Unlit 3D Text

Descripción

Files: 3DText.shader

Path: "CGF/Shaders/Unlit"

Shader menu: "CG Framework/Unlit/Unlit 3D Text"

Description

Unity shader CG Framework/Unlit/Unlit 3D Text.

Reference

- **Diffuse Map** – Main texture.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Opacity** – Opacity value.
- **Always Visible** – Reverse the opacity of the main texture.
- **ZTest** – ZTest.
- **Enable Ambient Light** – If enabled ambient light affect to the source mesh.
- **Reflection** – Manages reflection settings. See Common Features / Reflection.
- **Specular Mask (RGB)** – Specular texture.
- **Shininess Level** – Level of blur for the highlight and the reflection.
- **Emission** – Manages emission settings. See Common Features / Emission.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **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/Unlit 3D Text` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.