

Projector Omni

Descripción

Files: [ProjectorOmni.shader](#)

Path: "CGF/Shaders/Unlit/VFX"

Shader menu: "CG Framework/Unlit/VFX/Projector Omni"

Description

Unity shader CG Framework/Unlit/VFX/Projector Omni.

Reference

- **Projector Omni** – Projector omni functionalities. See [Common Features / Projector Omni](#).
- **Backface Culling** – Backface Culling.
- **Camera Distance Fading** – Camera Distance Fading properties. See [Common Features / Camera Distance Fading](#).
- **LOD Fade Mode** – LOD Fade Mode properties. See [Common Features / LOD Fade Mode](#).
- **UV Scroll** – UV Scroll properties. See [Common Features / UV Scroll](#).
- **Stencil Options** – Stencil Options properties. See [Common Features / Stencil Options](#).
- **Stencil Comparison Function** – Stencil Comparison Function.
- **Blend Type** – Blend Type.
- **Src Blend Factor** – Src Blend Factor.
- **Dst Blend Factor** – Dst Blend Factor.
- **Blend Operation** – Blend Operation.

Use

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