Normal

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages normal map settings.

Reference

- **Normal** – Manages normal map settings.
  - **Normal** – Normal mapping.
  - **Normal Map (RGB)** – Normal map. Only uses the RGB channels.
  - **Normal Level** – Scale of the normal map.

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.