

Medieval flags By Axel Vaudé and Sylvain Bosserelle
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Thank you for purchasing our package.

This pack contains 3 animated flags in medieval or heroic Fantasy
All textures are hand painting to have a cartoon style.

Compatibility URP

Included in the package:

- Prefab_MedFag1 :

- 1 mesh : 1488 tris
- 1 Diffuse map : stick01.png in 4096X4096
- 1 Normal map : stick01norm.png in 1024X1024
- 1 metallic map : stick01_met.tga in 1024X1024

- Prefab_MedFag2 :

- 1 mesh : 350 tris
- 1 Diffuse map : stick02.png in 4096X4096
- 1 Normal map : stick02norm.png in 1024X1024
- 1 metallic map : stick02_met.tga in 1024X1024

- Prefab_MedFag3 :

- 1 mesh : 1550 tris
- 1 Diffuse map : stick03.png in 4096X4096
- 1 Normal map : stick03norm.png in 1024X1024

-1 mesh for flag, just a plane : 180 tris

- 2 Diffuse maps for example in 1024X512 can be replace by your own texture
- 1 Normal map in 1024X512

- A shadergraph shader to control the wind in the flag.

- Demo scene

Shader explanation :

Texture2D ==> flag texture

Wave Speed ==> speed of movement flag

Turbulences Frequency ==>noise frequence

Rotate UV ==> texture flag orientation

Wave Frequency ==> wave frequency

Turbulences speed ==> speed of noise

Wave amplitude ==> amplitude waves

Turbulence amplitude ==> amplitude noise

Normal map ==> texture of flag normal deformation (optional)

Normal strength ==> strength of normal deformation

smoothness ==> specular smoothness

Flag 01 (Material)

Shader Shader Graphs/flagshader Edit...

Texture2D  Select

Wave Speed 0.7

Turbulences Frequency 2

_EmissionColor  

RotateUV 0

Wave Frequency 1

Turbulences Speed 1

Wave Amplitude X 0.05 Y 0.3 Z 0.25 W 0

Turbulence Amplitude X 0.05 Y 0.2 Z 0.03 W 0

NormaMap  Select

Normal Strength 1

smoothness 0.25

Render Queue From Shader 2450

Enable GPU Instancing

Double Sided Global Illumination

Global Illumination None

How to use the package :

Go to this directory in your project: Assets/ MedievalFlags/prefabs/

And put each prefab you want in your scene.

Compatibility : Unity 2019 , 2020 and 2021.

graphic mode : URP.

If you have a question, or find a bug, you can send us an email : assetstorage3d@gmail.com