

VEGETATION SYSTEM -

REAL-TIME MASKS

The real-time mask is a masking system that works with the compute shader render pipeline. You can add a mask texture with a 1:1 scale of the terrain and use this to mask out instanced indirect grass and plants. This happens every frame in the last compute shader pass and is updated instanced at close to 0 render cost. You can assign a texture2D or a rendertexture to the mask slot.

Select the channel and cutoff you want for the result.



AWESOME Vegetation Studio	
Version: 1.0 RC2	_
Settings Vegetation Editor	
Render Terrain Textures Masks	
Real-time mask Debug	
Real-Time masks	
Real-Time masks are used to mask out vegetation in the render loop. This only works with the instanced indirect vegetation on the compute shader render loop. Mask can be changed every frame.	
None (Texture Sele	
Select band R Channel	
Invert channel	
Cutoff 0.5	
Enable mask	

This video shows a real-time mask produced by the lava flow system in microsplat. it is assigned and removes the grass real-time as lava flows.