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CJT-Jackton Merge pull request #2 from evanvlane/iss1

Assets	Updated KnitwearLitInput.hlsl to z
Images	Add sample scene
Packages	Initial commit
ProjectSettings	Initial commit
.gitattributes	Add gitignore
.gitignore	Add gitignore
LICENSE	Initial commit2 years ago
README.md	Update README.md2 years ago

Clone

HTTPSSSHGitHub CLI

https://github.com/CJT-Jackton/URP-Knitwe

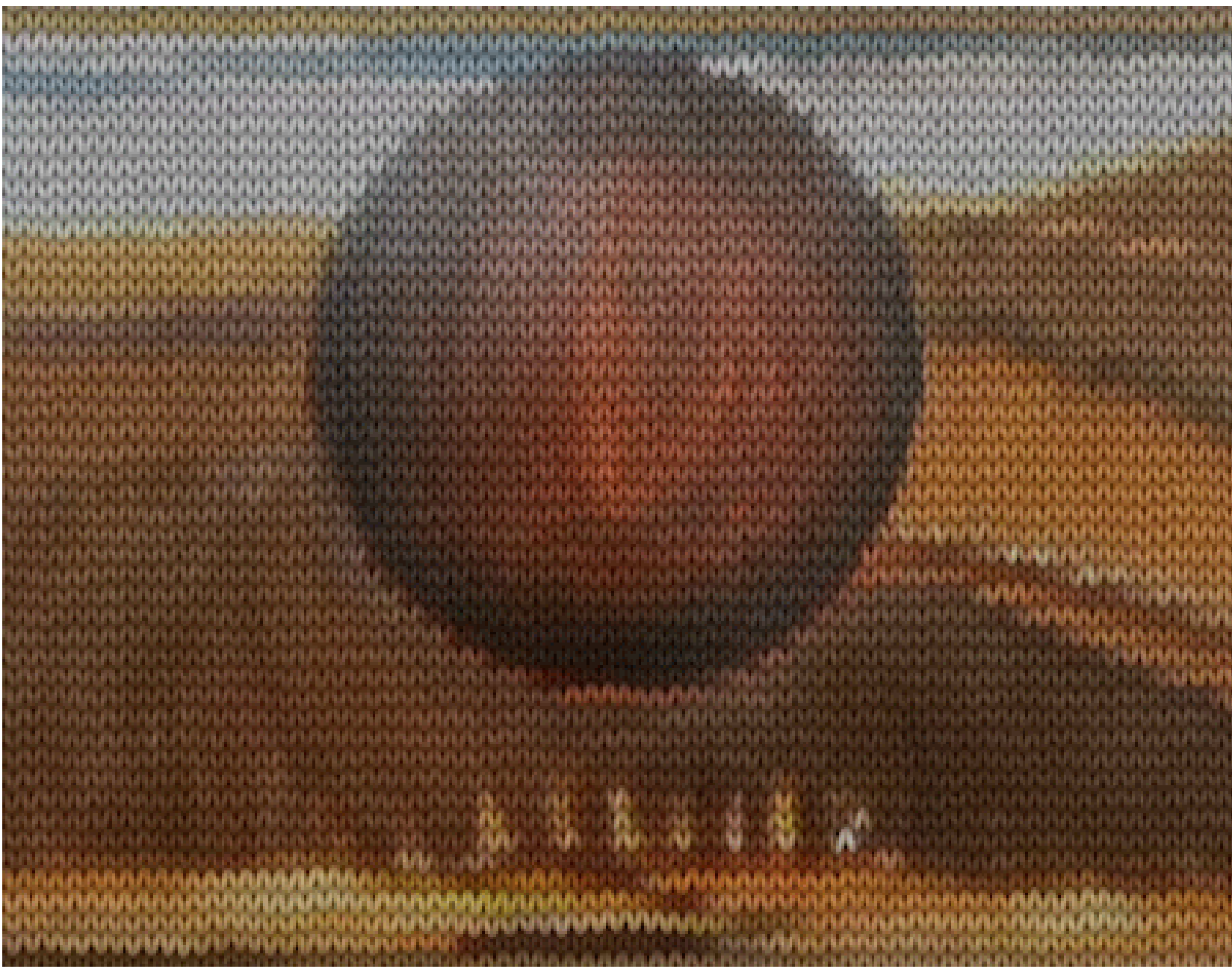
Use Git or checkout with SVN using the web URL.

Open with GitHub Desktop

Download ZIP

README.md

URP Knitwear Shader Example



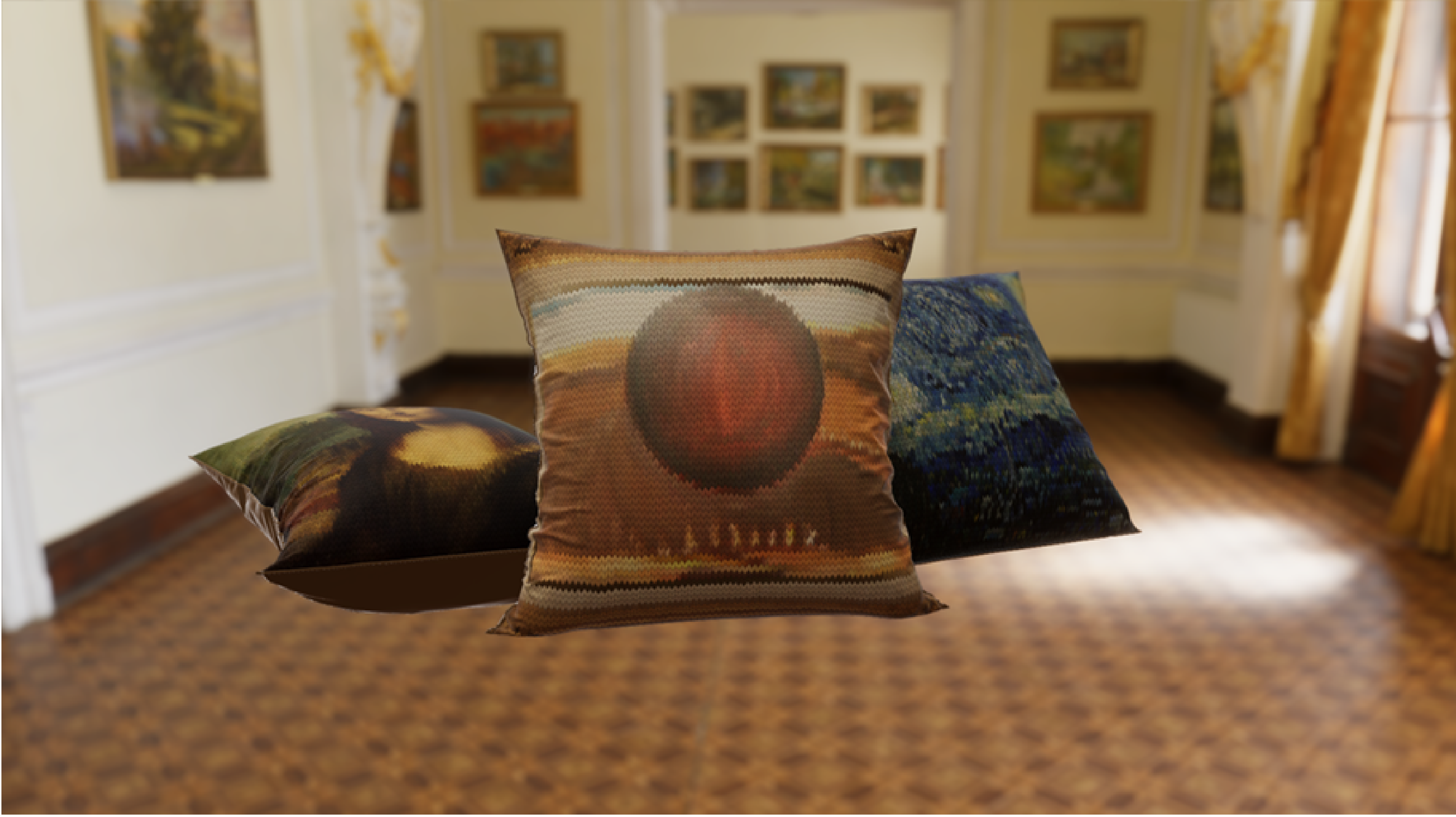

An example of knitwear shader extending the Lit shader in Unity URP.

This shader is heavily inspired by [Simon Thommes's work](#). The knitwear textures in this project are generated from the original fully procedural material provided by Simon.

Requirement

- Unity 2019.3.2f1 or higher
- Universal Rendering Pipeline 7.4.1

Screenshots



Resources

- Texture - [The Starry Night](#) by Vincent van Gogh
- Texture - [Girl with a Pearl Earring](#) by Johannes Vermeer
- Texture - [Mona Lisa](#) by Leonardo da Vinci
- Texture - [Sunflowers](#) by Vincent van Gogh
- Texture - [美大ボール](#) by 宇月幸成
- Model - [Test Pillow](#) by sedar
- Skybox - [Ballroom](#) by Sergej Majboroda

License

Code

CC0-1.0

Texture by me

CC0-1.0

Model by sedar

CC-BY

All HDRIs from HDRIhaven.com

CC0

About

An example of knitwear shader in URP.

unityshaderurp

Readme

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Releases

No releases published

Packages

No packages published

Contributors2

CJT-Jackton CJT

evanvlane

Languages

ShaderLab39.9%

C#30.5%

HLSL29.6%

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