



Unity Asset - Surforge v1.4.5

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Surforge, an extension within Unity, revolutionizes texture creation by offering a seamless workflow to craft high-quality 3D rendered PBR textures from scratch.

- Specular and Metallic workflows: Easily toggle between workflows with corresponding previews and export results.
- Real-time control: Instantly tweak any material aspect with immediate feedback.
- GPU Render: Quickly bake high-quality ambient occlusion, dirt, and worn edges.
- UV island symmetry: Achieve symmetrical designs based on UV islands.
- Detail Tool: Add texture details effortlessly with simple mouse clicks.
- Material drag-n-drop: Intuitively drag and drop materials with real-time feedback.
- Poly Lasso Tool: Create 3D shapes effortlessly using preset height, profile, and edge rounding.
- UV island double-click fill: Quickly fill UV islands with a double-click.
- Mesh cutting tool: Cut meshes in real-time for precise editing.
- Rich library of signs and labels: Access a variety of mesh-based signs, stripes, and warning labels.
- Real-time emission control: Adjust emission settings in real-time.
- Texture element manipulation: Easily shrink or expand texture elements.
- Material adjustment: Fine-tune material specular and glossiness with ease.
- Preview options: Preview textures with a selection of skyboxes.
- Tonal correction control: Adjust tonal correction directly within the shader.
- Celtic ornament tool: Create intricate Celtic designs with automated braids and overlaps.
- 3D moss generation: Generate realistic and fast high-quality 3D moss for added detail.

System Requirements:

- Surforge requires a Shader Model 3.5 DirectX 11 compatible GPU and a minimum of 8GB RAM to render 4096 resolution maps. While Surforge is optimized for modern systems, a powerful GPU is recommended for optimal performance.

Installation:

- Simply import Surforge into a clean new Unity project and follow the prompts to update scripts for your Unity version. If any issues arise, restarting Unity typically resolves them.

Useful Hints:

- Import individual meshes rather than entire model assets for efficient texture creation. Ensure UVs are well-maintained without folding for optimal texture quality.



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