Metallic

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages metallic surface settings.

Reference

- **Metallic** – Manages metallic surface settings.
  - **Metallic** – Metallic.
  - **Metallic Map (RGB)** – Texture that determines the metallic look of the surface.
  - **Metalness** – Level of metallic look of the surface.
  - **Gloss Mode** – Use smoothnes or roughnes to determine the glossines of the surface.
    - **Smoothnes** – Selects the Smoothnes option.
    - **Roughness** – Selects the Roughness option.
  - **Smoothnes or Roughness Map (RGB)** – Texture that determines the smoothnes or roughness of the surface.
  - **Glossiness** – Level of smoothnes or roughness of the surface.

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.