Minimalist Documentation

Minimalist Standard Shader

Main Texture Module:

Insert your texture here. Once you've inserted the texture, a power slider will pop up. You can increase and decrease the texture's lightness with the slider. The texture color will be multiplied with your custom shading colors. So, you are recommended to use light textures. Your texture can contain alpha channel for transparency.

Custom Shading Module:

For all the six sides, available settings are the same.

Shading mode: Choose the shading mode whether you want to apply vertex color, flat color or gradient

If you chose gradient, you'll get two color boxes for colors, a preview of the gradient, a color swap button. Then you get 2 options for the settings.

Use global gradient settings: you can specify a global gradient settings for all the sides within this material. This won't affect other materials but only this. This is useful if you don't want to tweak settings for all the sides of the object

Use custom gradient settings: You can specify custom gradient settings for each side of the object. Here you'll get a couple of options

Falloff: This is the fade distance from one color to another

Pivot: this is the center point your gradient will start to fade from and rotate around. In case of top and down gradient, 'Y' corresponds to 'Z'

Rotation: The degree of rotation for your gradient

On the right side, there are three buttons. The first one is, gradient editor button. It gives you two gizmos in the scene view. Play around with those gizmos and they will automatically set you gradient settings.

Second is the Copy button and third is the paste button. In case you need to copy gradient settings value to other places.

Ambient Occlusion Module:

AO Map: Insert your pre baked Ambient occlusion map here. Adjust the AO power with the slider beside it;

AO color: You can tint the AO color

uo0/uv1: Choose which uv to use to apply your AO map

Lightmap module:

Mode: Choose the mode you want your lightmap to be applied with

Add: Adds the lightmap color with the other color value

Multiply: As the name says, Multiples. This might result in your object to appear dark in some areas. In order to use it properly, make sure your object is lit from all sides properly and then bake the lightmap.

Use as AO: You can use your lightmap as Ambient Occlusion map if you don't have a prebaked one. If you want to use it, please disable the Ambient occlusion module above. Here you'll get the same color and power settings as before.

How to bake Ambient occlusion in unity lightmap? : Go to lighting settings, disable realtime lighting, choose environment light a white color, in the mixed lighting settings, choose lighting mode to shadowmask, in the lightmapping settings, check Ambient occlusion, tweak the values, Set directional mode to non directional, uncheck 'Auto generate' and press 'Generate Lighting'.

Fog Module:

Unity fog: You just need to check the box

Make sure you have enabled Fog in the lighting settings window as well.

Height fog: Check the box and you'll get some settings

Color: Color of your fog. Choose the background color as fog color so you object will seem to fade out in the background.

Height: The position from your fog should start

Falloff: The position where your fog should stop. The value should be greater than height if you want your fog to be in the bottom and vise versa.

Color Correction: Here you can tweak the saturation, brightness and Tint color for the objects this material is applied to

Other settings:

Global gradient settings: Make a global version of gradient settings which all the sides of this material can share. It's not recommended to use it for the top and bottom sides. Use custom settings for those.

Ambient Settings: You can specify an ambient color and power of the color which will be additively applied in your material

Rim: this is basic rim light. Creates an edge glowing effect. Works with a rounded object.

Realtime shadow: You can get realtime shadow on your object. You can choose the shadow color as well. This feature might work or might not work depending

on your graphics settings and the settings of the light you are using. It's expensive in terms of processing and might drop frame rate depending on how much you use and the device your game runs on.

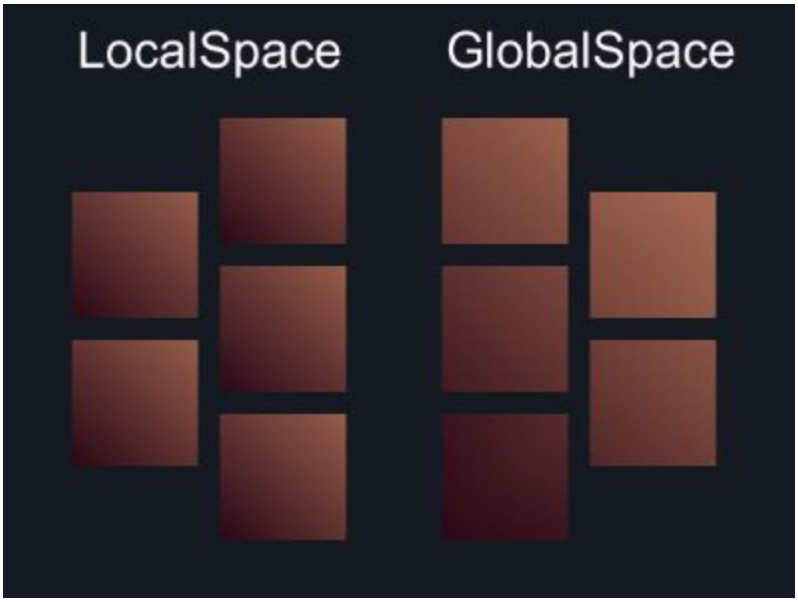
Don't mix Shading: By enabling it, the shader won't mix colors of two sides together for faces that are not facing uniform directions.

Fade: Opacity of the overall color of the material

Cull: Culling mode of the shader. Turning cull off results double-sided material
Blending Mode: You can choose between transparent and opaque blending mode

Minimalist Standard Localspace Shader

Use this variant if you need localspace gradient. Keep in mind that localspace shader does not batch, thus, each material will/mesh will have a separate drawcall. Here is a comparison of localspace and globalspace gradient gradient



Minimalist Gradient Skybox Shader

You can apply two colors in gradient skybox shader to get a gradient effect in the sky. You can also tweak the gradient direction, intensity, and exponent.

Material Properties

If you need to change color/value of any property of a minimalist material, you need the property names. Here are the property names you can use to change the material from script. Since the shader is optimized with #shader_feature macros, you can only access and change a property at runtime if you initially had that property visible/active in the inspector.

_MainTexture, _MainTexturePower
_Color1_F, _Color2_F, _GradientYStartPos_F, _GradientHeight_F, _Rotation_F
_Color1_B, _Color2_B, _GradientYStartPos_B, _GradientHeight_B, _Rotation_B
_Color1_L, _Color2_L, _GradientYStartPos_L, _GradientHeight_L, _Rotation_L
_Color1_R, _Color2_R, _GradientYStartPos_R, _GradientHeight_R, _Rotation_R
_Color1_T, _Color2_T, _GradientYStartPos_T, _GradientHeight_T, _Rotation_T
_Color1_D, _Color2_D, _GradientYStartPos_D, _GradientHeight_D, _Rotation_D
_AOTexture, _AOColor, _AOPower
_LMColor, _LMPower
_Color_Fog, _FogYStartPos, _FogHeight
_RimColor, _RimPower
_TintColor, _Saturation, _Brightness
_AmbientColor, _AmbientPower
_ShadowColor
_Fade

Tips

- After importing the package, if you see any major artifacts in the demo scenes, It's more likely because the lightmap data is corrupted. Rebaking the light should solve the problem.
- In terms of optimization, If you don't need a certain component of the shader, keep it disabled. That way, the particular component won't go into the build. Some components are a little bit performance heavy. ie: Realtime shadow, height fog
- Minimalist is mostly a vertex shader. So, more triangle count in your model will increase the quality of the shading. But don't push too much, that will require more processing power.
- For LWRP support, use "Minimalist Standard LWRP" or "Minimalist Standard Localspace LWRP" shaders
- You have to have "Blending mode" set to Transparent in order to any kind of transparency work