Fresnel

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages Fresnel effect settings.

Reference

- **Fresnel** – Manages Fresnel effect settings.
  - **Fresnel** – Fresnel effect.
  - **Normal** – Normal mapping.
  - **Normal Map (RGB)** – Normal map. Only uses the RGB channels.
  - **Normal Level** – Scale of the normal map.
  - **Refraction** – Refractive surface.
  - **Refraction Index** – Ratio of indices of refraction at the surface.
  - **Chromatic Dispersion** – Dissociation of color channels due the refraction effect.
  - **Chromatic Dispersion Offset** – Offset of area affected by the chromatic dispersion.
  - **Chromatic Dispersion Smooth** – Smooth or falloff of edge of the area affected by the chromatic dispersion.
  - **Refraction Blur Level** – Intensity of blur in the chromatic dispersion area.
  - **Gloss Refraction Translucency** – If enabled, glossiness value of the metallic look controls the translucency of the surface.
  - **Gloss Translucency Quality** – Quality of translucency effect.
  - **Translucency** – Translucency surface, sub surface scattering.
  - **Sub Surface Scattering** – Scattering of the light rays when go through the mesh.
  - **SSS Internal Color (RGB)** – Color for the area affected by the translucency, simulates the color of internal part of the mesh.
  - **SSS Internal Color Level** – Level of the internal color based on the surface color and light color.
  - **SSS Offset** – Offset of area affected by the translucency.
  - **SSS Smooth** – Smooth or falloff of edge of the area affected by the translucency.
  - **SSS Thickness Map (R)** – Texture that contains the thickness of the mesh.
  - **Non Dir Light Penetration** – Penetration intensity through the mesh of point and spot light (non directional lights).
  - **Shadow Strength** – Diffuse shadow level.
  - **Parallax Mode** – Parallax mode.
    - **None** – Selects the None option.

        - **Parallax Offset** – Selects the Parallax Offset option.
        - **Parallax Mapping** – Selects the Parallax Mapping option.
        - **Parallax Mapping Raymarching** – Selects the Parallax Mapping Raymarching option.
        - **Parallax Occlusion Mapping** – Selects the Parallax Occlusion Mapping option.
    - **Height Map (R)** – Displacement texture for simulate height. Only uses the R channels.
    - **Height Level** – Level of height simulation.
    - **Height Iterations** – Iterations that compound the height simulation.
    - **Raymarching Search Steps** – Length of the raymarching ray. More steps increase the quality of the effect but increase the performance cost.
    - **Occlusion Iterations Range** – Iterations that compound the height simulation.
    - **Occlusion Interpolation Steps** – More steps increase the quality of the effect but increase the performance cost.
    - **Clip Edge** – If enabled clips the ends of the UVs to give a more 3D look at the edges of the geometry.
    - **Clip Silhouette** – If enabled uses the UV coordinates to clip the effect curvature in X or V axis, useful for cylinders, works best with 'Clip Edges' disabled.
    - **Curvature U** – U coordinates to clip the effect curvature.
    - **Curvature V** – V coordinates to clip the effect curvature.
    - **Curvature Bias** – Adjust of the effect curvature.
    - **Ambient Occlusion** – Ambiental occlusion static effect.
    - **Ambient Occlusion Map (R)** – Ambient occlusion map. Only uses the R channel.
    - **Ambient Occlusion Level** – Level of the ambient occlusion map color in relation the source color.
    - **Color Mask** – Color Fill.
    - **Color Mask Map (RGB)** – Mask texture.
    - **Color Mask Color R (RGB)** – Color of the red channel mask.
    - **Color Mask Color B (RGB)** – Color of the green channel mask.
    - **Color Mask Color G (RGB)** – Color of the blue channel mask.
    - **Color Mask Mode** – Color Mask Mode.
        - **Normal** – Selects the Normal option.
        - **Multiply** – Selects the Multiply option.
        - **Overlay** – Selects the Overlay option.
    - **Color Mask Level** – Level of color mask in relation the source color.
    - **Emission** – Emission color.
    - **Flip UV Horizontal** – Description.
    - **Flip UV Vertical** – Description.
    - **UV Scroll Animation** – Description.
    - **UV Scroll Speed** – Description.
    - **LOD Fade Mode** – LOD fade mode.
        - **None** – Selects the None option.
        - **Cross Fade Blending** – Selects the Cross Fade Blending option.
        - **Cross Fade Dithering** – Selects the Cross Fade Dithering option.
    - **LOD Dither Type** – LOD dither type.
        - **Unity** – Selects the Unity option.
        - **Blue Noise** – Selects the Blue Noise option.
        - **Floyd Steinberg** – Selects the Floyd Steinberg option.

- **Camera Fading** – Opacity by camera distance and direction.
  - **None** – Selects the None option.
  - **Blending** – Selects the Blending option.
  - **Dithering** – Selects the Dithering option.
- **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
- **Camera Fading Far Point** – End point of the fading.
- **Camera Fading Dithering Pattern** – Dithering patternt of the fading.
- **Camera Fading Darken** – If enabled darken mesh with fading.
- **Camera Direction Fading** – Opacity by camera direction.
- **Opacity Clip** – If enabled clips the mesh with less opacity than the opacity clip threshold.
- **Opacity Clip Threshold** – Opacity clip threshold.
- **Detail** – Color and Normal details.
- **Detail Map (RGB)** – Texture of the color details.
- **Detail Normal Fit To Screen** – If enabled use screen space UV.
- **Detail Normal** – Normal details.
- **Detail Normal Map (RGB)** – Texture of the normal details.
- **Detail Normal Level** – Level of the normal map.
- **Detail Mask (R)** – Texture that masks the detail maps.
- **Detail Blend Mode** – Blend mode of the color of the detail and the base color.
  - **Multiply** – Selects the Multiply option.
  - **Linear Dodge Or Additive** – Selects the Linear Dodge Or Additive option.
  - **Overlay** – Selects the Overlay option.
  - **Multiply X 2** – Selects the Multiply X 2 option.
- **Detail UV Scroll** – If enabled apply a UV scroll.
- **Detail UV Scroll Speed** – Speed of the UV scroll.
- **Curved World** – Curved World features.
- **Curved World Mode** – Curved world mode.
  - **Bend Left (+X)** – Selects the Bend Left (+X) option.
  - **Bend Right (X)** – Selects the Bend Right (X) option.
  - **Bend Forward (+Z)** – Selects the Bend Forward (+Z) option.
  - **Bend Back (Z)** – Selects the Bend Back (Z) option.

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.