x500). If your terrain has a different size, then you might want to adjust the scale in the material properties:

* W is not used

UPGRADE NOTES

If you were using the previous version of the package:

1. For all materials using the shader, replace **Nature/Terrain/Triplanar** with **Nature/Terrain/Standard Triplanar**.
2. Delete the old shader files.

KNOWN ISSUES

1. It is known that the terrain engine gives an incorrect normal vector on hard corners (90 degrees angles), which causes problems with the triplanar mapping. If you experience any artifacts (stretched lines), please soften the transition place between horizontal and vertical surfaces.
2. Please don't move **TriplanarSplatmap.cginc** outside the folder that contains the shaders. This file has code that is included by the shaders.