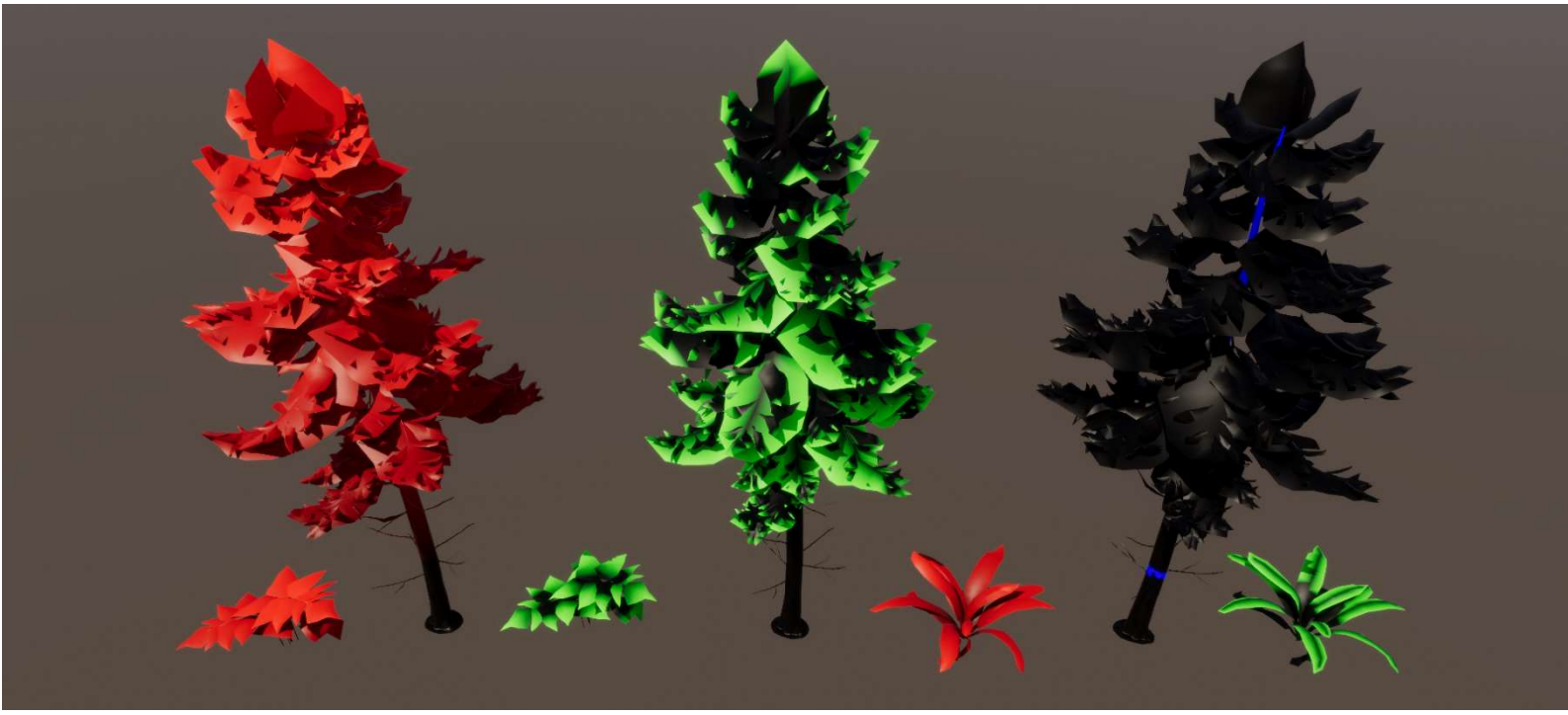
Shaders (Foliage, bark and Bark Layered)

In this topic will be explained the maps needed and some shader features to render the vegetation properly.

Vertex Colours



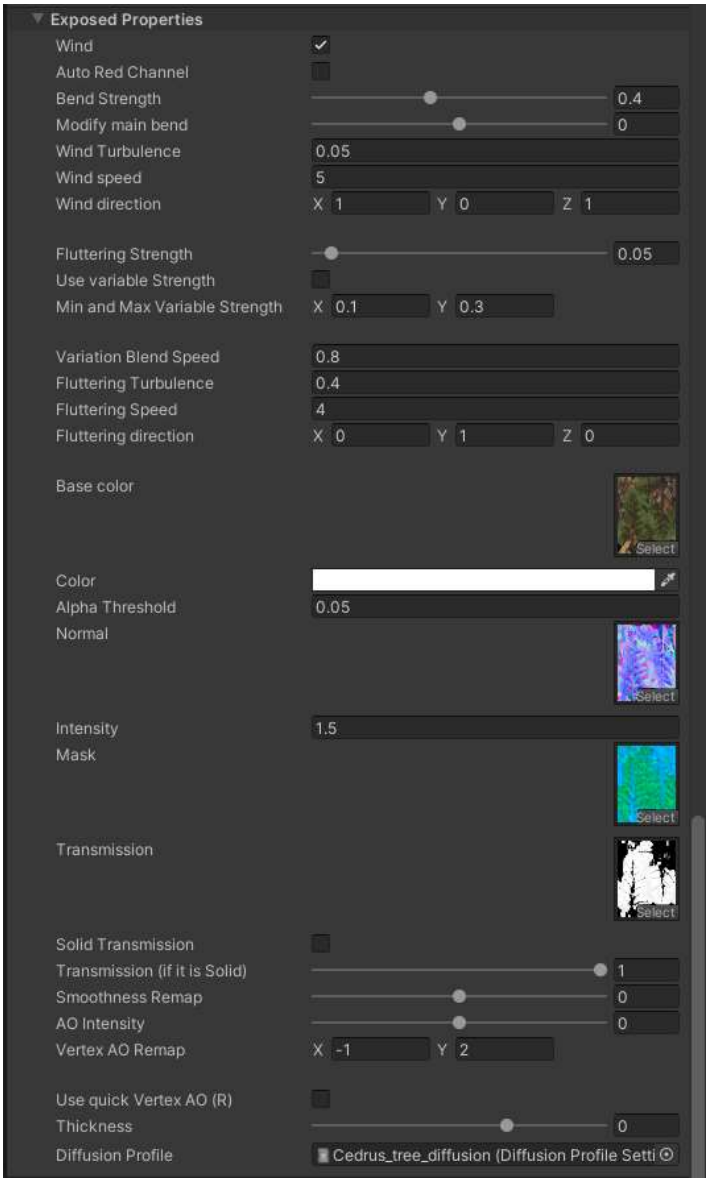
First of all, lets explain how the models need to be imported to achieve the wind animation and other render features. It uses the 4 channels on the vertex colours (RGBA).

Red: This one is for the main bend movement, it is painted on the 3D model as gradient, blending Black and red, imagine a bend strength scale from 0 to 1 where 0 is complete black, and 1 is complete red.

Green: Adds fluttering animation on the leaves, normally painted on the edges.

Blue: It helps to blend 2 different bark textures.

Alpha: The shader uses this channel for Vertex AO, if the 3D model does not contain information on this channel, it can be swapped for red channel as Vertex AO, or simply set the vertex AO intensity on 0, and the alpha channel will be ignored.



Maps

The shader needs up to 4 different maps to work properly:

-Base Color (RGBA)

Opacity map in the alpha channel.

-Normal map (RGB)

-Mask map (RGBA)

**Red channel*

Metallic.

**Green channel*

AO map, it is blended with vertex AO information.

**Blue Channel* (Translucent objects only)

Thickness map.

**Alpha channel*

Smoothness (Glossiness map).

-Transmission map (Translucent objects only)

Grayscale map that modifies translucent effect, black means no translucent pixel, and white means complete translucent pixel. This map can be filled automatically using “Solid Transmission” the shader will add same value for all image pixels.

Note: Be aware of “Alpha Clipping” and “Double-Sided" in “Surface Options”.

Links

Visit the Official Discord server for specific questions: https://discord.gg/8hU5VfzmPf

All available products on Artstation: https://www.artstation.com/a/560139

Unity Asset Store: https://assetstore.unity.com/publishers/49875

YouTube: https://www.youtube.com/@SeedMesh/featured

If you are enjoying the asset, a review will be appreciated!