Projector

Descripción



Files: Projector.shader
Path: “CGF/Shaders/Unlit/VFX”
Shader menu: “CG Framework/Unlit/VFX/Projector”
Asset Store

Description

Projector shader for Projector component. With more features than the Projector built-in shader in Standard assets package.

? WebGL Demo ?

? FEATURES

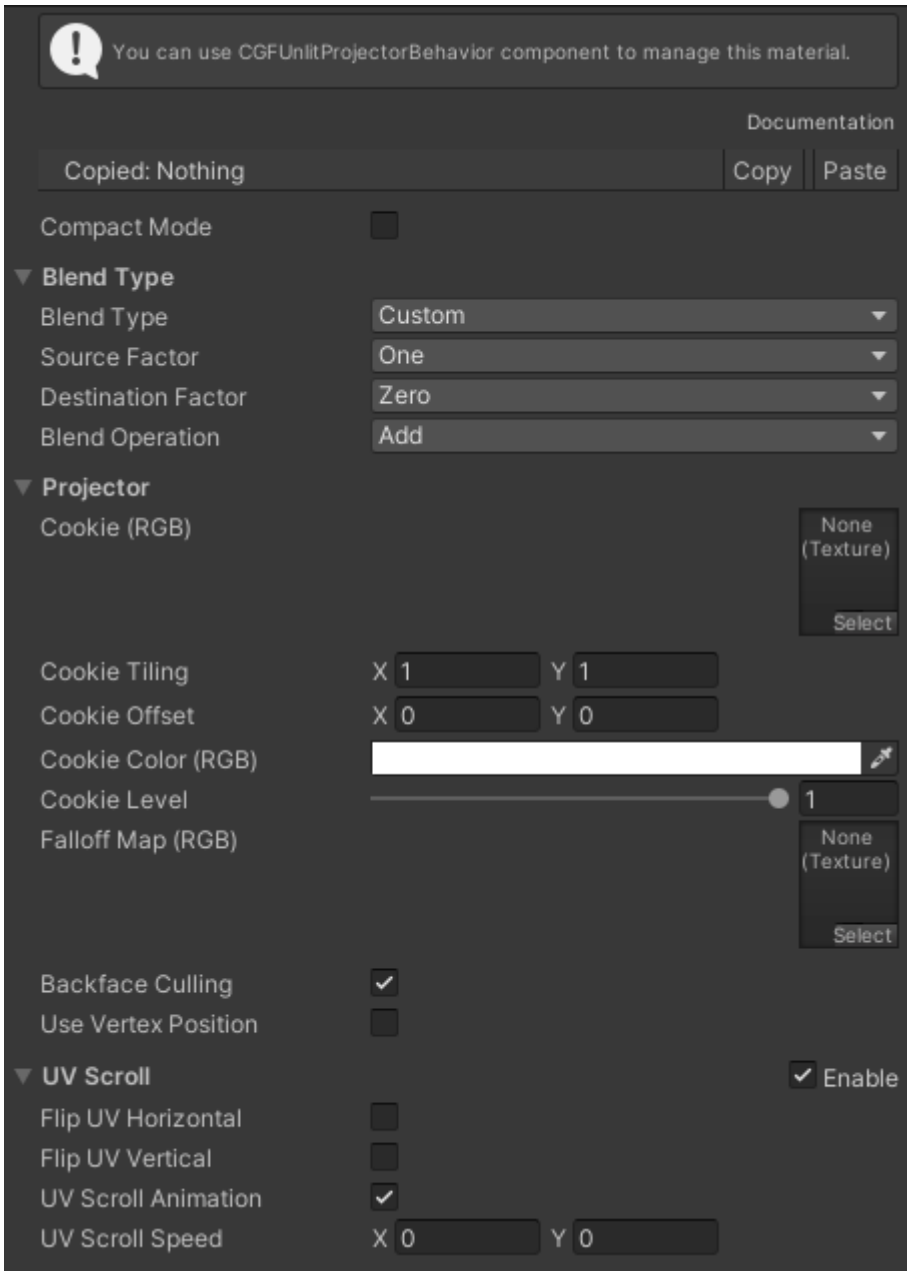
- Projects a **material onto objects** that intersects.
- **Projection component.** Uses the Projector built-in component of Unity. Useful to light up surfaces or create dynamic decals.
- **Blend capabilities.** Supports 12 predefined blend types and custom blend operations. Lights, shadows and other projections.
- **Backface culling** feature. Applies the projection only on the front of the mesh.
- **Multiple projection modes** feature. Projects a single or tiled projection.
- **UV manipulation** feature. Applies a flip or a scrolling effect to UV.
- **User friendly.** Custom material editor, more usable than the standard.
- **Easy configuration.** Copy and paste property system.
- **Behavior script.** Optionally you can use a included C# behavior script to set the material.

? COMPATIBILITY

- Supports **Built-in Fog**.Tool that allows change the settings of a all colliders from a GameObject or prefab.

- **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.

Reference



- **Blend Type** – Manages the blending type.
- **Projector**
  - **Cookie** – Projection texture. Only uses the RGB channels.
  - **Cookie Tilling** – Scale of the UV of the texture of the projection.
  - **Cookie Offset** – Offset of the UV of the texture of the projection.
  - **Cookie Color** – Color of the projection. Only uses the RGB channels.
  - **Cookie Level** – Projection level intensity.
  - **Falloff Map** – Texture that determines the fading of the projection along its trajectory, it is a linear gradient texture. Only uses the RGB channels.
  - **Backface Culling** – If enabled cull the projection on the backfaces of the mesh.
  - **Use vertex position** – “If enabled use the vertex position instead the vertex normal to cull the backfaces of the mesh.
- **UV Scroll** – Scroll and Flip the UVs from a texture.

Use

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