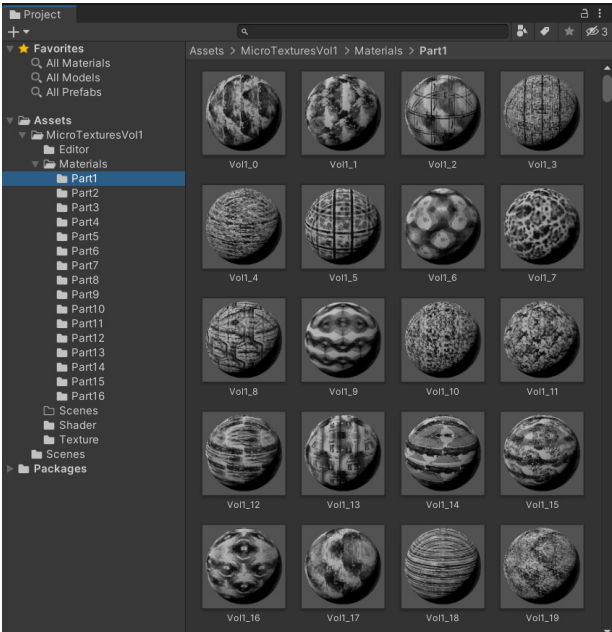


Polysquat MicroTextures Vol. 1

Unity Edition

Polysquat MicroTextures Vol. 1 is a collection of 16,384 unique seamless patterns all contained within one 2K texture and a single material. Features Color Swap, Color Blend, and PBR Support. Add a unique spin to any model. Perfect for that retro look and fits into a small amount of memory.

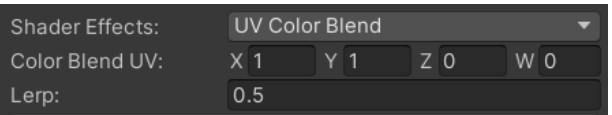


In the Materials folder you can find all 16,384 patterns



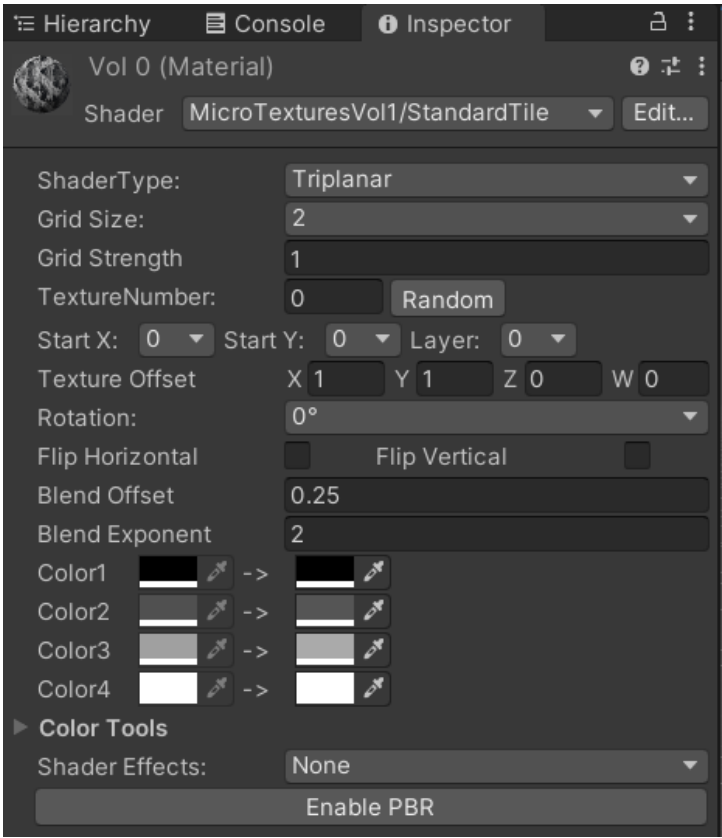
Color Tools

Hit Apply to Lerp the Two colors across Color1 to Color4. () swaps the Lerp colors. Move Up moves colors up by one. Move Down moves colors down by one. Random randomizes the order of Color1 to Color4. Default returns all colors to default black to white.



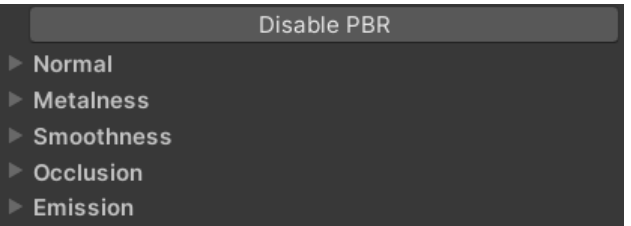
UV Color Blend Shader Effect

ZW are most important for shifting the tile pattern. XY control scale, can create banding effects if changed. Lerp Controls Blend between the two UVs

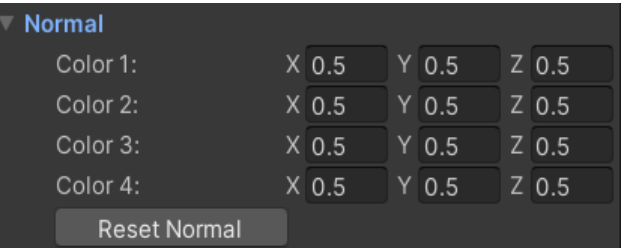


Material Inspector

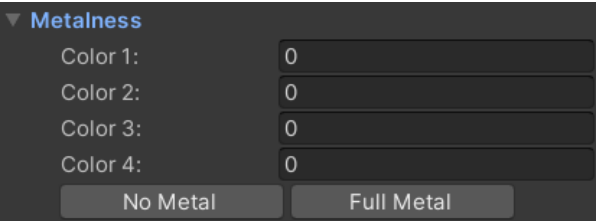
- Shader
 - Standard or Triplanar
 - Controls Grid to UV Ratio
 - Finer Grid Control
 - TextureNumber and Randomizer
 - Pattern Tile Position
 - Pattern Tile Offset
 - Rotation of Pattern
 - Flip Orientation Toggles
- Triplanar Blending Options
 - Color Swap Options. Change the color of each color in the pattern with color selectors on the right.
 - Lerp and Move Tools
 - None or Color Blend
 - Enable or disable PBR



Clicking Enable PBR brings down the options for each PBR Value. Values are set for each color in the material.



Normal Values for each color. Reset Normal sets all values back to 0.5.



Metal Values for each color. No Metal sets all values to 0. Full Metal sets all values to 1.

▼ Smoothness

Color 1:	0.5
Color 2:	0.5
Color 3:	0.5
Color 4:	0.5

Smoothness is the inverse of roughness. No Smooth 0, Default 0.5, Full Smooth 1 for all values.

▼ Occlusion

Color 1:	1
Color 2:	1
Color 3:	1
Color 4:	1
Occlusion Strength:	1

Occlusion values. Occlusion Strength gives finer detail for overall values. No Occlude 0, Full Occlude 1 for all values.

▼ Emission

Color 1:	<input type="color"/>
Intensity:	0
Color 2:	<input type="color"/>
Intensity:	0
Color 3:	<input type="color"/>
Intensity:	0
Color 4:	<input type="color"/>
Intensity:	0

<input type="button" value="Black"/>	<input type="button" value="Blue"/>	<input type="button" value="Cyan"/>
<input type="button" value="Gray"/>	<input type="button" value="Green"/>	<input type="button" value="Magenta"/>
<input type="button" value="Red"/>	<input type="button" value="White"/>	<input type="button" value="Yellow"/>

Controls light given from each color. Intensity scales with each color. No Emission 0, Half 0.5, Full Emission 1 for all values. Color buttons set Unity default color for all Emission color values.