Particle Lit Standard

Descripción

Files: ParticleLitStandard.shader

Path: "CGF/Shaders/Lit/VFX"

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

Description

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

Reference

- **Particle Texture** – Texture of the particle.
- **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.
- **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** – Refraction effect.
- **Refraction Map (RG)** – Refraction Map (RG).
- **Refraction Level** – Refraction Level.
- **Refraction Scroll** – Scroll the refraction texture.
- **Refraction Mask (R)** – Refraction Mask.
- **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.
- **Emission** – Manages emission settings. 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 Standard` to a material. Configure the grouped material properties listed in Reference from the Unity material inspector.