



Search or jump to...



Pull requests

Issues

Marketplace

Explore



Cyanilux / URP\_GrassGeometryShader Public

Watch

3



Fork

7



Star

36



<> Code



Issues

2



Pull requests



Actions



Projects



Wiki



Security



Insights



main



2 branches



0 tags

Go to file

Add file



Code



## About

Example of a Grass Geometry Shader for Unity, Universal Render Pipeline. Based on <https://github.com/IronWarrior/UnityGrassGeometryShader>

unity

geometry

shader

grass

urp



Readme



MIT License



36 stars



3 watching



7 forks

## Languages



HLSL 65.0%

ShaderLab 35.0%



Cyanilux Merge pull request #2 from Cyanilux/normals-fix ...

51364f6 on Jan 22, 2021 9 commits



GrassGeometry

Grass blades will now always align to normals

13 months ago



.gitignore

Initial commit

16 months ago



LICENSE

Update LICENSE

16 months ago



README.md

Update README.md

16 months ago

README.md

# URP\_GrassGeometryShader

Example of a Grass Geometry Shader for Unity, Universal Render Pipeline.  
Based on <https://github.com/IronWarrior/UnityGrassGeometryShader>

- For URP only
- Supports Main Light Lighting & Shadows (both receiving and casting)
- Grass blades sway slightly. WindStrength to adjust speed (but doesn't really look great at higher values)
- Some optional grass blade detail based on camera distance
- Includes tessellation (Uniform only)



© 2022 GitHub, Inc.

Terms

Privacy

Security

Status

Docs

Contact GitHub

Pricing

API

Training

Blog

About