CTS - Complete Terrain Shader

Price: $57.00

Short Description
Welcome to CTS, the Complete Terrain Shader for Unity 3D!

Description
A collaboration between Bartlomiej Galas and Adam Goodrich, CTS combines our collective expertise to create a terrain shading system that is both Powerful and Easy to Use!

CTS comes with a professional texture library that can be applied with a click to instantly change the look and feel of your scenes, and works much like the Unity Post Processing profile system and can be tweaked at run time to get your environment just right.

Key Features:
- 16 textures 1 pass - fast;
- PBR terrain - beautiful looking terrain;

- Standard work flow - compatible & easy;
- UV Mixing - removes tiling;
- Geological Layering - adds interest;
- Detail Mixing - adds interest & reduces tiling;
- Dynamic Snow Cover - with a slider;
- Dynamic Water Cover - with a slider;
- Height Blending - relative texture blends;
- Basic, Advanced & Tessellation variants;
- Ambient Occlusion - realistic shadows;
- ColorMaps - enhanced terrain coloring;
- GrassMaps - tint colormap from grass;
- Cutouts - height and mask based;
- Meshes - supports meshes as well;
- Profile Based - similar to Unity Post FX;
- Texture Library - 48 quality sets, 20 helpers;
- Profile Library - matched profile sets;
- Substance Support - saves time;
- MegaScans texture support;
- MapMagic and runtime terrains;
- Weather - Simulate wetness & snow;
- Seasons - Tint your terrain by season;
- Sample scenes included (excl models);
- VR Compatible;

Per Texture Control of:
- Albedo, Normal, Smoothness, Roughness, Height, Ambient Occlusion;
- Near and far tiling - reduces tiling;
- Tinting - matching & seasonal variation;
- Brightness - texture matching;
- Smoothness - reflection & wetness;
- Height blending - relative texture heights;
- Height depth - relative texture depth;
- Triplanar - no more terrible cliffs;
- Detail strength - use it as needed;
- Geo strength - use it as needed;
- Snow amount - control snow cover;
- Snow / Water - angle, height, hardness;
- Snow / Water tint - vary color by usage;
- ColorMap strength - near and far;

Hardware support:
- Shader model 3.5+ (basic + advanced);

- Shader model 4.6+ (tesselation);
- Direct X 11 / 12;
- Open GL ES 3.0;
- WebGL 2.0;
- Metal;

Shaders are limited by texture array support and consequently do not support DX9, OpenGLES 2.0 or Web GL1.0.

But don't just take our word for it, drop by the forums and ask a question or two, or check out our online documentation, tutorials, and demos.

NOTE: While CTS is quite fast, some older systems have had issues with the modern techniques we are using, so please download and run our demo's before purchasing to ensure your system is compatible.

FILE FORMAT
Unity3d Package

Delivery
After completed purchase, the product will be instantly automatically available to download.

Product Gallery

AAA PBR Rendering

Easily create more inspiring environments that stand out from the crowd!

CTS   Unity

CTS COMPLETE TERRAIN SHADER

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Weather Effects

Control how your weather
interacts with your terrain or
allow your favorite lighting and weather
system to control it for you.

FX include:
Rain Power
Snow Power
Seasonal Tinting

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Dynamic Snow

Procedural, dynamic snow will perfectly
and naturally cover your terrain based on
heightmaps, perlin noise and
slope.

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Natural Height Blending

Advanced height blending will dramatically
improve your terrains look and your
creative possibilities.

Unity

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Dynamic Water

Procedural and dynamic water cover
gives you the ability to make your terrain
wet after rain, or just as easily to
create a swamp.

CTS COMPLETE TERRAIN SHADER