Baked Animation Texture

Descripción

Files: BakedAnimationTexture.shader

Path: "CGF/Shaders/Others"

Shader menu: "CG Framework/Other/BakedAnimationTexture"

Description

Unity shader CG Framework/Other/BakedAnimationTexture.

Reference

- **Main Texture** – Main Texture.
- **Animation A Position** – Animation A Position.
- **Animation A Normal** – Animation A Normal.
- **Animation A Length (s)** – Animation A Length (s).
- **Animation A Offset (s)** – Animation A Offset (s).
- **Animation A Loop** – Animation A Loop.
- **Animation B Position** – Animation B Position.
- **Animation B Normal** – Animation B Normal.
- **Animation B Length (s)** – Animation B Length (s).
- **Animation B Offset (s)** – Animation B Offset (s).
- **Animation B Loop** – Animation B Loop.
- **Transition Progression** – Transition Progression.
- **Transition Direction** – Transition Direction.
- **Transition Only At Cycle End** – Transition Only At Cycle End.
- **Transition Exit Time** – Transition Exit Time.

Use

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