Glow

Descripción

Files: Glow.shader

Path: "CGF/Shaders/Unlit/VFX"

Shader menu: "CG Framework/Unlit/VFX/Glow"

Description

Unity shader CG Framework/Unlit/VFX/Glow.

Reference

- **Texture (RGBA)** – Main texture.
- **Color (RGBA)** – Main color.
- **Opacity Map (R)** – Opacity mask map.
- **Noise Map (R)** – Noise opacity mask map.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **Scroll By Textel** – Description.
- **Edge** – Edge opacity effect.
- **Inner Color (RGBA)** – Edge innercolor.
- **Edge Bias** – Edge bias factor.
- **Edge Scale** – Edge scale factor.
- **Edge Power** – Edge power factor.
- **Camera Fading** – Opacity by camera distance and direction.
- **Camera Fading Near Point** – Start point of the fading. Offset to position camera.
- **Camera Fading Far Point** – End point of the 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.
- **Soft Particles** – Fade out particles when they get close to the surface of objects.
- **Fade Distance** – Fade length.
- **Fade Falloff** – Fallof value.
- **Cull** – Cull.

Use

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