Particle Lit Legacy

Descripción

Files: ParticleLitLegacy.shader

Path: "CGF/Shaders/Lit/VFX"

Shader menu: "CG Framework/Lit/VFX/Particle Lit Legacy"

Description

Unity shader CG Framework/Lit/VFX/Particle Lit Legacy.

Reference

- **Particle Texture** – 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 ModeType.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Opacity** – Opacity value.
- **Camera Fading** – Opacity by camera distance and direction.
- **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
- **Camera Fading Far Point** – End point of the fading.
- **Camera Direction Fading** – Opacity by camera direction.
- **Soft Particles** – Fade out particles when they get close to the surface of objects.
- **Fade Distance** – Fade length.
- **Fade Falloff** – Fallof 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 and the reflection.
    - **Reflection** – Manages reflection settings. See Common Features / Reflection.
    - **Cubemap Rotation X** – Custom cubemap X rotation.
    - **Cubemap Rotation Y** – Custom cubemap Y rotation.
- **Fresnel** – Fresnel effect. See Common Features / Fresnel.
- **SSS Multiplier** – SSS Multiplier.
- **Emission** – Emission Map (RGB) See Common Features / Emission.
- **Emission** – Emission Color (RGB) 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.
- **Blend Type** – Blend Type.
- **Src Blend Factor** – Src Blend Factor.
- **Dst Blend Factor** – Dst Blend Factor.
- **Blend Operation** – Blend Operation.

Use

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