MatCap Blend

Descripción



Files: MatCapBlend.shader
Path: «CGF/Shaders/Unlit/MatCapBlend»
Menu: «CG Framework/Unlit/MatCap Blend»
Asset Store

Description

Shader that applies a material capture texture on mesh surface.

Reference



- **Render Mode** – Manages the rendering mode.

- **Blend Mode** – Manages the blending mode.
- **Diffuse –** Color surface.
- **MatCap Map –** MatCap texture. Use the RGB channels.
    - **Desaturate MatCap –** Desaturate the MatCap texture.
    - **Ambient Occlusion –** Ambiental occlusion static effect.
    - **Ambient Occlusion Map –** Ambient occlusion map. Only uses the R channel.
    - **Ambient Occlusion Level –** Level of the ambient occlusion map color in relation the source color.
- **Ambient Occlusion** – Ambiental occlusion static effect.
- **Ambient Light** – Ambient Light settings.
- **Normal** – Normal mapping.
- **Emission** – Emission color.
- **LOD Fade Mode** – Manages the Level Of Detail fading mode.

Use

Create a material with this shader and assign the material to the Material property of the MeshRenderer component.

To enable GPU instantiation it is necessary to activate the «Enable GPU Instancing» property. It allows the use of the MaterialPropertyBlock to create variations in the properties: _Color, _Cutoff, _EmissionColor.