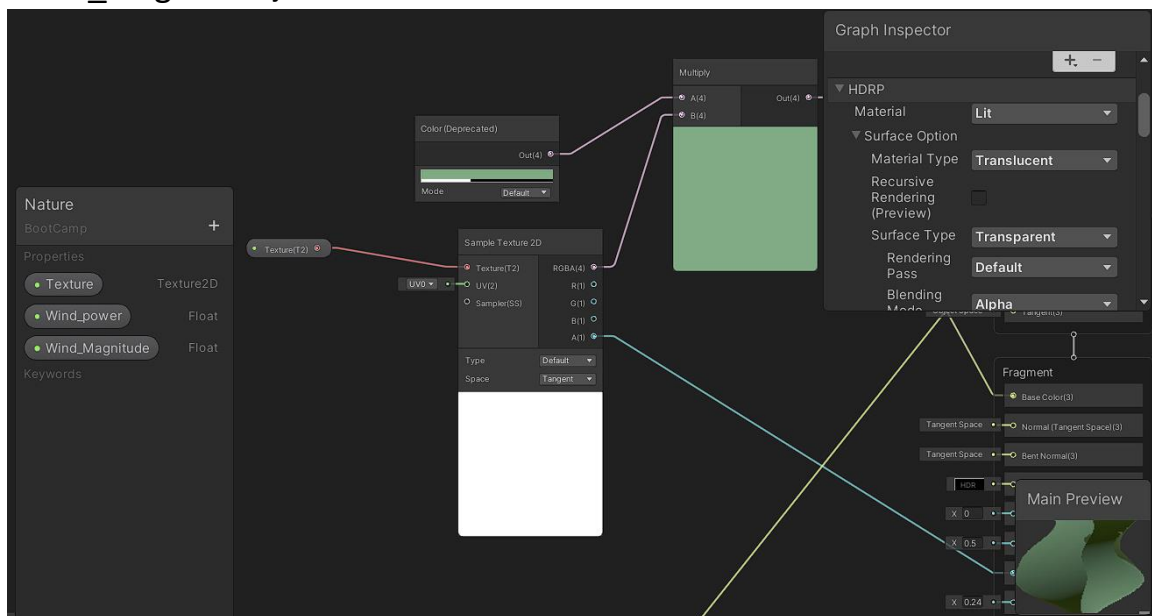


BOOTCAMP HDRP – Nature Shader Graph

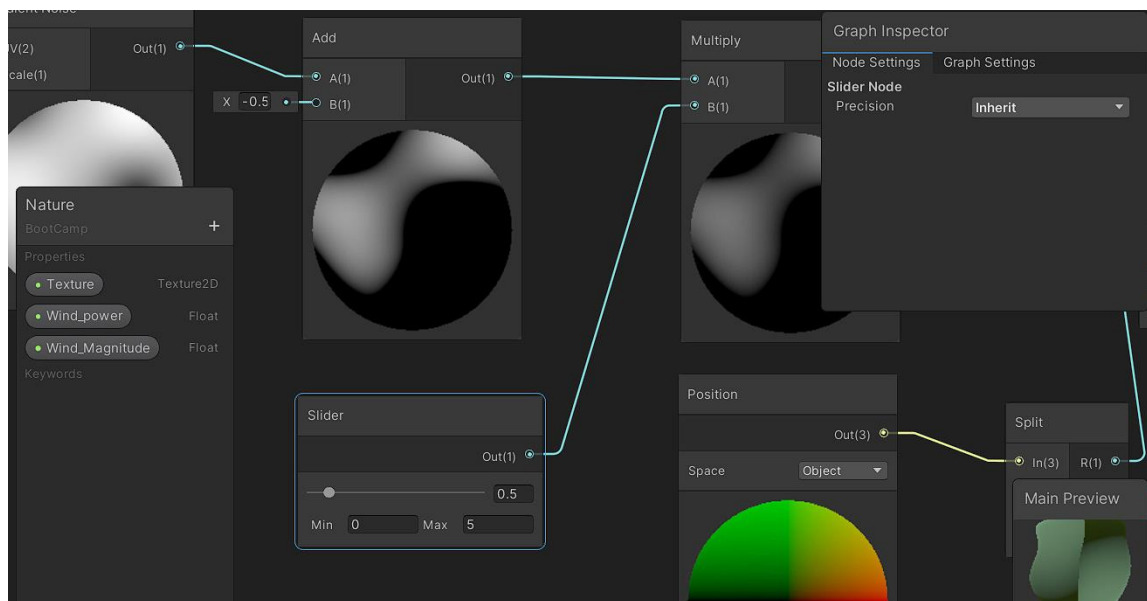
- Tree shader graph

A simple Waving texture shader. You can find the graphs in Bootcamp/Graphs folder.

Nature shader has 3 components. {Texture, Wind_power, Wind_magnitude}



To change the magnitude (wind shaking) value. Change the B1 Multiply slider to control the magnitude of the waving.



And you can also add your own Elements or play with nodes and stuff.

To add the shader, click on the shader tab and look for bootcamp/Nature and set your wind and magnitude values.