



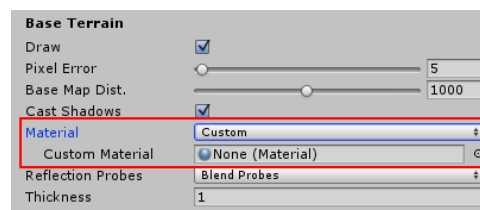
Description:

Thank you for purchasing UV Mixer - it is a replacement for Unity *Standard* or *Diffuse* terrain shader. Its purpose is to reduce texture tiling effect and provide much better and smooth terrain textures, especially at large areas where texture tiling is visible. It is realized by blending base texture with its larger variant (with modified UV values) and adding noise to the result.

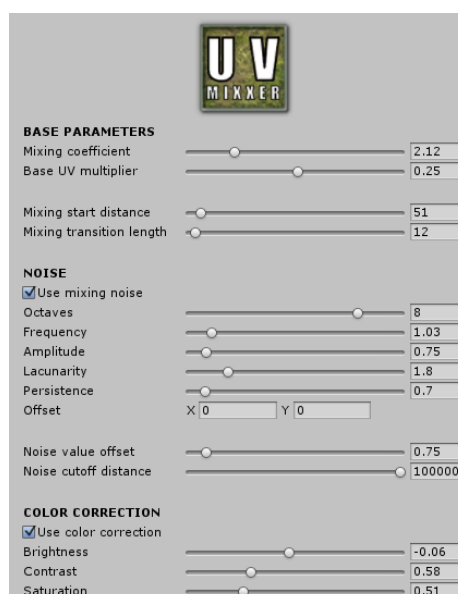
This allows for much more realistic terrain surface, without repetitive patterns and visible texture tiling.

Installation guide:

- Download asset into your project
- Select *Custom material* in your *Terrain Settings* (last tab in Unity Terrain inspector)



- Drag *TerrainUVMixing_Diffuse* or *TerrainUVMixing_Standard* material into *Custom Material* Field
- Terrain should look much better now ☺
- If effect is disappointing, you may need to adjust parameters of material to suit your needs (details below):



Customization:

- BASE PARAMETERS

- MIXING COEFFICIENT - amplifies mixing output, so result color is similar to input texture.
- BASE UV MULTIPLIER - determines how input texture UV is multiplied before mixing. Value -0.25 works very well and usually should not be changed.
- MIXING START DISTANCE - how close to the camera the mixing will start. Use 0 to mix all terrain or higher value, if you want to leave original texture close to the player.
- MIXING TRANSITION LENGTH - specifies transition length between original and mixed texture (used together with Mixing start distance).

- NOISE

- OCTAVES, FREQUENCY, AMPLITUDE, LACUNARITY, PERSISTENCE, *Offset* - determines parameters of noise that will be used in the mixing process. A good info about noise may be found here: <http://libnoise.sourceforge.net/glossary/>
- NOISE VALUE OFFSET - shifts the final noise value, so it is more or less visible (results in darker or lighter surface tint).
- NOISE CUTOFF DISTANCE - allows to disable noise above certain distance from the camera. Use it in case any noise-like artifacts appear in the far terrain (which sometimes may happen).

- COLOR CORRECTION

- Use this feature to adjust final terrain color.

IMPORTANT NOTICE

Caution has to be taken when using UV Mixxer along with any other 3rd party material shaders and tools, as it may cause conflicts and compatibility issues. This may lead to wrong texturing or artifacts.