Ambient Occlusion Flat Lighting

Descripción

Description

[PENDING]

Reference



- **Camera Fading – Alpha fading by the camera distance and the object surface.**
  - **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
  - **Camera Fading Far Point** – End point of the fading.
  - **Camera Distance Fading Gizmo** – If enabled the UV they animated.