

# MicroSplat

Triplanar

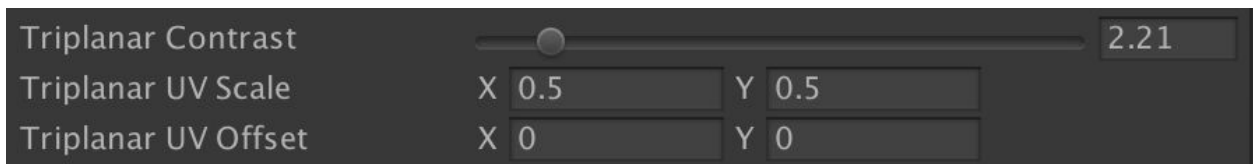
Documentation

## Shader Features

The Triplanar modules adds a single option to the shader generator for triplanar UV coordinates, which comes in two modes- triplanar, and height blended.



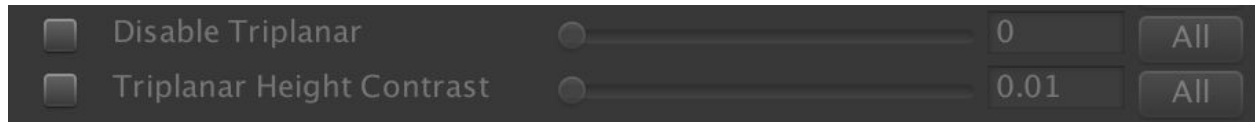
Once enabled, each texture will be sampled once for the top, front, and side projection, and the results will be blended. If height blending mode is selected, the projections will be blended via a height based resolve, which looks more natural and less blurry.



A triplanar contrast setting is added which controls the blend between the top, front, and side projections. It is suggested to turn this down when using height based blends for trilinear and instead turn up the interpolation contrast instead. When using non-height based blends, you will most likely want to turn this setting much higher.

UV controls are provided to scale and offset the triplanar UVs- UV's for triplanar are in world space.

### Per Texture Properties



Disable Triplanar allows you to ignore triplanar texturing on certain textures, should you prefer the standard UVs.

Triplanar Height Contrast allows you to control the blend of each texture's height based trilinear blending individually.

### Performance

Because 3 samples are required for each texture in Triplanar mode, the effect can have an noticeable effect on performance. Note that this also applied to effects like Parallax, Tessellation, and Distance Resampling, since they will now require 3 times the samples as well.

To reduce this cost, you can adjust the Blend Quality setting at the top of the shader generator. Reducing this from Best to Fastest would half the number of samples needed, which be a significant savings when working with Triplanar.