

**Easy  
Triplanar  
Pro**

1, 2 or 3 textures  
Planar in 6 directions  
Mobile friendly  
Wide range of shaders  
and more...

## **Easy Triplanar Pro**

*UV-Free Multi-Texture Shader*

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Document version 1.0

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# Introduction

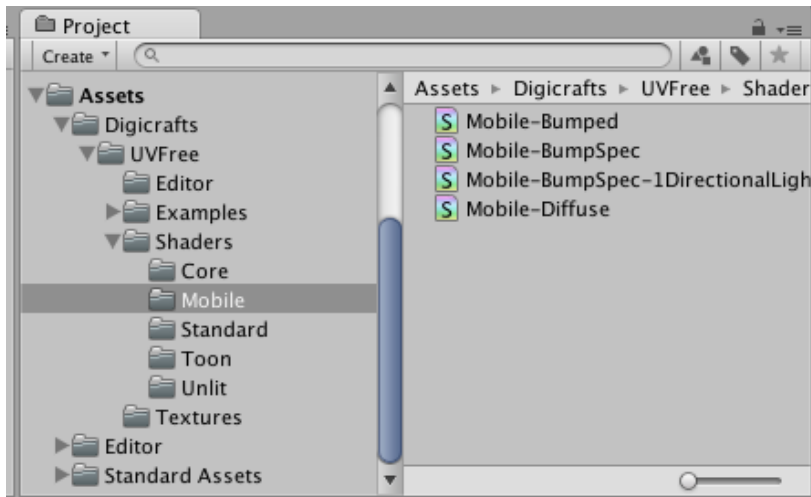
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**Easy Triplanar Pro** is a shader package that project texture on object without UV map. Use these triplanar surface shaders in Unity to easily texture objects beautifully without the need for skinning/UV-maps.

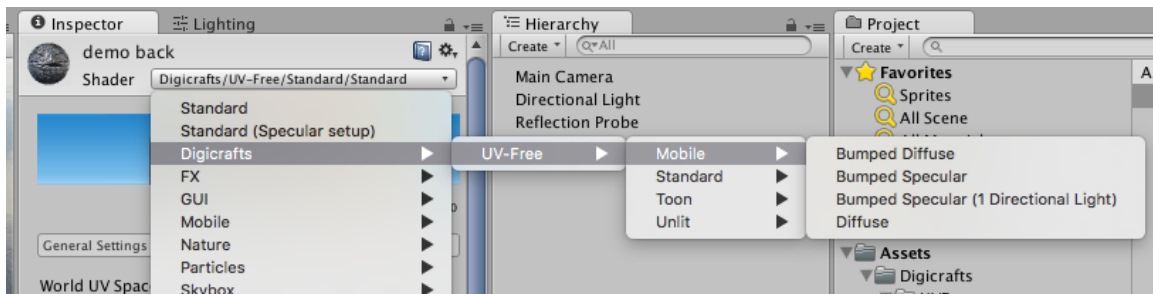
## Install the package

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1. Download and import the **Easy Triplanar Pro** Shader package from Asset Store.  
*NOTE: The import may take a few minutes, please wait until finish.*
2. Shaders are located within the folder Digicrafts/UVFree/Shaders.



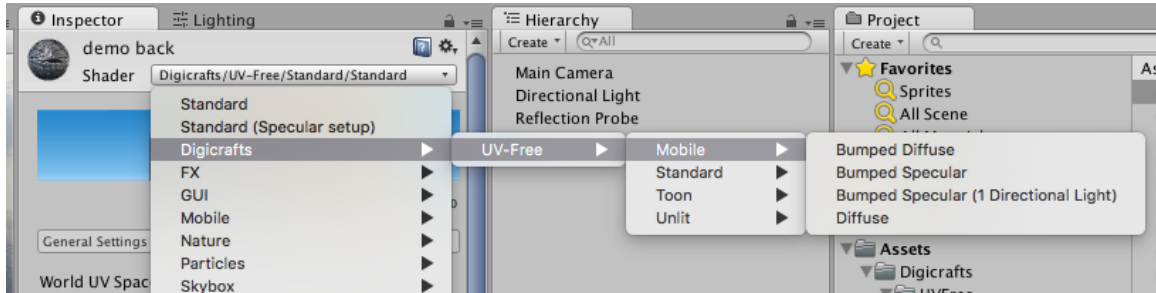
3. Now, you can select wireframe shader from the shader section in your material inspector. The shader is inside “Digicrafts/UVFree” section.



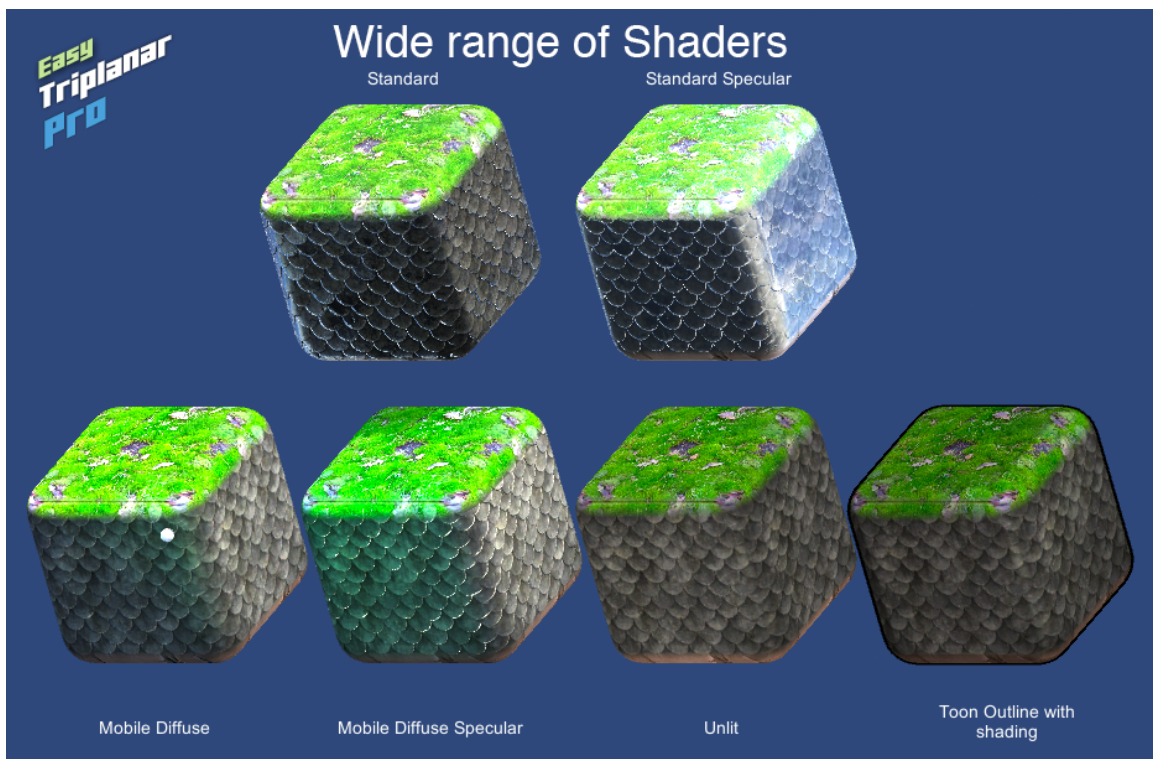
4. Examples are located in the “Digicrafts/UVFree/Examples”.  
*NOTE: To avoid adding extra files when building, please delete the examples folder for production build.*

# Types of Shader

**Easy UVFree Pro** contains four category of shaders. Shaders are organized in categories and under the “Digicrafts/UVFree” section of the shader selector.



The shader pack contains Standard, Standard Specular Setup, Mobile Diffuse, Mobile Diffuse Bump, Diffuse Spec, Mobile Diffuse Spec (One Dir Light), Unlit and Toon Outline shader.



# Inspector

**Easy Triplanar Pro** comes with a easy to use inspector which allow you to customize the wireframe effect. The custom inspector will be appear when you using any shader in the **Easy Triplanar Pro** pack.

The inspector is divided into three parts which represent the settings of base material, 1<sup>st</sup> projection and 2<sup>nd</sup> projection.

The image shows the 'Easy Triplanar Pro' inspector panel, which is divided into three main sections: General Settings, 1st Direction, and 2nd Direction. Red annotations on the left and right sides explain the purpose of various settings.

**General Settings**  
General settings for each type of shader

- World UV Space**  
Space for calculate UV. Use world space if enable and use object space if disable.
- Vertex Color**  
Enable/disable to use vertex for coloring and alpha

**Settings for base material**

- Main Texture**: Texture selection and strength (1)
- Normal Texture**: Texture selection and strength (2)
- Shininess**: Slider (0.034)
- Tiling**: X (0.5), Y (0.5)
- Offset**: X (0), Y (0)

**1st Direction**  
Set the first projection direction for texturing. Support Top (+Y), Front (+Z) and Right (+X).

- Direction**: Dropdown menu (Top (+Y))
- Strength**: Slider (1)
- Texture**: Texture selection and strength (1)
- Normal Map**: Texture selection and strength (1)
- Shininess**: Slider (0.804)
- Tiling**: X (1), Y (1)
- Offset**: X (0), Y (0)

**Settings for 1st projection**

**2nd Direction**  
Set the first projection direction for texturing. Support Top (+Y), Front (+Z) and Right (+X).

- Direction**: Dropdown menu (Bottom (-Y))
- Strength**: Slider (1)
- Texture**: Texture selection and strength (1)
- Normal Map**: Texture selection and strength (1)
- Shininess**: Slider (1)
- Tiling**: X (1), Y (1)
- Offset**: X (0), Y (0)

**Settings for 2nd projection**

**General Settings of 1st projection**

**General Settings of 2nd projection**