Ambient Occlusion

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages ambient occlusion settings.

Reference

- **Ambient Occlusion** – Manages ambient occlusion settings.
  - **Ambient Occlusion** – Ambient Occlusion from lightmap.
  - **Ambient Occlusion Color (RGB)** – Color of the ambient occlusion.
  - **Ambient Occlusion Level** – Level of light of the ambient occlusion in relation the source color.
  - **Shadow level** – Level of shadow of the ambient occlusion in relation the source color.
  - **Multiply Ambient Occlusion** – If enabled the ambient occlusion color is multiplied by the source color.
  - **Desaturate Light Color** – If enabled color of the light of the ambient occlusion is desaturated to grey scale.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.