Cubemap

Descripción

Files: Cubemap.shader

Path: "CGF/Shaders/Unlit"

Shader menu: "CG Framework/Unlit/Cubemap"

Description

Unity shader CG Framework/Unlit/Cubemap.

Reference

- **Projection Mode** – Projection Mode.
- **Projection Texture (RGB)** – Projection Texture (RGB).
- **Projection Cubemap (RGB)** – Projection Cubemap (RGB).
- **Object Rotation** – Object Rotation.
- **Color (RGB)** – Color (RGB).
- **Intensity** – Intensity.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Flip UV Horizontal.
- **Flip UV Vertical** – Flip UV Vertical.
- **Stencil Reference** – Stencil Reference.
- **Stencil Read Mask** – Stencil Read Mask.
- **Stencil Write Mask** – Stencil Write Mask.
- **Stencil Comparison Function** – Stencil Comparison Function.
- **Stencil Pass Operation** – Stencil Pass Operation.
- **Stencil Fail Operation** – Stencil Fail Operation.
- **Stencil ZFail Operation** – Stencil ZFail Operation.

Use

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