

shader shader

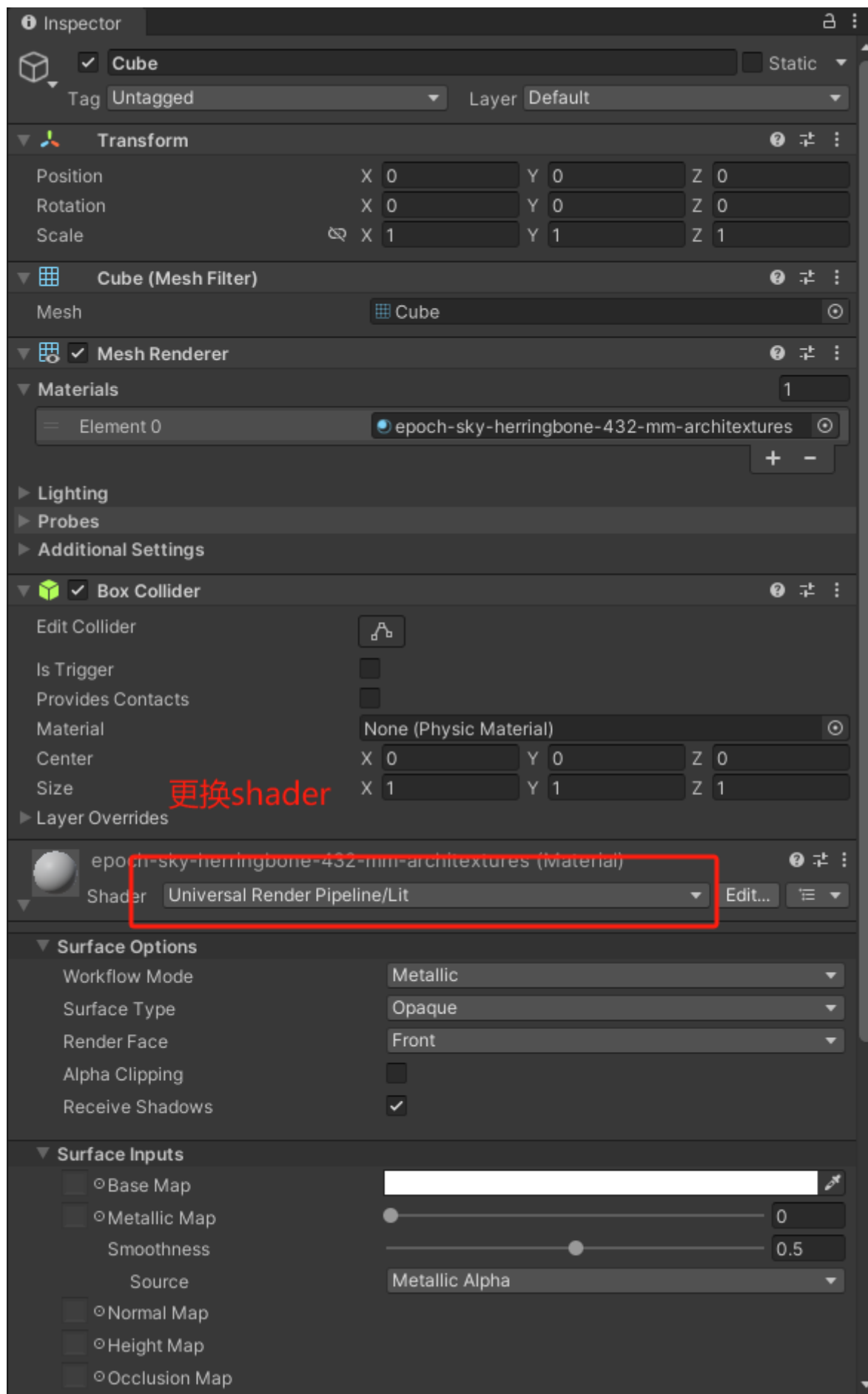
shader

create > shader graph > URP > lit shader graph

- lit shader graph: shader
- unlit shader graph: shader

shader shader shader shader shader

shader > shader graphs > new-cus-shaper



shader

shader3D

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-
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new-cus-shader

Shader Graphs

MainTexture

Texture2D

MainColor

Color

new-cus-shader

Vertex

Object Space

Position(3)

Normal(3)

Tangent(3)

Fragment

Base Color(3)

Tangent Space

Normal (Tangent Space)(3)

X 0

Metallic(1)

X 0.5

Smoothness(1)

+CR

Emission(3)

X 1

Ambient Occlusion(1)

Sample Texture 2D

Texture(T2)

UV(2)

Sampler(SS)

RGBA(4)

R(1)

G(1)

B(1)

A(1)

Type

Default

Space

Tangent

Multiply

A(4)

B(4)

Out(4)

MainColor(4)

MainTexture(T2)

UV0

参数输入

计算


输出结果

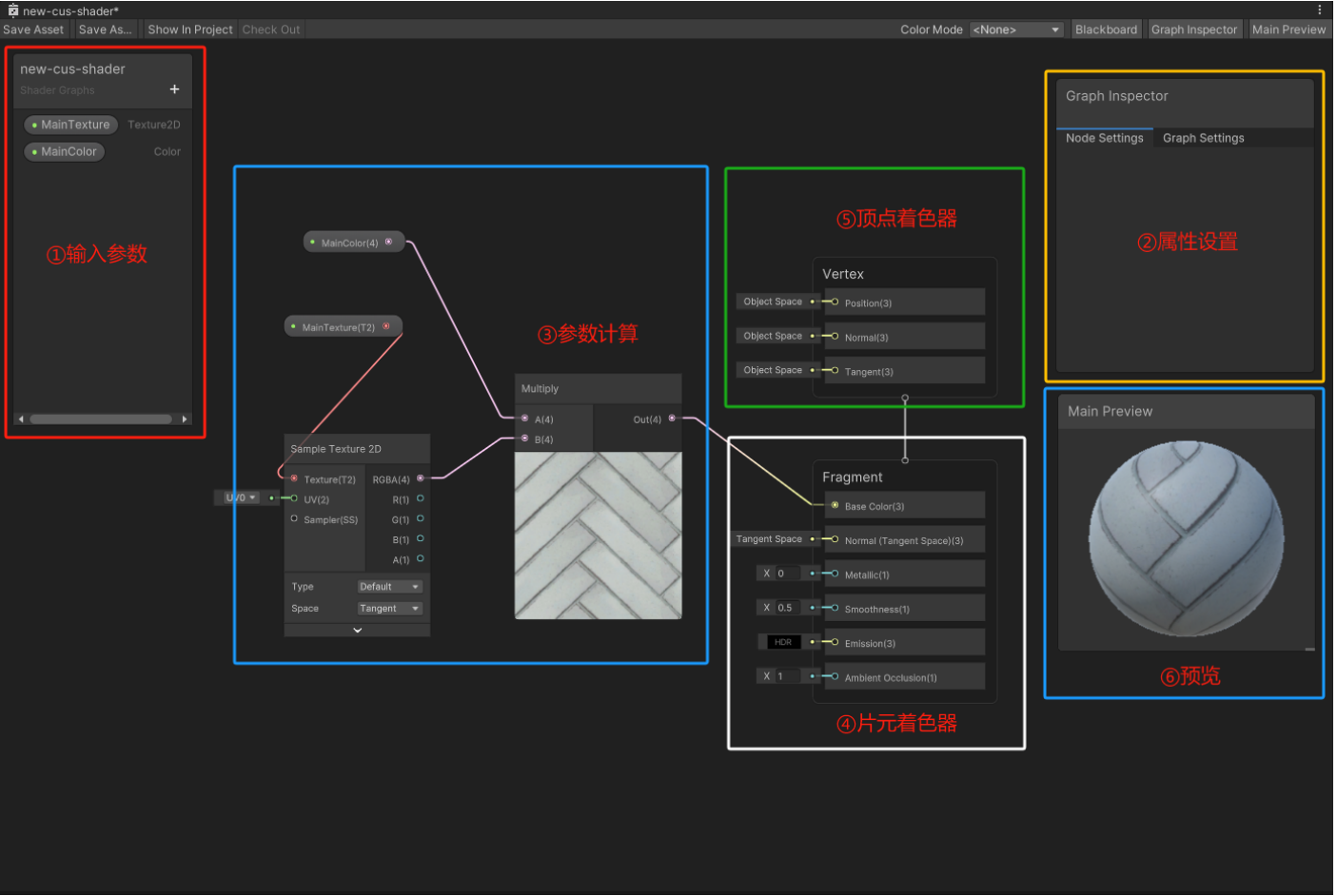
Graph Inspector

Node Settings

Graph Settings

Main Preview





- ①
- ②
- ③
- ④
- ⑤
- ⑥

- Texture2D **Sample Texture 2D**
- **Multiply**
- **Fresnel Effect**

#4
 10 2024 17:21:37
 9 2025 05:08:03