Gradient Map

### Descripción

**Files:** GradientMap.shader

**Path:** "CGF/Shaders/Unlit/VFX"

**Shader menu:** "CG Framework/Unlit/VFX/Gradient Map"

## Description

Unity shader CG Framework/Unlit/VFX/Gradient Map.

## Reference

- **Texture (RGBA)** – Main texture.
- **Use Alpha Clip** – Enables Alpha Clip.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Color (RGBA)** – Color (RGBA).
- **Opacity** – Opacity level.
- **Left Position** – Position of the left color of the gradient.
- **Right Position** – Position of the right color of the gradient.
- **Left Color (RGB)** – Left color of the gradient.
- **Central Color (RGB)** – Central color of the gradient.
- **Right Color (RGB)** – Right color of the gradient.
- **Gradient Ramp Map** – If enabled use a texture to generate the color gradient.
- **Gradient Ramp Texture (RGB)** – Gradient ramp texture.
- **Revert Gradient Map** – If enabled revert the colors in the gradient.
- **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/Gradient Map` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.