Lit

Descripción

Files: Retro3DLit.shader

Path: "CGF/Shaders/Retro3D"

Shader menu: "CG Framework/Retro 3D/Lit"

Description

Unity shader CG Framework/Retro 3D/Lit.

Reference

- **Diffuse Map** – 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.
- **Color** – Main color.
- **Vertex Snapping Level** – Amount of the vertex inaccuracy position.
- **Affine Texturing Mapping Level** – Amount of the perspective texture correction inaccuracy.
- **Z-Buffer Lacking Level** – Polygons that are supposed to be in the back popping to the front, and vice versa.
- **Texture LOD** – If enabled, a LOD texture.
- **Texture LOD Map** – Texture of the texture LOD.
- **Camera Distance Texture LOD** – Activation distance of the texture LOD based on the camera position.
- **Vertex Clipping** – If enabled, shader discards vertices based on the Camera Distance Vertex Clip property.
- **Camera Distance Vertex Clip** – Vertex discard distance based on the camera position.
- **Frustrum Vertex Clipping** – If enabled, shaders discard vertices that are outside of the frustrum camera.
- **Lighting Model** – Determines whether to use Gouraud or Flat shading.
    - **Gouraud** – Selects the Gouraud option.
    - **Flat** – Selects the Flat option.
    - **Phong** – Selects the Phong option.
- **White Specular** – If enabled, the color of the direct specular light is always white.
- **Saturation Enhancement** – Enhances the darkest part of color of the surface.
- **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.
    - **Color Mask** – Color Fill.
    - **Color Mask Map (RGB)** – Mask texture.
    - **Color Mask Color R (RGB)** – Color of the red channel mask.
    - **Color Mask Color B (RGB)** – Color of the green channel mask.
    - **Color Mask Color G (RGB)** – Color of the blue channel mask.
    - **Color Mask Mode** – Color Mask Mode.
        - **Normal** – Selects the Normal option.
        - **Multiply** – Selects the Multiply option.
        - **Overlay** – Selects the Overlay option.
    - **Color Mask Level** – Level of color mask in relation the source color.
    - **Emission** – Emission color. See Common Features / Emission.
    - **Mesh Intersection** – Mesh intersection detection.
    - **Intersection Texture (RGB)** – Texture applied on the intersection area.
    - **Intersection Texture Scroll** – Scroll the intersection texture.
    - **Intersection Texture Smooth** – Smooth of the edge of the intersection texture.
    - **Intersection Texture Reverse** – If enabled, reverse the intersection texture color.
    - **Intersection Color (RGBA)** – Intersection color.
    - **Intersection Falloff** – Fallof value.
    - **Intersection Distance** – Intersection length.
    - **Intersection Level** – Level of the color based on the source color.
    - **Flip UV Horizontal** – Description.
    - **Flip UV Vertical** – Description.
    - **UV Scroll** – Description See Common Features / UV Scroll.
    - **UV Scroll** – Description See Common Features / UV Scroll.
    - **Scroll By Textel** – Description.
    - **LOD Fade Mode** – LOD fade mode. See Common Features / LOD Fade Mode.
    - **LOD Dither Type** – LOD dither type.
        - **Unity** – Selects the Unity option.
        - **Blue Noise** – Selects the Blue Noise option.
        - **Floyd Steinberg** – Selects the Floyd Steinberg option.
- **Emission** – Emission Map (RGB) See Common Features / Emission.
- **Emission** – Emission Color (RGB) See Common Features / Emission.
- **UV Scroll** – UV Scroll See Common Features / UV Scroll.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **Cull** – Cull.

Use

Assign the shader from `CG Framework/Retro 3D/Lit` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.