Sprite

Descripción

Files: Sprite.shader

Path: "CGF/Shaders/Lit"

Shader menu: "CG Framework/Lit/Sprite"

Description

Unity shader CG Framework/Lit/Sprite.

Reference

- **Diffuse Map (RGBA)** – Main texture.
- **Pixel Snap** – Pixel snapping.
- **Color (RGBA)** – Main color.
- **Use Alpha Clip** – Enables Alpha Clip.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Specular** – Specular light (Blinn-Phong).
    - **Specular** – Specular light (Blinn-Phong).
    - **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, reflection and fresnel.
    - **Emission** – Manages emission settings. See Common Features / Emission.
    - **Flip UV Horizontal** – Flip UV Horizontal.
    - **Flip UV Vertical** – Flip UV Vertical.
- **Normal** – Manages normal map settings. See Common Features / Normal.
- **Color Mask** – Color Mask.
- **Color Mask Map (RGB)** – Color Mask Map (RGB).
- **Color Mask Color R (RGB)** – Color Mask Color R (RGB).
- **Color Mask Color G (RGB)** – Color Mask Color G (RGB).
- **Color Mask Color B (RGB)** – Color Mask Color B (RGB).
- **Color Mask Level** – Color Mask Level.

Use

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