

CONFIGURE SHADOW MASK WITH MICROSPLAT

In this small guide I will explain how generate the mask created with the Shadow Mask Creator with the MicroSplat terrain shader.

I will use the extended demo scene you can download from our website as an example.

You will need the free core Microsplat asset installed. You can download that from asset store.



Start by loading the DownloadedDemo scene in Unity. See the readme file for install info.

Select the terrain in the scene and add the MicrosplatTerrain component.



Vegetation Studi	o 🔺 🖌	ſ	ĦĴ	*		\$,
No tool selected Please select a tool						
▼ Lighting Lightmap Static ▼ Lightmap Settings		•				
Terrain is chunked up	into 64 ins	tances fo	r bakin			
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🔻 😜 🗹 Terrain Collider					2	\$,
Material	None (Ph	ysic Mat	terial)			
Terrain Data	📽 DemoT	errain				
Enable Tree Colliders	\checkmark					
▼ 🕢 Micro Splat Terra Template Material	in (Scri p None (o t) Material)		2	¢, ⊙
Per Texture Data	🗋 None (Micro Sp	olat Pr	op Data)		
C	onvert to	MicroSp	lat			

 $\ensuremath{\mathsf{Press}}$ the convert to MicroSplat button to convert the terrain to MicroSplat.

Lava		
Terrain Blending		
Tessellation		
Parallax		
Texture Cluster Mode	None	
Triplanar Mode	None	
Vegetation Studio GrassMap		
Vegetation Studio ShadowMap	\checkmark	
Shadow Map Quality	Medium	
Wind Particulate	None	
Glitter Specular		

When convertion is done select the Template Material and enable the Vegetation Studio ShadowMap as shown in the image above.



œ	Shadow Mask Creato Vege	etat	ript) Ion Studio	P \$,
Settin	gs			
Mask	resolution		High 4096	÷
•	Pixel resolution of the sh 2048x2048, High = 409	adow m 6x409)	ask. Low = 1024x1024, Normal = 5 and Ultra = 8192x8192	
Mask	render layer		30	
•	Select a empty layer with mask.	no sce	ne objects. This is used to render the	color
Inclu	ded vegetation			
Inclu	de Trees		☑	
Inclu	de Large Objects			
	Ger	nerate	shadow mask	

Next step is to create the mask. Find the VegetationSystem GameObject and add the ShadowMaskCreator component.

Select the resolution you want for the shadow mask and press the generate shadow mask button. After the mask is generated you can remove this component.

Select where to save the mask in the project folder.



🚭 Save mask backgro	ound								×
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File name:	TestShade	owMask							~
Save as type:	png								~
∧ Hide Folders							Save	Cance	

When the mask is saved you will find a texture in the project that should look like this.



Inspector 표 Lightine) 🗖 Occlusion	Services	<u></u> = =
TestShadowMask I	mport Settings		🖻 🌣 📩
			Open
Texture Type	Default		•
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Alpha Is Transparency			Ĭ
▼ Advanced			
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Generate Mip Maps	v		
Border Mip Maps			4
TestShadowMask			
4096x4096	RGB Compressed DX	Г1 10.7 MB	
			S
AssetBundle None		¢ Nor	ne ‡

Next step is to add the mask to the MicroSplat Terrain component on the terrain.



▼ 📴 ✔ Micro Splat Terrain Template Material	(Script) 🕅 MicroSplat	≎, ⊙
Per Texture Data Shadow Map	■ MicroSplat_propdata (MicroSplatPropDat	⊙ ct
Sync	Sync All	
	Render Baking	
	Weight Limiting	

Now we have to make sure vegetation studio has the correct light assigned. On the render tab of the VegetationStudio component make sure the sun directional light is assigned.

Shadow culling		
Sun light	😡 Directional light (Light)	
Shadow culling range	Normal	
This sets the distance from came tested for visible shadows.	era where invisible trees trees will be	

Last step before pressing play is to look at the MicroSplat material again. There is a section called Vegetation Studio. Here you can adjust shadow strength and ambient light.

	Vegetation Studio	
	· · · · · · · · · · · · · · · · · · ·	
Min Tree Height		0.13
Shadow Strength		
Shadow Ambient		0.448

Enter playmode and try to rotate the directional light with the inspector. You will now see that the shadows follow the light and are projected on the terrain.



