

## Low Poly Wind



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## 1. Introduction

Thank you for downloading Low Poly Wind. This asset is a collection of low poly models and a wind shader. The wind shader can be used on low poly trees, flowers and small grass.

If you found this asset useful, I would really appreciate it if you could leave a review for it. Thank you.

## 2. URP/HDRP Upgrade

The project you download from the Asset Store is configured for the Built-In pipeline. If you are using URP or HDRP, you need to upgrade the LPW materials and shaders.

To upgrade the shaders and materials, go to *Nicrom/PolyPacks/Wind/UpgradePackages* folder and import the **LPW\_URP\_2019.3.15+** package if you are using **URP**. If you are using **HDRP**, import the **LPW\_HDRP\_2019.3.15+** package.

## 3. Rules and Tips

- If you are not sure what a particular wind shader material property does, hover the mouse arrow over its name and a tooltip will be displayed.
- The models that use the wind shader must not have **Batching Static** enabled.

## 4. Links

### Support Links

- **Discord Channel:** <https://discordapp.com/invite/RCdETwg>
- **Email:** [johnq002@gmail.com](mailto:johnq002@gmail.com)
- **Facebook:** <https://www.facebook.com/Nicrom3D>