

MicroSplat

Object Shader, Documentation

Overview

The Object Shader module allows you to generate an additional shader that is setup like your terrain shader. This shader can be used by multiple materials as a replacement for the standard/lit shaders, allowing them to be textured as normal but have effects like Snow and Wetness applied to them. When you adjust the features of your terrain shader, these will be changed on this shader as well. This module is included for free as part of the Mesh Workflow module.

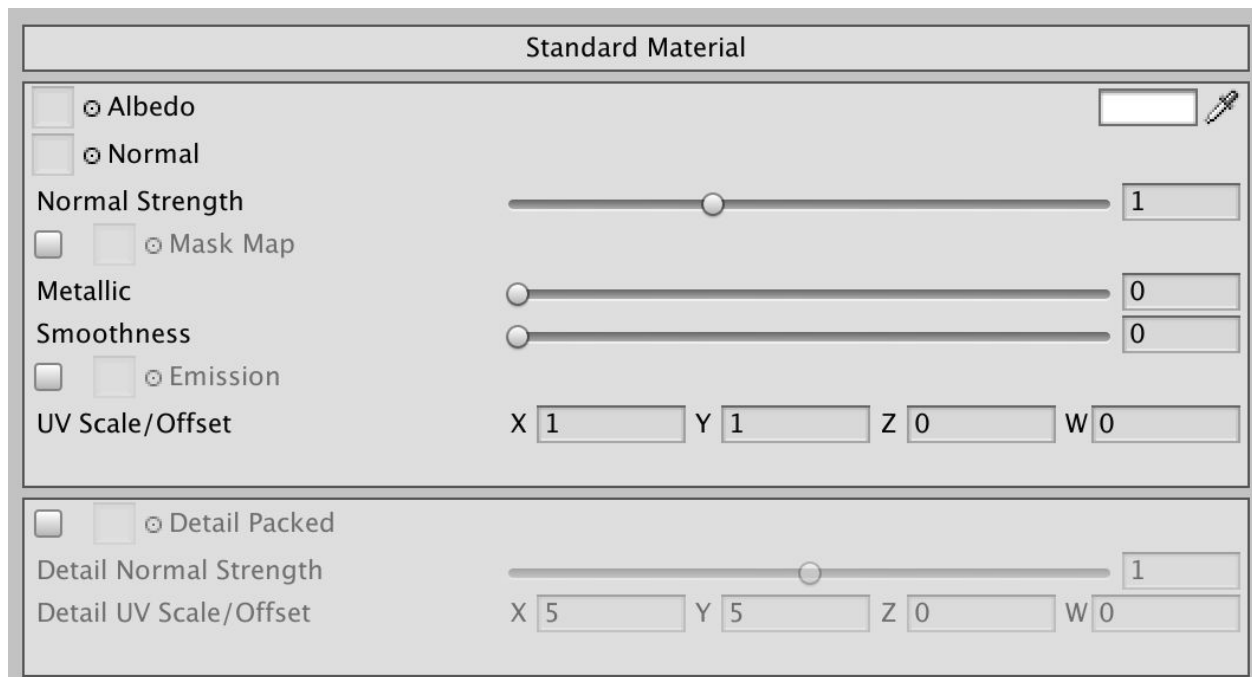
Features



Once enabled, an extra shader will be generated in the MicroSplatData directory with the _objects postfix. Please do not rename this shader or your material, otherwise the link will be lost.

Using the shader

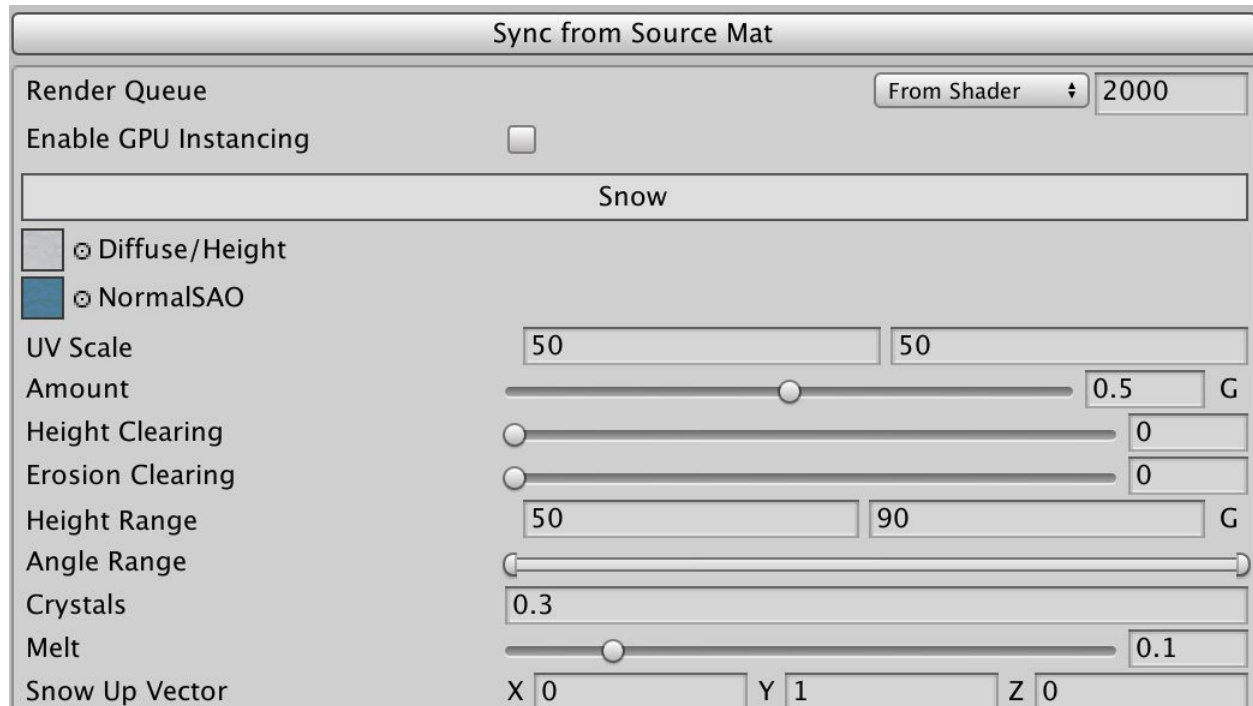
To use the shader, select the shader and create a material, or drag the shader onto a new material.



Under the Standard Material Rollout, you will find the components you would expect from a shader like the Standard shader in Unity. You can supply albedo and normal maps, and set a tint color for the albedo. You can enable the mask map, which is the unity HDRP mask map format of Metallic (in R), Occlusion (in G), Detail Mask (in B), and Smoothness (in A). A UV scale and offset is also presented, along with an optional emission map. If specular workflow is enabled on your main shader, then a specular texture is available as well.

Then you will find a texture for a detail texture. The detail texture is packed in the same format unity uses in HDRP, which is the normal map in the G/A channels (copy the R channel to the alpha), a desaturated albedo texture in the R channel, and a smoothness texture in the B channel. Consult the Unity documentation for more information on packing textures in either of these formats.

MicroSplat Features



The next section will contain any properties you might want to customize from the MicroSplat shader, based on what features are enabled. For instance, in this image I have snow enabled on my object. Note the “Sync from Source Mat” button at the top? Pressing this will copy all the properties in this section from the MicroSplat shader, allowing you to quickly sync property changes from the main material. Note however, any customizations to those properties will be overwritten.