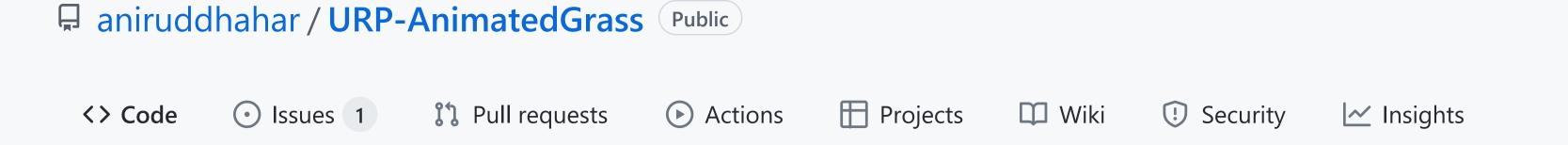
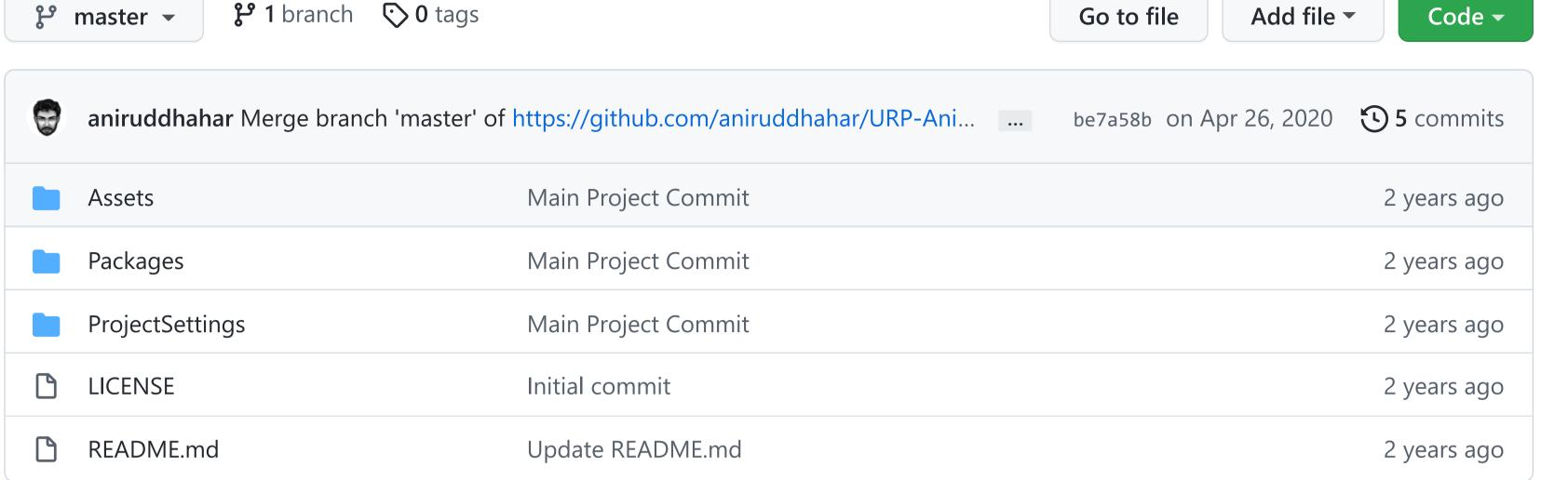




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# **URP-AnimatedGrass**

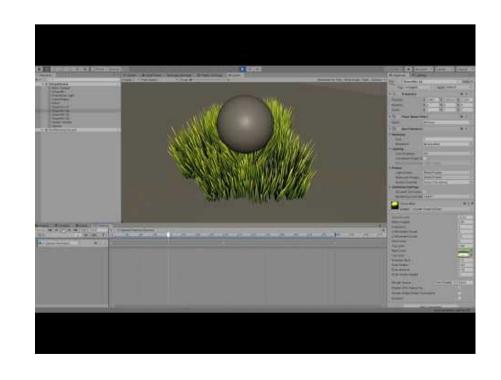
## An Animated Grass Shader for Blade-like Geometry [Unity URP]

A fully procedural animated shadergraph for making wavy grass that responds to one object 'wading' through it. Designed with unity 2019.3.10f1 and URP 7.3.1.

### Instructions

- 1. Clone the project and open the sample scene in Unity 2019.3.10f1 (or recent), with URP 7.3.1 (or recent)
- 2. The grass push while wading is made possible by the Playerpos script on the sphere. Make sure you're player has that script
- 3. Multiple Characters wading through grass can be achieved by duplicating the Grass push group in the graph and adding them to final comp
- 4. The shader is designed with URP but should be easy to port to HDRP by changing the master node (Untested for now)

### **Demo Video**



#### **About**

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An Animated Grass Shader for Blade-like Geometry [Unity URP]

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#### Releases

No releases published

#### **Packages**

No packages published

#### Languages

• **C#** 100.0%

Training