

# MatCap

## Descripción

**MatCap Shader Pack is a group of shaders for apply material capture textures on mesh surfaces.**

[? WebGL Demo ?](#)

[User manual](#)

[API reference](#)

Contact [us](#) to suggest new features or to request for support.

### ? FEATURES

- Applies a **material capture** texture to mesh surface based on the **view direction** to achieve a **top visual result. Doesn't need light** sources.
- **3 render modes.** Opaque, Transparent, Cutout.
- **Blend capabilities.** Supports 25 blend modes.
- **Ambient Occlusion** feature. Applies an ambient occlusion to get a static indirect light effect.
- **Ambient light** feature. Optionally applies the environment lighting to mesh surface.
- **Normal mapping** feature. Applies a normal direction to achieve a enhanced matcap surface.
- **Emissive color** feature. Applies an emissive light.
- **LOD crossfade** feature. Applies a crossfade transition between LOD meshes. Alpha blending mode or Dithering mode with Unity Native dithering, Blue Noise dithering or Floyd Steinberg dithering.
- **User friendly.** Custom material editor, more usable than the standard.
- **Easy configuration.** Copy and paste property system.

### ? COMPATIBILITY

- **Post processing support.** Compatible with Post Processing Stack (all versions) and Legacy Image Effects.
- **Absolute Unity compatibility.** Works on Unity 5.6 and higher versions.
- **Full graphic compatibility.** Works with Shader target model 3.0 (DirectX 9, OpenGL 3.0, OpenGL ES 2.0) and higher versions.
- Compatible with **Forward rendering.**
- Supports **Built-in Render Pipeline.**
- **All platform support.** Mobile, virtual reality devices, desktop and console.
- **Professional optimization.** Optimized for all platforms.
- **GPU instancing.** Huge call draw saving.
- **VR ready.** Multi pass rendering, Single pass stereo rendering and Single pass instanced rendering.

### ? DOCUMENTATION

- **Useful user manual** and **API reference.** All code well commented.
- **Sample content.** Example scripts and scenes and source code included.
- **Support** contact.

## ? CONTENTS

- **2** shaders.
- **200** matcap textures.
- **7** demo scenes.