Sprite Diffuse Blend

Descripción

Files: SpriteDiffuseBlend.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Sprite Diffuse Blend"

Description

Unity shader CG Framework/Lit/Sprite Diffuse Blend.

Reference

- **Texture (RGBA)** – Main texture.
- **Pixel Snap** – Pixel snapping.
- **Use Alpha Clip** – Enables Alpha Clip.
- **Alpha cutoff** – Alpha Cutoff value.
- **Color (RGBA)** – Main color.
- **Gradient Top Color** – Color of the top part of the gradient.
- **Gradient Center** – Gradient center.
- **Gradient Width** – Gradient width.
- **Gradient Revert** – Revert the orientation of the gradient.
- **Gradient Change Direction** – Change direction of the gradient.
- **Gradient Rotation** – Gradient rotation.
- **Gradient Steps** – Gradient steps.
- **Emission** – Manages emission settings. See Common Features / Emission.
- **Flip UV Horizontal** – Flip UV Horizontal.
- **Flip UV Vertical** – Flip UV Vertical.

Use

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