Shadow Receiver

Descripción

Files: ShadowReceiver.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Shadow Receiver"

Description

Unity shader CG Framework/Lit/Shadow Receiver.

Reference

- **Shadow Color (RGB)** – Color of the shadow.
- **Shadow Level** – Level of the intensity of the shadow.
- **Shadow Mask Map (R)** – Texture to mask the shadow.
- **Use Ambient Light** – If enabled, the ambient light affect the shadow.
- **Only Directional Light** – If enabled, only use the main directional light to project the shadow.
- **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.
- **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.

Use

Assign the shader from `CG Framework/Lit/Shadow Receiver` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.