Mat Cap Blend

Descripción

Files: MatCapBlend.shader

Path: "CGF/Shaders/Unlit"

Shader menu: "CG Framework/Unlit/MatCap Blend"

Description

Unity shader CG Framework/Unlit/MatCap Blend.

Reference

- **Main** – Main features.
  - **Diffuse Map** – 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.
  - **Color** – Main color.
- **Matcap** – Matcap properties.
  - **MatCap (RGB)** – MatCap texture.
  - **Desaturate MatCap** – Desaturate the MatCap texture.
- **Ambient Occlusion** – Ambient Occlusion properties. See Common Features / Ambient Occlusion .
- **Normal** – Normal properties. See Common Features / Normal.
- **Emission** – Manages emission settings. See Common Features / Emission.
- **LOD Fade Mode** – LOD Fade Mode properties. See Common Features / LOD Fade Mode.
- **Stencil Options** – Stencil Options properties. See Common Features / Stencil Options.
- **Stencil Comparison Function** – Stencil Comparison Function.
- **Stencil Pass Operation** – Stencil Pass Operation.
- **Stencil Fail Operation** – Stencil Fail Operation.
- **Stencil ZFail Operation** – Stencil ZFail Operation.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **Render ModeType** – Rendering ModeType.

    - **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.

Use

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