



Documentation

1.0.0

Thank you for buying

Enviro 3 - UBER Shader

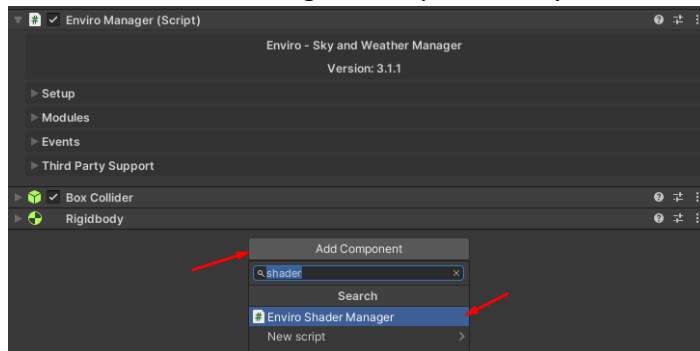


<i>Quick Start.....</i>	<i>3</i>
<i>UBER Shader</i>	<i>4</i>
<i>Base Category</i>	<i>5</i>
<i>Detail Category</i>	<i>6</i>
<i>Global Normal Category</i>	<i>6</i>
<i>Snow Category</i>	<i>7</i>
<i>Rain Category.....</i>	<i>8</i>
<i>Puddles Category</i>	<i>9</i>
<i>Shader Manager</i>	<i>10</i>
<i>Channel Packer.....</i>	<i>10</i>

enviro

Quick Start

1. Add the “Shader Manager” component to your Enviro Manager object.



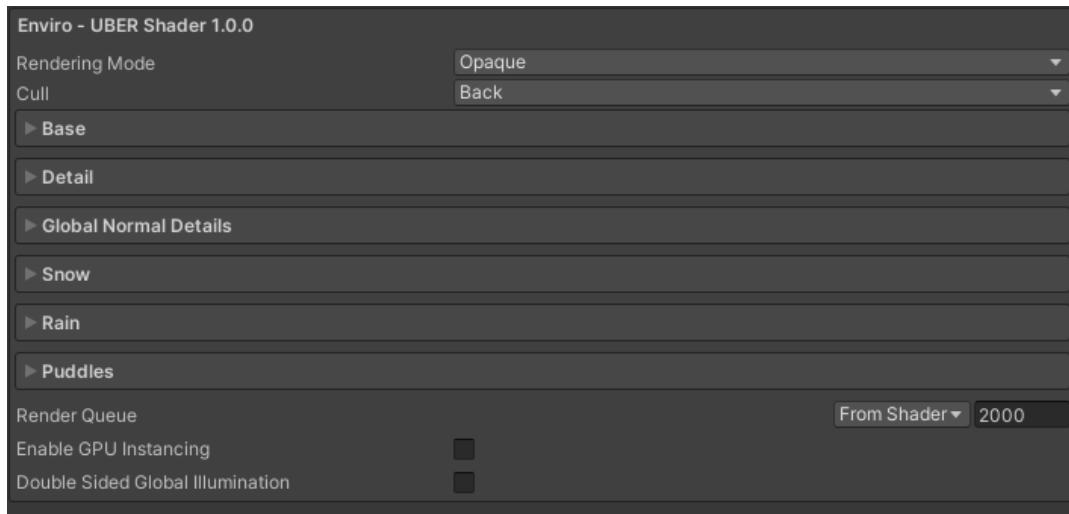
2. For built-in render-pipeline no additional steps are required. You can just use the shader in your materials. (Enviro3 / Built-in / UBER).
3. For URP/HDRP you also need to import the package for the matching URP/HDRP version. You can find these in the URP/HDRP folder in the Enviro – UBER Shader asset folder.

For URP use the (Enviro3 / URP / UBER) shader version.

For HDRP use the (Enviro3 / HDRP / UBER) shader version.



UBER Shader

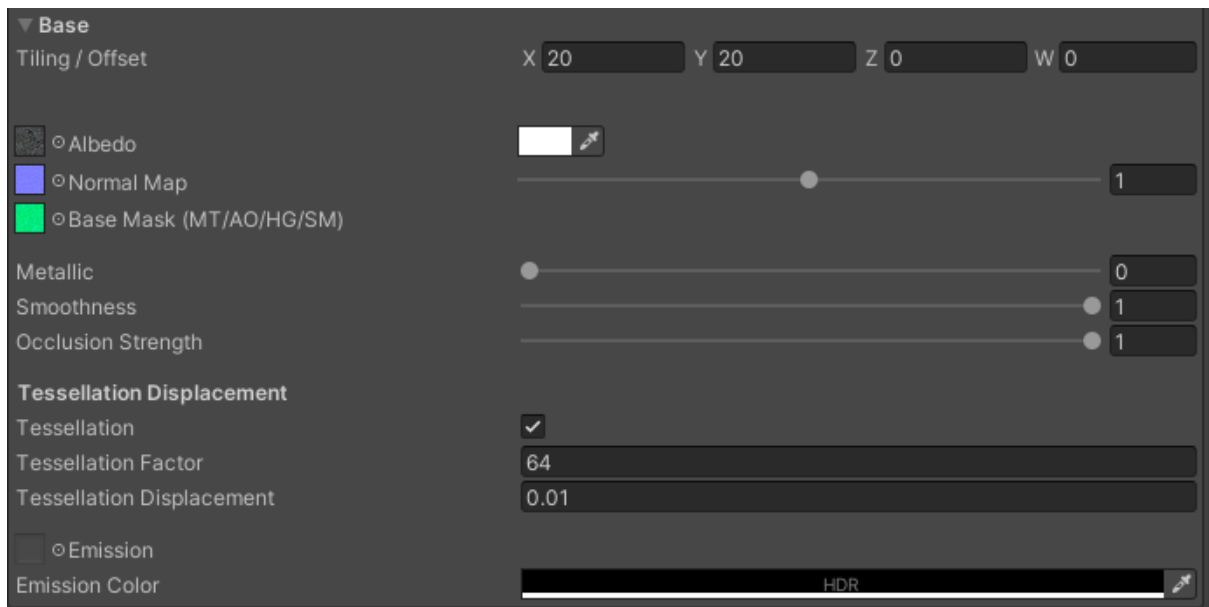


Rendering Mode: You can set the mode here from Opaque, Cut-Out, Fade (Alpha Blended) or Transparent (Pre-multiplied).

Cull Mode: Set if front, back or no faces should be culled.



Base Category

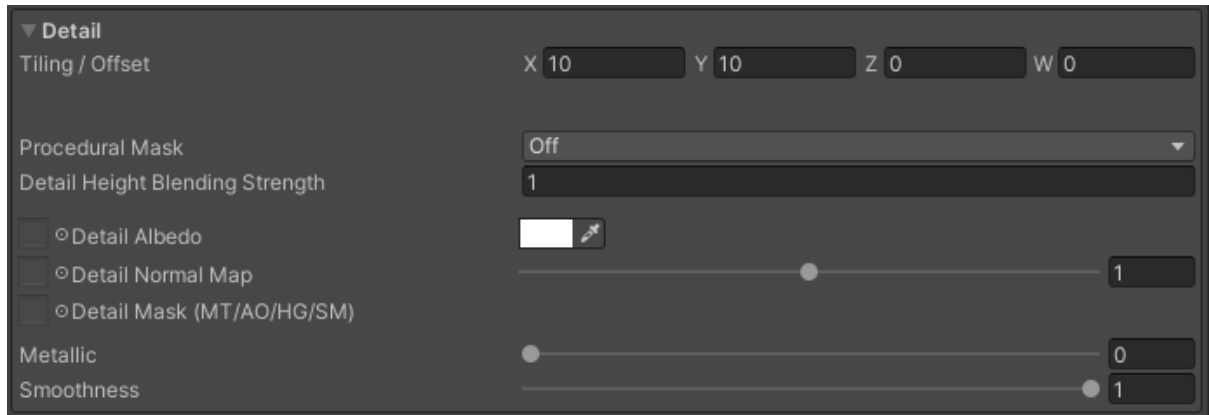


*This is the basic shader setup. You can set the “**tiling/offset**” and assign the textures. The “**Base Mask**” texture is a packed texture that includes metallic, occlusion, height and smoothness.*

*You also can activate “**Tessellation**” here to dynamically increase verticles around the camera and displace your mesh based on the supplied height texture in the base mask. Please note that tessellation displacement only works with smooth vertex normals! Otherwise it might rip your mesh.*

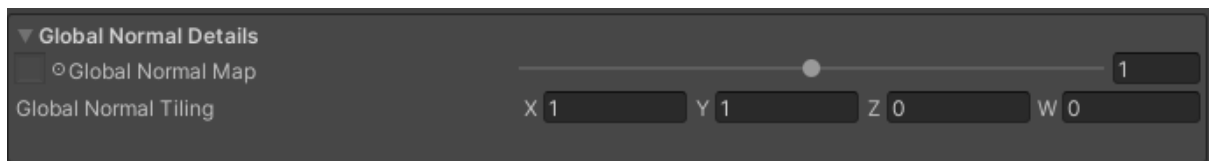


Detail Category



*This is a full second layer you can add to your materials. Set the “tiling/offset” and textures. You three different options in how to blend this layer with your base layer. Either use “Mask” and provide a texture, set to “**Procedural Noise**” to generate a simple noise mask or set to “Height” to blend you layer on top. For example for moss or sand on rocks.*

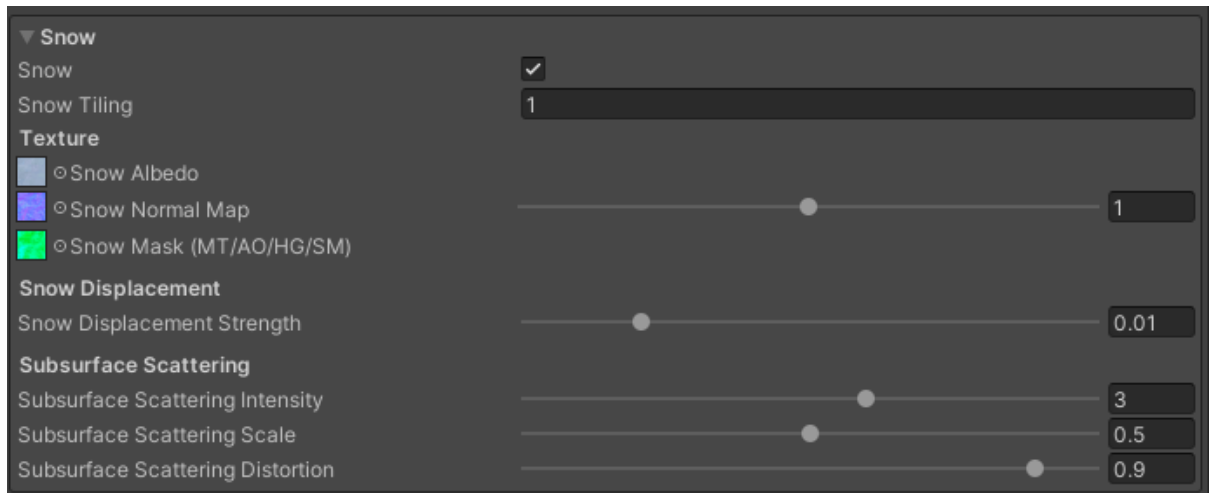
Global Normal Category



*The “**Global Normal**” is a **triplanar** sampled normal texture to add some more fine details to your materials.*



Snow Category



Activate “Snow” to enable dynamic snow on top of your meshes. You can set the “Tiling” and assign your snow textures.

If you activated “Tessellation” in your “Base” settings you also can set the displacement strength of added snow.

Enviro UBER shader also adds some subsurface scattering like light to the snow for more realism.

A screenshot of a game engine's settings menu for the 'Rain' category. The menu is dark grey with white text. It is organized into sections: 'Rain' (with a dropdown arrow), 'Wetness', 'Rain Effects', 'Rain Drops', and 'Rain Flow'. Each section contains several settings with sliders or input fields and numerical values.

Setting	Value
Smoothness Boost	0.5
Rain Effects	<input checked="" type="checkbox"/>
Rain Distance Fade	1.74
Rain Drop Tiling	48.4
Rain Drop Speed	1
Rain Drop Intensity	28.4
Rain Flow Tiling	1
Rain Flow Strength	0
Rain Flow Intensity	1
Rain Flow Smoothness	1
Rain Flow Distortion Scale	4
Rain Flow Distortion Strength	0.0439

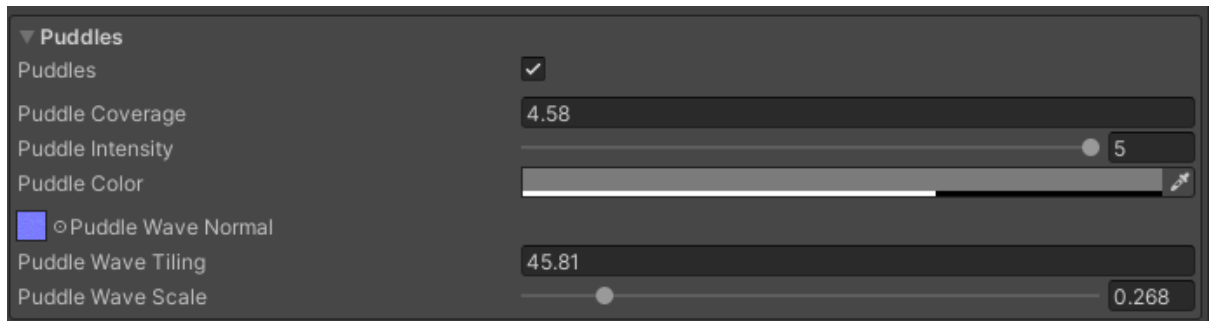
You can set a “**Smoothness Boost**” here to increase your material smoothness when it gets wet.

Activate “**Rain Effects**” for further rain base effects like Rain Drops on the ground and Ripples on the puddles. It also can add some flowing water on your materials.

The “**Rain Flow Strength**” might be interesting to control the flow from a few tiny streaks to a full water flow. Set the “**Distortion Scale**” and “**Distortion Strength**” to distort the flow direction a bit for more realism.



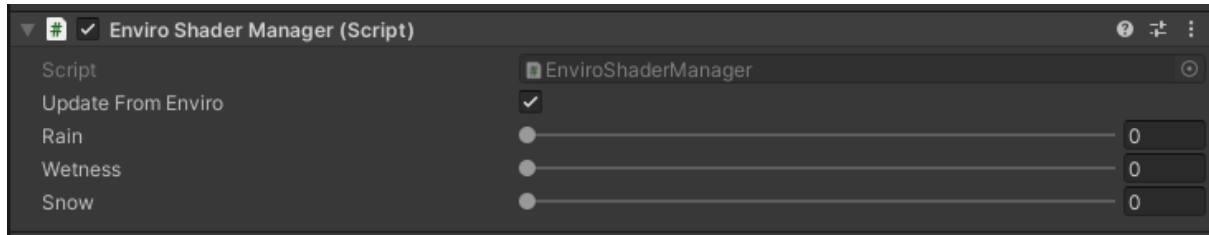
Puddles Category



Activate **"Puddles"** to let Enviro – UBER shader create some puddles on your surfaces. You can change the distribution with the **"Puddle Coverage"** setting. The noise generated for the puddle coverage is in world space so it always matches up with neighbor meshes. You also can set a **"Puddle Color"** to make tweak the visuals of your puddles. Puddles also have some small waves you can control with the **Puddle Wave Tiling** and **Scale**.



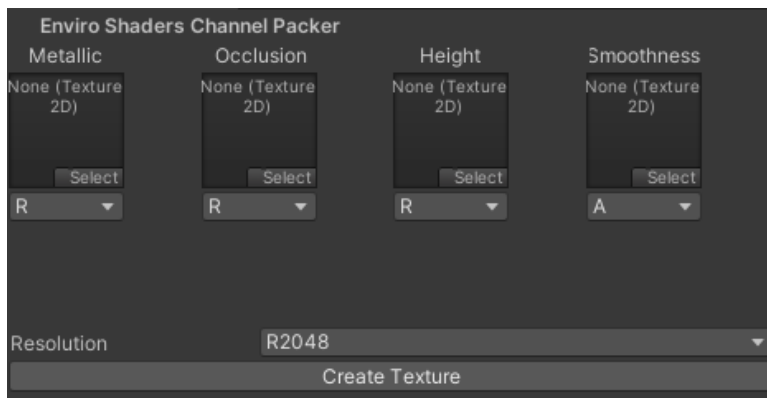
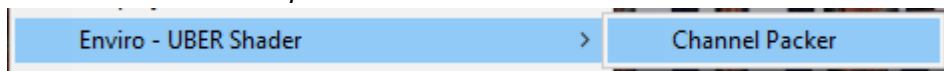
Shader Manager



The Shader Manager is needed to control the Rain, Wetness and Snow intensity of your materials. To sync with Enviro you just need to activate the “Update From Enviro” option.

Channel Packer

You can open the “Enviro Channel Packer” through the “Window” > Enviro – “UBER Shader” -> “Channel Packer” option.



The “**Channel Packer**” is straight forward. Assign your individual textures in each field and select which channel the information should be pulled from. (For example you might have your smoothness included in you metallic or albedo alpha channel.

Select the “**Resolution**” and click on “**Create Texture**”.

The Mask texture for Enviro – UBER Shader has following setup:

Red -> Metallic

Green -> Occlusion

Blue -> Height

Alpha -> Smoothness