Particle Lit

Descripción

Files: ParticleRetro3DLit.shader

Path: "CGF/Shaders/Retro3D/VFX"

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

Description

Unity shader CG Framework/Retro 3D/VFX/Particle Lit.

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.
- **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.
- **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.
- **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).
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    - **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.
    - **Emission** – Emission color. See Common Features / Emission.
- **Emission** – Emission Map (RGB) See Common Features / Emission.
- **Emission** – Emission Color (RGB) 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/Retro 3D/VFX/Particle Lit` to a material. Configure the grouped material properties listed in Reference from the Unity material inspector.