MatCap

Descripción

MatCap Shader Pack is a group of shaders for apply material capture textures on mesh surfaces.

? WebGL Demo ?

User manual
API reference
Contact us to suggest new features or to request for support.

? FEATURES
• Applies a **material capture** texture to mesh surface based on the **view direction** to achieve a **top visual result**. **Doesn't need light** sources.
• **3 render modes.** Opaque, Transparent, Cutout.
• **Blend capabilities.** Supports 25 blend modes.
• **Ambient Occlusion** feature. Applies an ambinet occlusion to get a static indirect light effect.
• **Ambient light** feature. Optionally applies the environment lighting to mesh surface.
• **Normal mapping** feature. Applies a normal direction to achieve a enhanced matcap surface.
• **Emissive color** feature. Applies an emissive light.
• **LOD crossfade** feature. Applies a crossfade transition between LOD meshes. Alpha blending mode or Dithering mode with Unity Native dithering, Blue Noise dithering or Floyd Steinberg dithering.
• **User friendly.** Custom material editor, more usable than the standard.
• **Easy configuration.** Copy and paste property system.

? COMPATIBILITY
• **Post processing support.** Compatible with Post Processing Stack (all versions) and Legacy Image Effects.
• **Absolute Unity compatibility.** Works on Unity 5.6 and higher versions.
• **Full graphic compatibility.** Works with Shader target model 3.0 (DirectX 9, OpenGL 3.0, OpenGL ES 2.0) and higher versions.
• Compatible with **Forward rendering**.
• Supports **Built-in Render Pipeline**.
• **All platform support.** Mobile, virtual reality devices, desktop and console.
• **Professional optimization.** Optimized for all platforms.
• **GPU instancing.** Huge call draw saving.
• **VR ready.** Multi pass rendering, Single pass stereo rendering and Single pass instanced rendering.

? DOCUMENTATION
• **Useful user manual** and **API reference**. All code well comented.
• **Sample content.** Example scripts and scenes and source code included.
• **Support** contact.

? CONTENTS

- **2** shaders.
- **200** matcap textures.
- **7** demo scenes.