Unlit Particle

Descripción

Files: Particle.shader

Path: "CGF/Shaders/Unlit/VFX"

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

Description

Unity shader CG Framework/Unlit/Unlit Particle.

Reference

- **Particle Texture** – Texture of the particle.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Opacity** – Opacity value.
- **Enable Ambient Light** – If enabled ambient light affect to the source mesh.
- **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.
- **Soft Particles** – Fade out particles when they get close to the surface of objects.
- **Fade Distance** – Fade length.
- **Fade Falloff** – Fallof value.
- **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.
- **Refraction** – Refraction effect.
- **Refraction Map (RG)** – Refraction Map (RG).
- **Refraction Level** – Refraction Level.
- **Refraction Scroll** – Scroll the refraction texture.
- **Refraction Mask (R)** – Refraction Mask.
- **Emission** – Manages emission settings. See Common Features / Emission.
- **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.
- **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/Unlit Particle` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.