Lit Legacy 3D Text

Descripción

Files: LitLegacy3DText.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Lit Legacy 3D Text"

Description

Unity shader CG Framework/Lit/Lit Legacy 3D Text.

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.
- **Opacity** – Opacity value.
- **Always Visible** – Reverse the opacity of the main texture.
- **ZTest** – ZTest.
- **Specular** – Specular light (Blinn-Phong).
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    - **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** – Fresnel effect. See Common Features / Fresnel.
- **Normal** – Manages normal map settings. See Common Features / Normal.
- **Emission** – Emission Map (RGB) See Common Features / Emission.
- **Emission** – Emission Color (RGB) See Common Features / Emission.
- **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.
- **Blend Mode** – Blend Mode.

Use

Assign the shader from `CG Framework/Lit/Lit Legacy 3D Text` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.