Unlit Blend

Descripción

Files: UnlitBlend.shader

Path: "CGF/Shaders/Unlit"

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

Description

Unity shader CG Framework/Unlit/Unlit Blend.

Reference

- **Diffuse Map** – Main texture.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Color** – Main color.
- **Gradient Top Color** – Color of the top part of the gradient.
- **Front Gradient Ramp (RGBA)** – Front Gradient Ramp (RGBA).
- **Gradient Center** – Gradient center.
- **Gradient Width** – Gradient width.
- **Gradient Revert** – Revert the orientation of the gradient.
- **Gradient Change Direction** – Change direction of the gradient.
- **Gradient Rotation** – Gradient rotation.
- **Gradient Steps** – Gradient steps.
- **Gradient Steps** – Gradient Steps.
- **Color Fill** – Color Fill.
- **Color Fill Level** – Level of color fill in relation the source color.
- **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.
- **Cubemap Rotation X** – Custom cubemap X rotation.
- **Cubemap Rotation Y** – Custom cubemap Y rotation.
- **Color Mask** – Color Fill.
- **Color Mask Map (RGB)** – Mask texture.
- **Color Mask Color R (RGB)** – Color of the red channel mask.
- **Color Mask Color B (RGB)** – Color of the green channel mask.
- **Color Mask Color G (RGB)** – Color of the blue channel mask.

- **Color Mask Mode** – Color Mask Mode.
  - **Normal** – Selects the Normal option.
  - **Multiply** – Selects the Multiply option.
  - **Overlay** – Selects the Overlay option.
- **Color Mask Level** – Level of color mask in relation the source color.
- **Emission** – Manages emission settings. See Common Features / Emission.
- **Mesh Intersection** – Mesh intersection detection.
- **Intersection Texture (RGB)** – Texture applied on the intersection area.
- **Intersection Texture Scroll** – Scroll the intersection texture.
- **Intersection Texture Smooth** – Smooth of the edge of the intersection texture.
- **Intersection Color (RGBA)** – Intersection color.
- **Intersection Falloff** – Fallof value.
- **Intersection Distance** – Intersection length.
- **Intersection Level** – Level of the color based on the source color.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **Scroll By Textel** – Description.
- **LOD Fade Mode** – LOD fade mode. See Common Features / LOD Fade Mode.
- **LOD Dither Type** – LOD dither type.
  - **Unity** – Selects the Unity option.
  - **Blue Noise** – Selects the Blue Noise option.
  - **Floyd Steinberg** – Selects the Floyd Steinberg option.
- **Camera Fading** – Opacity by camera distance and direction.
  - **None** – Selects the None option.
  - **Blending** – Selects the Blending option.
  - **Dithering** – Selects the Dithering option.
- **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
- **Camera Fading Far Point** – End point of the fading.
- **Camera Fading Dithering Pattern** – Dithering patternt of the fading.
- **Camera Fading Darken** – If enabled darken mesh with fading.
- **Camera Direction Fading** – Opacity by camera direction.
- **Opacity Clip** – If enabled clips the mesh with less opacity than the opacity clip threshold.
- **Opacity Clip Threshold** – Opacity clip threshold.
- **Curved World** – Curved World features.
- **Curved World Mode** – Curved world mode.
  - **Bend Left (+X)** – Selects the Bend Left (+X) option.
  - **Bend Right (X)** – Selects the Bend Right (X) option.
  - **Bend Forward (+Z)** – Selects the Bend Forward (+Z) option.
  - **Bend Back (Z)** – Selects the Bend Back (Z) option.
- **Unity Fog** – If enabled, the Unity Fog affects the object.
- **Flipbook** – Flipbook.
- **Flipbook Columns** – Flipbook Columns.
- **Flipbook Rows** – Flipbook Rows.
- **Flipbook Speed** – Flipbook Speed.

- **Flipbook Start Frame** – Flipbook Start Frame.
- **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 Blend` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.