Version 1.0

Introduction:
Welcome and thank you for your purchase of the Materializer PBR Texturing Engine for Unity. While PBR/PBS is a relatively new concept to may Unity Users, we feel that tools to help game designers in the PBR workflow are necessary to help push the envelope of modern game development. By using Materializer, you are on the path to adding visually stunning and physically accurate texturing to your next project.

Please find the Full Documentation for Materializer in the Documentation folder.