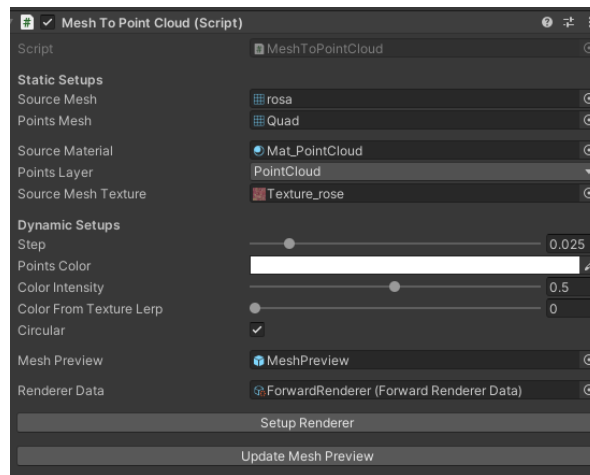


Easy Point Cloud

Open and play the Demo scene to observe the point cloud effect.

How to use it in your own project:

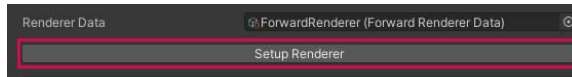
- 1- Drop 'Main Camera' and 'Point Generator' prefabs in your scene.
- 2- Now you can play and see the result(point cloud only works in run time)
- 3- Adjustments:



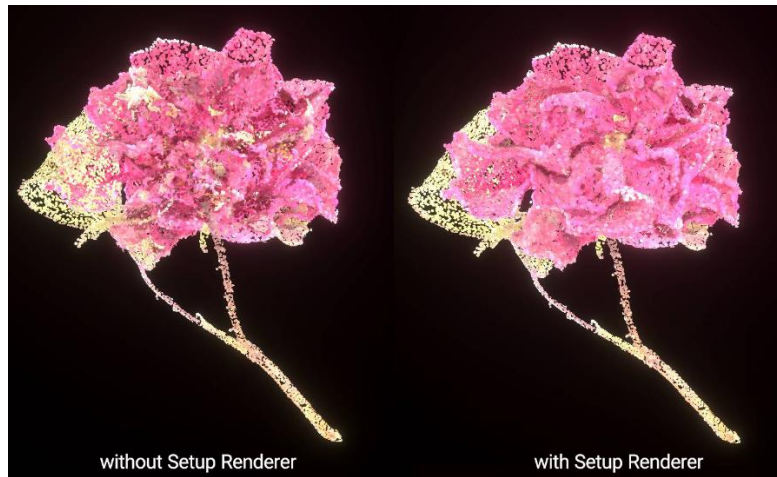
- 3.1- Source Mesh: Set your high-poly mesh here, which you want to convert to point clouds.
- 3.2- Points Mesh: Mesh of each point (it is better to use default Quad for best performance, but you can use any mesh).
- 3.3- Source Material: Material of this point cloud, each 'Point Generator' needs separate material.
- 3.4- Points Layer: It is preferred to add and select a separate layer for your point clouds.
- 3.5- Source Mesh Texture: Texture of source mesh.

Dynamic adjustment(modifiable on the run time)

- 3.6- Step: The size of each point.
- 3.7- Points Color: The color of each point.
- 3.8- Color Intensity: Intensity of each point, needs Bloom effect(its available in Main Camera prefab).
- 3.9- Color From Texture Lerp: Linear interpolation between points Color and the color from texture.
- 3.10- Circular: if it's true, points are set to be circular.
- 3.11- Mesh Preview: This object is used to preview the mesh(makes it easier to adjust the object in the scene at edit mode)(no need to change)
 - 3.11.1- Update Mesh Preview: Use this button to update the meshPreview object in the scene based on source mesh and texture.
- 3.12- Setup Renderer: In order to visualize the point cloud in the best way and avoid rendering order issue, it is needed to press this button for each of Point Generator once in edit mode.



Also, It is needed to reference a Renderer Data; by default, a 'ForwardRenderer' is available at Assets->Settings in URP projects, yet you can create a specific renderer data with right-click->Create->Rendering->Universal Render Pipeline->Forward Renderer, in this case, you must add the new forward renderer to 'Universal Render Pipeline Asset' as default.



Any questions or suggestions:
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