Sprite

Descripción

Files: Sprite.shader

Path: "CGF/Shaders/Unlit"

Shader menu: "CG Framework/Unlit/Sprite"

Description

Unity shader CG Framework/Unlit/Sprite.

Reference

- **Texture (RGBA)** – Main texture.
- **Use Alpha Clip** – Enables Alpha Clip.
- **Alpha cutoff** – Alpha Cutoff value.
- **Color (RGBA)** – Main color.
- **External Alpha** – External Alpha.
- **Color Gradient** – Color Gradient.
- **Top Color** – Color of the top part of the gradient.
- **Center** – Gradient center.
- **Width** – Gradient width.
- **Rotation** – Gradient rotation.
- **Color Fill** – Color Fill.
- **Color Fill Level** – Level of color fill in relation the source color.
- **Top Color Fill Level** – Level of top color fill in relation the source color.
- **Color Mask** – Color Mask.
- **Color Mask Map (RGB)** – Color Mask Map (RGB).
- **Color Mask Color R (RGB)** – Color Mask Color R (RGB).
- **Color Mask Color G (RGB)** – Color Mask Color G (RGB).
- **Color Mask Color B (RGB)** – Color Mask Color B (RGB).
- **Color Mask Level** – Color Mask Level.
- **Sprite Outline** – Outline for sprites.
- **Outline Color (RGBA)** – Color of the outline.
- **Outline Width** – Width of the outline.
- **Outline Sharp** – Hard edge for the external part of the outline.
- **Inner Sharp** – Hard edge for the internal part of the outline.
- **Disable Top Left Outline** – If enabled disables the top left outline.

- **Disable Top Outline** – If enabled disables the top outline.
- **Disable Right Outline** – If enabled disables the right outline.
- **Disable Bottom Right Outline** – If enabled disables the bottom right outline.
- **Disable Right Outline** – If enabled disables the right outline.
- **Disable Bottom Outline** – If enabled disables the bottom outline.
- **Disable Bottom Left Outline** – If enabled disables the bottom left outline.
- **Disable Left Outline** – If enabled disables the left outline.
- **Top Left Distance** – Distance of top left outline.
- **Top Distance** – Distance of top outline.
- **Top Right Distance** – Distance of top right outline.
- **Right Distance** – Distance of right outline.
- **Bottom Right Distance** – Distance of bottom right outline.
- **Bottom Distance** – Distance of bottom outline.
- **Bottom Left Distance** – Distance of bottom left outline.
- **Left Distance** – Distance of left outline.
- **Sprite Pixel Outline** – Pixel art outline for sprites.
- **Outline Color (RGBA)** – Color of the outline.
- **Outline Width** – Width of the outline.
- **Outer Outline** – If enabled outlines is created from external part of the sprite.
- **Outline Reverse** – If enabled outlines is created from center of the sprite.
- **Discard Transparent Pixels** – If enabled outline doesn't affect to non opaque pixels.
- **Disable Top Left Outline** – If enabled disables the top left outline.
- **Disable Top Outline** – If enabled disables the top outline.
- **Disable Bottom Left Outline** – If enabled disables the bottom left outline.
- **Disable Bottom Right Outline** – If enabled disables the bottom right outline.
- **Disable Right Outline** – If enabled disables the right outline.
- **Disable Bottom Outline** – If enabled disables the bottom outline.
- **Disable Right Outline** – If enabled disables the right outline.
- **Disable Left Outline** – If enabled disables the left outline.
- **Top Left Distance** – Distance of top left outline.
- **Top Distance** – Distance of top outline.
- **Bottom Left Distance** – Distance of bottom left outline.
- **Right Distance** – Distance of right outline.
- **Top Right Distance** – Distance of top right outline.
- **Bottom Distance** – Distance of bottom outline.
- **Left Distance** – Distance of left outline.
- **Bottom Right Distance** – Distance of bottom right outline.
- **Sprite Color Adjustment** – Color adjustment for sprite shaders.
- **Hue** – Color.
- **Saturation** – Color quantity.
- **Value** – Brightness of the color.
- **Color Adjustment Mask Map (RGBA)** – Mask texture.
- **Color Adjustment Mask Level** – Level of mask effect in relation the source color.
- **Flip UV Horizontal** – Flip UV Horizontal.
- **Flip UV Vertical** – Flip UV Vertical.

Use

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