Distortion

Descripción

Files: Distortion.shader

Path: "CGF/Shaders/Unlit"

Shader menu: "CG Framework/Unlit/Distortion"

Description

Unity shader CG Framework/Unlit/Distortion.

Reference

- **Texture (RGBA)** – Main texture.
- **Use Alpha Clip** – Enables Alpha Clip.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Color (RGBA)** – Tint.
- **Distortion** – Manages distortion settings. See Common Features / Distortion.
- **Use UV Scroll** – Use UV Scroll.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **Scroll By Textel** – Description.

Use

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