



## Unity Asset - Stylized Grass Shader v1.4.2

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The **Unity Asset - Stylized Grass Shader** designed for the Universal Render Pipeline (URP), creates visually stunning and tactile grass. It leverages the URP's shader library and rendering API, ensuring exclusive compatibility with URP projects.

**How to use dynamic wind animations, an interactive system for bending and straightening, blending color with ground to design your project?**

You can design your project using "Unity Asset - Stylized Grass Shader".

**Key features** include dynamic wind animations, an interaction system for bending and flattening, color blending with terrain, and sunlight translucency rendering. Additionally, it offers perspective correction, angle fading, and near/far camera fading. Technically, it supports SRP batching, provides physically-based or simple shading modes, and achieves optimal performance without using a second camera for bending functionality. The shader is expertly hand-written for maximum efficiency.

**"Unity Asset - Stylized Grass Shader" Samples:**



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