# Unity Asset - InTerra - Shaders for Terrain & its Objects v3.8.0

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**Unity Asset - InTerra - Shaders for Terrain & its Objects v3.8.0:** Introducing InTerra, a comprehensive shader package designed to enhance terrain visuals and seamlessly integrate objects into terrain environments in Unity. Compatible with Unity's Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), InTerra offers advanced features for terrain manipulation and object integration.

InTerra offers standard and diffuse shaders for the Built-in render pipeline and lit shaders for URP and HDRP. Shaders are supported for PC (Windows) and Linux platforms. For optimal performance, ensure the Shader Variant Limit is set to at least 1538 when using URP or HDRP shaders. Additionally, built-in shaders may take longer to import than URP and HDRP shaders, so it is recommended to deselect the built-in folder during import for HDRP or URP projects. Experience the power of InTerra to elevate your terrain visuals and achieve seamless object integration in your Unity projects.

- Integration of Objects into Terrain: Achieve seamless objects blending with terrain surfaces for enhanced visual integration.
- Tessellation (HDRP Only): Utilize tessellation technology for detailed terrain geometry in HDRP projects.
- Parallax Occlusion Mapping: Enhance terrain depth perception with realistic parallax effects.
- Hiding Texture Repetition: Minimize texture repetition on terrain surfaces for a more natural appearance.
- Triplanar Mapping: Apply textures to terrain surfaces without distortion or stretching.
- Heightmap Blending: Smoothly blend height maps for seamless transitions between terrain features.
- Automatic Steep Slopes Texturing: Automatically apply texture variations based on terrain slope angles.
- Colour Tint Texture: Customize terrain colours with tinting effects for added visual appeal.
- Global Smoothness/Wetness: Adjust terrain smoothness and wetness parameters for dynamic environmental effects.
- Base Map Support: Utilize base maps to enhance terrain texture details and realism.
- Tracks (Preview Feature): Preview feature for creating detailed tracks on terrain surfaces (not included in the base package).

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