Projector Ortho

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages projector ortho settings.

Reference

- **Projector Ortho** – Manages projector ortho settings.
  - **Color (RGBA)** – Color of the projection.
  - **Cookie Fill Color** – Fill the cookie with color.
  - **Intensity** – Intensity of the projection color.
  - **Cookie (RGBA)** – Projection texture.
  - **Alpha Cutout** – If enabled, cutout the alpha channel.
  - **Alpha Cutoff** – Alpha Cutoff value.
  - **Projection Falloff** – Projection falloff based on the depth.
  - **Culling Angle** – Angle of occlusion for the projection based on the projection forward direction.
  - **Culling Falloff** – Smoothing of the occlusion for the projection based on the projection forward direction.
  - **Projection Smooth** – Edge smoothing of the projection.
  - **High Quality Sampling** – Avoid edge artifacts but increase the graphic consumption.

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.