Lit Standard 3D Text

Descripción

Files: LitStandard3DText.shader

Path: "CGF/Shaders/Lit"

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

Description

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

Reference

- **Albedo 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 mode.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Opacity** – Opacity value.
- **Always Visible** – Reverse the opacity of the main texture.
- **ZTest** – ZTest.
- **Metallic** – Metallic See Common Features / Metallic.
- **Metallic** – Texture that determines the metallic look of the surface. See Common Features / Metallic.
- **Metalness** – Level of metallic look of the surface.
- **Gloss Mode** – Use smoothnes or roughnes to determine the glossines of the surface.
    - **Smoothnes** – Selects the Smoothnes option.
    - **Roughness** – Selects the Roughness option.
- **Smoothnes or Roughness Map (RGB)** – Texture that determines the smoothnes or roughness of the surface.
- **Glossiness** – Level of smoothnes or roughness of the surface.
- **Reflection** – Manages reflection settings. See Common Features / Reflection.
- **Cubemap Rotation X** – Custom cubemap X rotation.
- **Cubemap Rotation Y** – Custom cubemap Y rotation.
- **Normal** – Manages normal map settings. See Common Features / Normal.
- **Ambient Occlusion** – Manages ambient occlusion settings. See Common Features / Ambient Occlusion.
- **Emission** – Manages emission settings. 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 Standard 3D Text` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.