

Alpha

Descripción

Files: [Alpha.shader](#)

Path: "CGF/Systems/Shaders/EffectMask/Resources/Shaders"

Shader menu: "Unlit/Alpha"

Description

Unity shader Unlit/Alpha.

Reference

- **Texture** – Texture.
- **Multiplicative color** – Multiplicative color.
- **Source Factor** – Source Factor.
- **Destination Factor** – Destination Factor.
- **Blend Operation** – Blend Operation.
- **Depth Test** – Depth Test.
- **Depth Write** – Depth Write.
- **Color Mask** – Color Mask.
- **Cull Mode** – Cull Mode.
- **Extrude** – Extrude.

Use

Assign the shader from Unlit/Alpha to a material.

Configure the grouped material properties listed in Reference from the Unity material inspector.