Texture Ramp Tool

Introduction

Thank you for using [] ! I hope it will or have been useful in your projects.

If you have questions or feedback, please do not hesitate to contact me at *arthurdeleye@gmail.com*. I will be glad to help you out.

Overview

This tool was developed to convert **Unity Gradient** into **Texture Ramp**.
It's a solution developed to overcome the fact that you can't expose gradient as parameter in your shader.

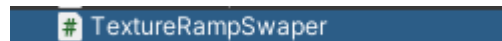*This tool current feature :*

- Setting the texture size
- Setting the texture name
- Convert a gradient into a PNG (with the alpha channel)
- Convert a gradient into a JPG (without the alpha channel)
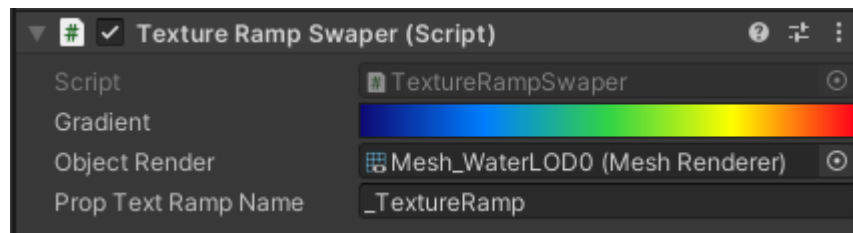
Coming with the package :

- A Shader Graph subgraph to easily use the created Texture Ramp
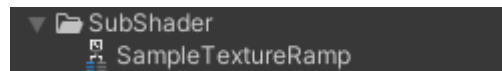
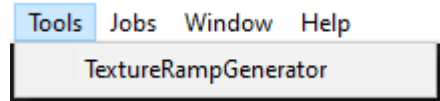- A script to generate Texture Ramp in runtime

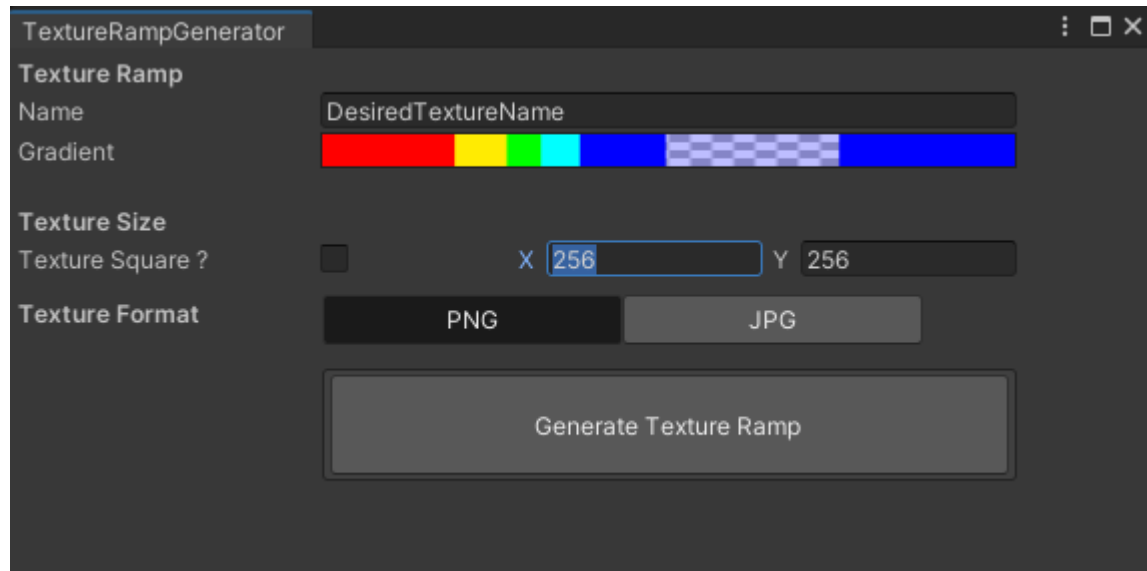- A script to edit a Texture Ramp parameter of a material in runtime

How to use

Go to Tool/TextureRampGenerator

In the opened window configure the name, gradient and texture size.
Then choose PNG or JPG depending on if you will use or not the alpha channel

Press the Generate button (It will ask you where you want to save the texture)

The texture is now created, you can use it for example with the Unity shader graph