Unlit Blend

Descripción

Files: Retro3DUnlitBlend.shader

Path: "CGF/Shaders/Retro3D"

Shader menu: "CG Framework/Retro 3D/Unlit Blend"

Description

Unity shader CG Framework/Retro 3D/Unlit Blend.

Reference

- **Diffuse Map** – Main texture.
- **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.
- **Saturation Enhancement** – Enhances the darkest part of color of the surface.
- **Enable Ambient Light** – If enabled ambient light affect to the source mesh.
- **Reflection** – Manages reflection settings. See Common Features / Reflection.
- **Specular Mask (RGB)** – Specular texture.
- **Shininess Level** – Level of blur for the highlight and the 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** – Manages emission settings. 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.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **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.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **Cull** – Cull.
- **Blend Mode** – Blend Mode.

Use

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