Clay

Descripción

Files: Clay.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Clay"

Description

Unity shader CG Framework/Lit/Clay.

Reference

- **Diffuse Map** – Main texture.
- **Use Semitransparent Shadows** – Enable the semitransparent shadows, apply a dithering to the sahdows based on the opacity of the mesh, only works with transparent render ModeType.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Color** – Main color.
- **Triplanar Mapping** – Triplanar Mapping.
- **Use Object Space** – Use Object Space.
- **Specular** – Specular light (Blinn-Phong).
    - **Specular** – Specular light (Blinn-Phong).
    - **Specular Map (RGB)** – Specular texture.
    - **Specular Color (RGB)** – Color of the specular light.
    - **Specular Level** – Level of the specular light.
    - **Shininess Level** – Level of blur for the highlight and the reflection.
    - **Reflection** – Manages reflection settings. See Common Features / Reflection.
    - **Cubemap Rotation X** – Custom cubemap X rotation.
    - **Cubemap Rotation Y** – Custom cubemap Y rotation.
- **Fresnel** – Manages Fresnel effect settings. See Common Features / Fresnel.
- **Fingerprints** – Fingerprints.
- **Fingerprints Map (R)** – Fingerprints Map (R).
- **Fingerprints Level** – Fingerprints Level.
- **Fingerprints Smoothness** – Fingerprints Smoothness.
- **SSS Multiplier** – SSS Multiplier.
- **Emission** – Emission Map (RGB) See Common Features / Emission.
- **Emission** – Emission Color (RGB) See Common Features / Emission.
- **UV Scroll** – UV Scroll See Common Features / UV Scroll.

- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **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/Lit/Clay` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.