Unlit Projector Behavior

Descripción

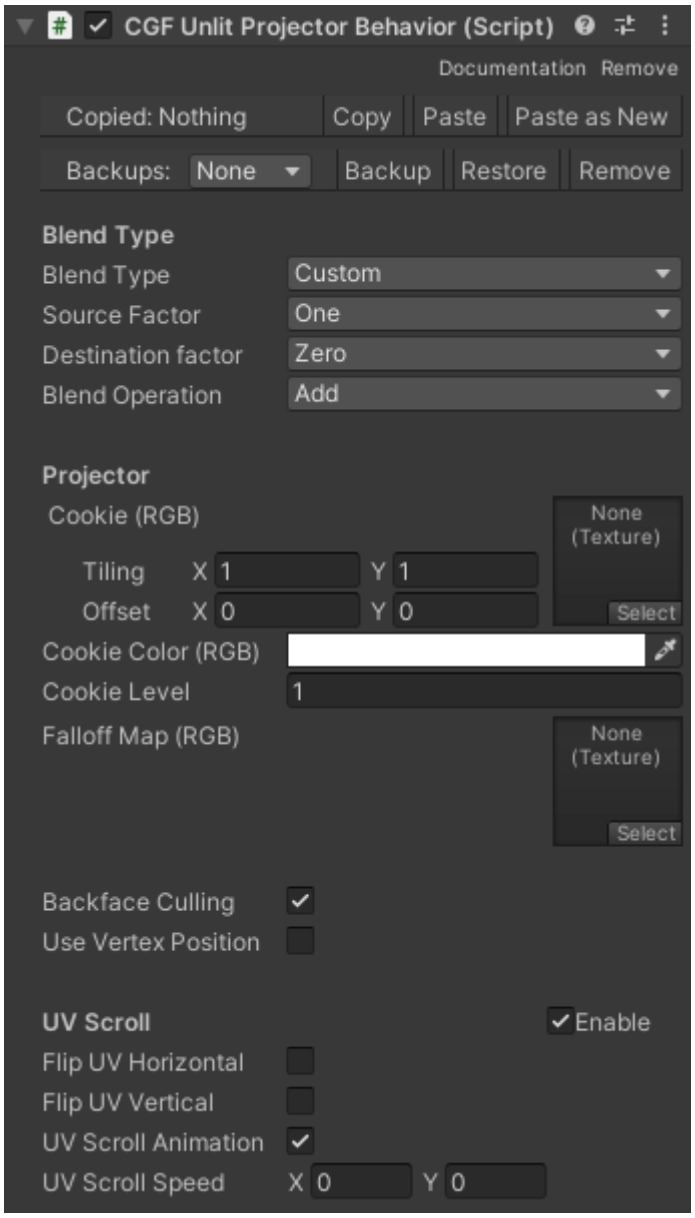


Files: CGFUnlitProjectorBehavior.cs
Path: “CGF/Systems/Shaders/Unlit”
Asset Store

Description

Behavior that allows to the attatched gameobject manage a material with a shader Unlit/VFX/Projector.

Reference



It has the same properties as the material.

Use

Add the CGFUnlitProjectorBehavior to the gameobject with Projector component configure their settings.