Lit Standard Blend

Descripción

Files: LitStandardBlend.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Lit Standard Blend"

Description

Unity shader CG Framework/Lit/Lit Standard Blend.

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.
- **Color** – Main color.
- **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.
- **Refraction** – Refractive surface.
- **Refraction Index** – Ratio of indices of refraction at the surface.
- **Chromatic Dispersion** – Dissociation of color channels due the refraction effect.
- **Chromatic Dispersion Offset** – Offset of area affected by the chromatic dispersion.
- **Chromatic Dispersion Smooth** – Smooth or falloff of edge of the area affected by the chromatic dispersion.

- **Refraction Blur Level** – Intensity of blur in the chromatic dispersion area.
- **Gloss Refraction Translucency** – If enabled, glossiness value of the metallic look controls the translucency of the surface.
- **Gloss Translucency Quality** – Quality of translucency effect.
- **Translucency** – Translucency surface, sub surface scattering.
- **Sub Surface Scattering** – Scattering of the light rays when go through the mesh.
- **SSS Internal Color (RGB)** – Color for the area affected by the translucency, simulates the color of internal part of the mesh.
- **SSS Internal Color Level** – Level of the internal color based on the surface color and light color.
- **SSS Multiplier** – SSS Multiplier.
- **SSS Offset** – Offset of area affected by the translucency.
- **SSS Smooth** – Smooth or falloff of edge of the area affected by the translucency.
- **SSS Thickness Map (R)** – Texture that contains the thickness of the mesh.
- **Non Dir Light Penetration** – Penetration intensity through the mesh of point and spot light (non directional lights).
- **Shadow Strength** – Diffuse shadow level.
- **Parallax** – Parallax mode. See Common Features / Parallax.
- **Height Map (R)** – Displacement texture for simulate height. Only uses the R channels.
- **Height Level** – Level of height simulation.
- **Height Iterations** – Iterations that compound the height simulation.
- **Raymarching Search Steps** – Length of the raymarching ray. More steps increase the quality of the effect but increase the performance cost.
- **Occlusion Iterations Range** – Iterations that compound the height simulation.
- **Occlusion Interpolation Steps** – More steps increase the quality of the effect but increase the performance cost.
- **Clip Edge** – If enabled clips the ends of the UVs to give a more 3D look at the edges of the geometry.
- **Clip Silhouette** – If enabled uses the UV coordinates to clip the effect curvature in X or V axis, useful for cylinders, works best with 'Clip Edges' disabled.
- **Curvature U** – U coordinates to clip the effect curvature.
- **Curvature V** – V coordinates to clip the effect curvature.
- **Curvature Bias** – Adjust of the effect curvature.
- **Ambient Occlusion** – Manages ambient occlusion settings. See Common Features / Ambient Occlusion.
- **Color Mask** – Color Fill.
- **Color Mask Map (RGB)** – Mask texture.
- **Color Mask Color R (RGB)** – Color of the red channel mask.
- **Color Mask Color B (RGB)** – Color of the green channel mask.
- **Color Mask Color G (RGB)** – Color of the blue channel mask.
- **Color Mask Mode** – Color Mask Mode.
  - **Normal** – Selects the Normal option.
  - **Multiply** – Selects the Multiply option.
  - **Overlay** – Selects the Overlay option.
- **Color Mask Level** – Level of color mask in relation the source color.
- **Emission** – Manages emission settings. See Common Features / Emission.

- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **LOD Fade Mode** – LOD fade mode. See Common Features / LOD Fade Mode.
- **LOD Dither Type** – LOD dither type.
  - **Unity** – Selects the Unity option.
  - **Blue Noise** – Selects the Blue Noise option.
  - **Floyd Steinberg** – Selects the Floyd Steinberg option.
- **Camera Fading** – Opacity by camera distance and direction.
  - **None** – Selects the None option.
  - **Blending** – Selects the Blending option.
  - **Dithering** – Selects the Dithering option.
- **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
- **Camera Fading Far Point** – End point of the fading.
- **Camera Fading Dithering Pattern** – Dithering patternt of the fading.
- **Camera Fading Darken** – If enabled darken mesh with fading.
- **Camera Direction Fading** – Opacity by camera direction.
- **Opacity Clip** – If enabled clips the mesh with less opacity than the opacity clip threshold.
- **Opacity Clip Threshold** – Opacity clip threshold.
- **Detail** – Color and Normal details.
- **Detail Map (RGB)** – Texture of the color details.
- **Detail Normal Fit To Screen** – If enabled use screen space UV.
- **Detail Normal** – Normal details.
- **Detail Normal Map (RGB)** – Texture of the normal details.
- **Detail Normal Level** – Level of the normal map.
- **Detail Normal Fit To Screen** – Detail Normal Fit To Screen.
- **Detail Mask (R)** – Texture that masks the detail maps.
- **Detail Blend Mode** – Blend mode of the color of the detail and the base color.
  - **Multiply** – Selects the Multiply option.
  - **Linear Dodge Or Additive** – Selects the Linear Dodge Or Additive option.
  - **Overlay** – Selects the Overlay option.
  - **Multiply X 2** – Selects the Multiply X 2 option.
- **Detail UV Scroll** – If enabled apply a UV scroll.
- **Detail UV Scroll Speed** – Speed of the UV scroll.
- **Curved World** – Curved World features.
- **Curved World Mode** – Curved world mode.
  - **Bend Left (+X)** – Selects the Bend Left (+X) option.
  - **Bend Right (X)** – Selects the Bend Right (X) option.
  - **Bend Forward (+Z)** – Selects the Bend Forward (+Z) option.
  - **Bend Back (Z)** – Selects the Bend Back (Z) option.
- **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 Blend` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.