

Flat Light Blend

Descripción

Files: [FlatLightBlend.shader](#)

Path: "CGF/Shaders/FlatLighting"

Shader menu: "CG Framework/Flat Lighting/Flat Light Blend"

Description

Unity shader CG Framework/Flat Lighting/Flat Light Blend.

Reference

- **Light Colors** – Light Colors by normal direction. See [Common Features / Light Colors](#).
- **Light Textures** – Light Textures by normal direction. See [Common Features / Light Textures](#).
- **Front Gradient** – Front color gradient. See [Common Features / Front Gradient](#).
- **Right Gradient** – Right color gradient. See [Common Features / Right Gradient](#).
- **Top Gradient** – Top color gradient. See [Common Features / Top Gradient](#).
- **Back Gradient** – Back color gradient. See [Common Features / Back Gradient](#).
- **Left Gradient** – Left color gradient. See [Common Features / Left Gradient](#).
- **Bottom Gradient** – Bottom color gradient. See [Common Features / Bottom Gradient](#).
- **Gradient Steps** – Shading steps of the gradient.
- **Reflection** – Reflection properties. See [Common Features / Reflection](#).
- **Refraction** – Refraction properties.
 - **Refraction** – Refraction effect.
 - **Refraction Index** – Index of refraction.
 - **Refraction Map (RG)** – Refraction Map (RG).
 - **Refraction Level** – Refraction Level.
 - **Refraction Scroll** – Scroll the refraction texture.
 - **Chromatic Dispersion** – Dispersion of the color channels.
- **Height Fog** – Height Fog properties. See [Common Features / Height Fog](#).
- **Distance Fog** – Distance Fog properties. See [Common Features / Distance Fog](#).
- **Light** – Light properties.
 - **Light** – Light and Ambient light.
 - **Directional Light** – If enabled the color of the main directional light affect to the source mesh.
 - **Ambient Light** – If enabled ambient light affect to the source mesh.

- **Ambient Occlusion** – Ambient Occlusion properties. See [Common Features / Ambient Occlusion](#).
- **unity_Lightmap** – unity_Lightmap.
- **UV Scroll** – UV Scroll properties. See [Common Features / UV Scroll](#).
- **LOD Fade Mode** – LOD Fade Mode properties. See [Common Features / LOD Fade Mode](#).
- **Stencil Options** – Stencil Options properties. See [Common Features / Stencil Options](#).
- **Stencil Comparison Function** – Stencil Comparison Function.
- **Stencil Pass Operation** – Stencil Pass Operation.
- **Stencil Fail Operation** – Stencil Fail Operation.
- **Stencil ZFail Operation** – Stencil ZFail Operation.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **Render ModeType** – Rendering ModeType.
 - **Render Face** – Determine which sides of mesh to render.
 - **Booth** – Selects the Booth option.
 - **Back** – Selects the Back option.
 - **Front** – Selects the Front option.
- **Blend Mode** – Blend Mode.

Use

Assign the shader from CG Framework/Flat Lighting/Flat Light Blend to a material. Configure the grouped material properties listed in Reference from the Unity material inspector.