Megarockpack

The pack consists of a wide variety of photorealistic rocks and stones thanks to the power of photogrammetry. you can use them for your projects and Customize them to your needs with advanced material parameters.

How to Use

Base Material

'Desaturation' changes the saturation of the base color 1 is black & white -1 is more saturation.

'Metallic' changes the metallic value. This is interesting if you want to create an ore, like gold or iron.

'Rock Color' controls the overall base color. Use full if you want to create a coherent look with different rocks. For example: make them red for a desert Australian look.

'Roughness' controls the overall roughness of the rock. You can make them wet or in combination with the metallic parameter, create an ore.

Details

With the 'Detail Tiling' you can adjust the tiling amount of the detail textures. You do not really need to change them because the tiling stays the same, even if you scale the rocks to another size.

The 'Normal Intensity' controls the power of the detail normal. You need to play around a bit with the values, depending of the size of your rocks and the look you want to create.

The 'Base Color Intensity' does the same as 'Normal Intensity', just for the detail basecolor that lays on top of the rocks.

'Local Tri Planar Mapping' transforms the world space detail to local space. This is useful if you want the rocks to move, so you don't see that the detail textures stay in world space.

Tessellation

If you need an even more realistic look and want a smoother silhouette of your rocks you can enable the 'Tessellation' parameter.

With the 'Tessellation Multiplier' you control the tessellation amount and how much polygons get added to the mesh. For a better understanding on how much detail you're adding, you can look at the wireframe view mode.

Wetness

'Wetness' enables you to control how wet the rocks look at the bottom. This is a feature designed to get a more realistic look, if you put your rocks half or fully underwater. Like in a river or a sea.

'Bottom' and 'Top' changes the location of the angular wetness. This needs a bit playing around with the values to get your desired result. At default there are set to be on the bottom of the rock.

'Contrast' changes the smoothness of the blending between the angular wetness and the base material.

'Darken' is a parameter to darken the bottom of your rock to make it look more wet.

'Wetness' controls the roughness value of the angle based wetness.

Texture Parameter

Besides the standard textures for the rocks I include in the Megarockpack, there are texture parameters for the Angle Based Textures. At standard there are the snow textures I include. I also include textures for a moss material. You can easily change them in the parameters below. Just type in: 'moss' or 'snow' and they should show up.

The 'ABT Base Texture' is for the color information.

'ABT Normal' for the normalmap.

'ABT Heightmap (Blending)' is for the blending between the ABT Textures and the rock, for more believability. It works like a mask on the edges.

You can change the textures to whatever you like. It works perfect with snow, mud, sand, dust or even your landscape material to blend them better with your landscape. Especially if you have world space tiling enabled for the ABT and your landscape material. (Look at 'ABT World Space')

Angle Based Texture

'Angle Based Texture ON/OFF' enables or disables the ABT functionality.

'ABT Bottom' and 'ABT Top' changes the location of the ABT. This needs a bit playing around with the values to get your desired result. At default there are set to be on top of the rock.

'ABT Color' changes the overall color of the ABT.

'ABT Contrast' changes the smoothness of the blending between the ABT and the base material.

'ABT Desaturation' desaturates or saturates the ABT.

'ABT Metallic' controls the metallic value of the ABT.

'ABT Roughness' controls the roughness value of the ABT.

'ABT Thickness' changes the amount of the stretching on the Z axis to simulate a snow layer.

'ABT World Space' is enabled by default to hinder stretching and enable the functionality to blend the rocks together with your ABT. If you uncheck the setting, you get UV based tiling.

'ABT Tiling' controls the tiling amount of the Angle Based Texture in UV and World Space.

Performance

You can easily change the Mip Map settings for the textures if the delivered texture size of 4096x4096 is to big for your project. Just double click the texture you want to change the settings of. And under the *'Level of Detail'* Tab, you can change the *'LOD Bias'* value. A value of 1 will half the size of the texture a value of 2 will quarter the size, and so on. You will see the displayed texture size and resource size will change at the top as you enter the desired value.