

Projector Omni Lit Legacy

Descripción



Files: ProjectorOmniLitLegacy.shader

Path: "CGF/Shaders/Lit/VFX"

Shader menu: "CG Framework/Unlit/VFX/Projector Omni Lit Legacy"

[Asset Store](#)

Description

Projector system to project light, shadows or decals at a low GPU cost.

Reference

Documentation

Copied: Nothing

Copy

Paste

 GPU Instancing is enabled by default.

▼ Blend Type

Blend Type

Custom

Source Factor

One

Destination Factor

Zero

Blend Operation

Add

▼ Projector Omni

Point Ramp (RGB)

☐ 

Tiling

X

1

Y

1

Offset

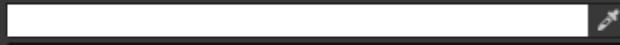
X

0

Y

0

Color (RGB)



Intensity

1

Cookie Mode

Texture

Cookie Texture (RGBA)

None (Texture)

Select

Tiling

X

1

Y

1

Offset

X

0

Y

0

Cookie Cubemap (RGB)

None (Cubemap)

Select

Alpha Cutout

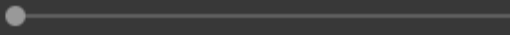
☐

Alpha Cutoff



0.5

Culling Falloff



0

Projection Falloff

☒

Projection Smooth



0

High Quality Sampling

☐

▼ Camera Fading

☒ Enable

Camera Fading Near Point

1

Camera Fading Far Point

2

Camera Distance Fading Gizmo

☐

▼ Specular

☒ Enable

Specular Map (RGB)

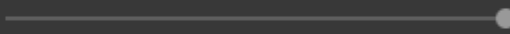
None (Texture)

Select

Specular Color (RGB)

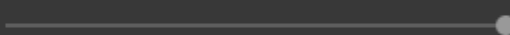


Specular Level



1

Shininess Level



1

▼ Reflection

☒ Enable

Reflection Color (RGB)



Reflection Custom

☐

Reflection Texture

None (Texture)

Select

- **Blend Type** – [Manages the blending type.](#)
- **Projector**
 - **Point Ramp** – Point ramp texture. Only uses the RGB channels.
 - **Color** – Color of the projection.
 - **Intensity** – Projection level intensity.
 - **Cookie Mode** – Projection cookie mode.
 - **Cookie Texture** – Projection texture.
 - **Cookie Cubemap** – Projection cubemap.
 - **Alpha cutout** – If enabled, cutout the alpha channel.
 - **Alpha cutoff** – Alpha Cutoff value.
 - **Culling Falloff** – Smoothing of the occlusion for the projection based on the projection forward direction.
 - **Projection Falloff** – Falloff of the projection.
 - **Projection Smooth** – Edge smoothing of the projection.
 - **High Quality Sampling** – Avoid edge artifacts but increase the graphic consumption.
- **Camera Fading** – [Alpha fading by the camera distance and the object surface.](#)
- **Specular** – [Specular light \(Blinn-Phong\).](#)
- **Reflection** – [Reflective surface.](#)
- **Fresnel** – [Fresnel effect.](#)
- **Normal** – [Normal mapping.](#)
- **Ambient Occlusion** – [Ambient occlusion static effect.](#)
- **Emission** – [Emission color.](#)
- **UV Scroll** – [Scroll and Flip the UVs from a texture.](#)
- **LOD Fade Mode** – [Manages the Level Of Detail fading mode.](#)
- **Stencil Options** – [Stencil options configuration.](#)

Use

Create a material with this shader and assign the material to the Material property of MeshRenderer component and add the CGFProjectorBehavior component to set the Projection mode (Orthographic or directional and Omni or point.) and the Lighting model type (Unlit, PBR (Standard) and PBR-like Blinn-Phong (Lit Legacy)).

To prevent to project onto some surfaces you can use the stencil options:

1. On the projector material set the Stencil options like these:
 - Stencil ZFail Operation to Keep
 - Stencil Reference to 0
 - Stencil Read Mask to 1
 - Stencil Write Mask to 255
 - Stencil Compare Function to Equal
2. On the material that should avoid the projection set the Stencil options like these:
 - Stencil Compare Function to Equal
 - Stencil Reference to 1
 - Stencil Read Mask to 255
 - Stencil Write Mask to 255

- Stencil Comparison Function to Always
- Stencil Pass Operation to Replace
- Stencil Fail Operationto to Replace