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Introduction

Thank you for downloading our product! – If you like it, please rate it.

The contents of this package are located in *Assets/BrokenVector/* .

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If you have any issues, do not hesitate to contact us: support@brokenvector.com

Low Poly Shaders

Those shaders perform the shading calculations just once for every vertex instead of for every pixel. This makes them faster than the default shaders. There is one shader which replaces the default shader (PBR) and one without lighting (Unlit) which is used to create a special Low Poly look.

These shaders can be used with every other Low Poly asset that uses Palette-Textures.

Folder Overview

FOLDER	CONTENT
Shaders	The shader files.
Example	Contains a example scene, materials and models.

How do they work?

Instead of doing the texture lookup's in the fragment/pixel stage they are doing it in the vertex stage. So the texture lookup is only made once for every vertex instead of once for every pixel on that object (per vertex texture lookup's).

GitHub

The shaders can be found on GitHub. Feel free to contribute with more shaders or improvements.

Broken Vector