Flat Light

Descripción

Files: FlatLight.shader

Path: "CGF/Shaders/FlatLighting"

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

Description

Unity shader CG Framework/Flat Lighting/Flat Light.

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.
- **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.

Use

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