Particle Toon

Descripción

Files: ParticleToon.shader

Path: "CGF/Shaders/Lit/VFX"

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

Description

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

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.
- **Global Opacity** – Manages the opacity of the mesh and the outline.
- **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.
- **Toon Mode** – Toon mode.
    - **Dynamic** – Selects the Dynamic option.
    - **Texture Ramp** – Selects the Texture Ramp option.
- **Toon Ramp (RGB)** – Toon texture ramp.
- **Shadow Offset** – Shadow offset across the mesh surface.
- **Shadow Smooth** – Level of the smooth of the edge of the shadow.
- **Shadow Level** – Level of intensity of the shadow.
- **Shadow Steps** – Cell shading steps.
- **Shadow Color (RGB)** – Color of the shadow.
- **Shadow Threshold Pattern (R)** – Threshold pattern texture applied to the shade.
- **Shadow Screen Space Treshold** – If enabled, the threshold pattern texture use texture coordinates in screen space.

- **Shadow Smoothed Treshold** – If enabled, applied a smooth offset to the texture coordinates in screen space, improve the threshold pattern effect if the object is in movement.
- **Mesh Silhouette Against Light Direction** – If enabled, show a silhouette mask to the shadow across the mesh surface to show the base color when the view direction is opposite to the light source direction.
- **Mesh Silhouette Offset** – Mesh silhouette offset across the mesh surface.
- **Mesh Silhouette Smooth** – Level of the smooth of the edge of the mesh silhouette.
- **Mesh Silhouette Hard Edge** – If enabled, apply a hard endge to the mesh silhouette effect.
- **Specular** – Specular light (Blinn-Phong).
- **Specular Color (RGB)** – Color of the specular light.
- **Use Light Color** – If enabled, apply the color of the light on the specular light.
- **Specular Map (RGB)** – Specular texture.
- **Specular Offset** – Specular light offset across the mesh surface.
- **Specular Smooth** – Level of the smooth of the edge of the specular light.
- **Specular Level** – Level of intensity of the specular light.
- **Specular Steps** – Cell specular steps.
- **Specular Effect (R)** – Texture applied to the specular light.
- **Specular Effect Smooth** – Level of smooth of the texture applied to the specular light.
- **Specular Screen Space Effect** – If enabled, applied a smooth offset to the texture coordinates in screen space, improve the specular effect if the object is in movement.
- **Specular Smoothed Effect** – Color of the specular light.
- **Reflection** – Manages reflection settings. See Common Features / Reflection.
- **Cubemap Rotation X** – Custom cubemap X rotation.
- **Cubemap Rotation Y** – Custom cubemap Y rotation.
- **Enable Ambient Light** – If enabled ambient light affect to the source mesh.
- **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.
- **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 Toon` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.