UI Drop Shadow

Descripción

Files: UIDropShadow.shader

Path: "CGF/Shaders/UI"

Shader menu: "CG Framework/UI/UI Drop Shadow"

Description

Unity shader CG Framework/UI/UI Drop Shadow.

Reference

- **Sprite Texture** – Sprite Texture.
- **Tint** – Tint.
- **Stencil Comparison** – Stencil Comparison.
- **Stencil ID** – Stencil ID.
- **Stencil Operation** – Stencil Operation.
- **Stencil Write Mask** – Stencil Write Mask.
- **Stencil Read Mask** – Stencil Read Mask.
- **Color Mask** – Color Mask.
- **Use Alpha Clip** – Use Alpha Clip.
- **Shadow Color** – Color of the shadow.
- **Shadow Position** – Distance of the shadow from the subject.
- **Soft Drop Shadow** – Enables soft shadow effect.
- **Shadow Spread** – How much the shadow fades around the edges.
- **Shadow Size** – Size of the drop shadow.

Use

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