

Projector Ortho Lit Standard

Descripción



Files: ProjectorOrthoLitStandard.shader

Path: "CGF/Shaders/Lit/VFX"

Shader menu: "CG Framework/Unlit/VFX/Projector Ortho Lit Standard"

[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

Projector Ortho

Color (RGBA)

Intensity

1

Cookie (RGBA)

None (Texture)

Tiling

X

1

Y

1

Offset

X

0

Y

0

Select

Alpha Cutout

Alpha Cutoff

0.5

Projection Falloff

0

Culling Angle

180

Culling Falloff

0

Projection Smooth

0

High Quality Sampling

▼ Camera Fading

Enable

Camera Fading Near Point

1

Camera Fading Far Point

2

Camera Distance Fading Gizmo

▼ Metallic

Metallic Map (RGB)

None (Texture)

Select

Metalness

0

Gloss Mode

Smoothnes

Smoothnes or Roughness Map (RGB)

None (Texture)

Select

Glossiness

0.1

▼ Reflection

Enable

Reflection Color (RGB)

Reflection Custom

Reflection Texture

None (Texture)

Select

Reflection Cubemap

None (Cubemap)

Select

Reflection Camera Fading

- **Blend Type** – [Manages the blending type.](#)
- **Projector**
 - **Color** – Color of the projection.
 - **Cookie Fill Color** – Fill the cookie with color.
 - **Intensity** – Projection level intensity.
 - **Cookie** – Projection texture.
 - **Alpha cutout** – If enabled, cutout the alpha channel.
 - **Alpha cutoff** – Alpha Cutoff value.
 - **Projection Falloff** – Falloff of the projection.
 - **Culling Falloff** – Smoothing of the occlusion for the projection based on the projection forward direction.
 - **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.](#)
- **Metallic** – [Metallic look.](#)
- **Reflection** – [Reflective surface.](#)
- **Normal** – [Normal mapping.](#)
- **Ambient Occlusion** – [Ambiental 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 Operation to Replace

