Projector

Descripción

Files: Projector.shader

Path: "CGF/Shaders/Unlit/VFX"

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

Description

Unity shader CG Framework/Unlit/VFX/Projector.

Reference

- **Projector** – Projector properties.
  - **Cookie (RGB)** – Projection texture. Only uses the RGB channels.
  - **Cookie Tiling** – Scale of the UV of the texture of the projection.
  - **Cookie Offset** – Offset of the UV of the texture of the projection.
  - **Cookie Color (RGB)** – Color of the projection. Only uses the RGB channels.
  - **Cookie Level** – Projection level intensity.
  - **Falloff Map (RGB)** – Texture that determines the fading of the projection along its trajectory, it is a linear gradient texture. Only uses the RGB channels.
  - **Backface Culling** – If enabled cull the projection on the backfaces of the mesh.
  - **Use Vertex Position** – If enabled use the vertex position instead the vertex normal to cull the backfaces of the mesh.
- **UV Scroll** – UV Scroll properties. See Common Features / UV Scroll.
- **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` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.