Shaders Human 3D

Version 1.0 - 20/02/2024

Thank you for purchasing the 'Shaders Human 3D' package. Asset compatible with Unity 2021.3, 2022.3 and 2023.1. This package has different shaders for each rendering pipeline, Built-In RP, URP and HDRP.

ARTS

BIRP SHADERS:

AlphaBlend DblSided

EyesParallax 3D

Hair_1st_Pass

Hair 2nd Pass

Skin3D

Skin3D_Hidden

Teeth3D

Tongue

TwoSided

TwoSided Hidden

To update Shaders and materials in different pipelines, find the compatible package at: PyramisArts > Shaders_Human_3D > Resources Import all files to update.

URP SHADERS:

Eyes URP (Shader Graph)

Hair 1st Pass URP

Hair 2st Pass URP

Skin3D_Hidden

Skin3D URP (Shader Graph)

Teeth3D URP (Shader Graph)

Tongue_URP (Shader Graph)

TwoSided Hidden

HDRP SHADERS:

Eyes URP (Shader Graph)

Hair_MultiPass_Variants_HDRP (Shader Graph)

Skin3D Hidden

Skin3D HDRP (Shader Graph)

Teeth3D_HDRP (Shader Graph)

Tongue HDRP (Shader Graph)

TwoSided Hidden

COMPATIBILITY:

Built-In RP, URP, HDRP

Unity 2021.2

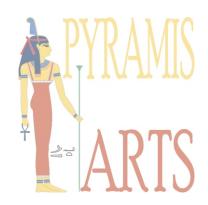
Unity 2021.3

Unity 2022.1

Unity 2022.2

Unity 2022.3

Unity 2023.1



How Skin3D_Hidden and TwoSided_Hidden Shaders work:

Use RGBA textures to hide parts of the body or clothing.

FFFFFF = reveals 000000 = hide

This texture is on the material in "Opacity Mask".

Adjust the degree of opacity in "Mask Clip Value" from 0 to 1.

Where 0 is not transparent and 1 is completely transparent.

Updates:

We are developing with other partnerships and continuously improving our "Shaders Human 3D / Skin, Hair, Eyes, Details".

Find updates for Shader at: http://u3d.as/3ejo

ABOUT US:

Development of 3D graphic art, Textures and C # scripts for Games and Cinema.

The developer has several tools for creating 3D projects and rendering. Motion capture by MoCap, in its own studio.

Bringing a virtual world closer to reality is our mission.

Toronto, ONTARIO - Canada

Visit our website and stay on top of our updates and releases: https://www.pyramisarts.com



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