6 Test the Digital Asset

Target:

1. Add Squab Test Geometry. Go into new object node. Select the node and set Scale to 3 and Translate Y to 1.5；
2. Add brickify node；
3. Set brickify asset node, Shape parameter = Custom Shape；
4. Select testgeometry\_squab node. Asset menu > Edit Asset Properties > Squab. Click Extra Files tab and select squab\_diffuse.jpg. Save as File and save it into the tex folder. Use this texture to set brickify node’s Texture Map.Go object level and name to squab, Save your work.

UI:

Node: