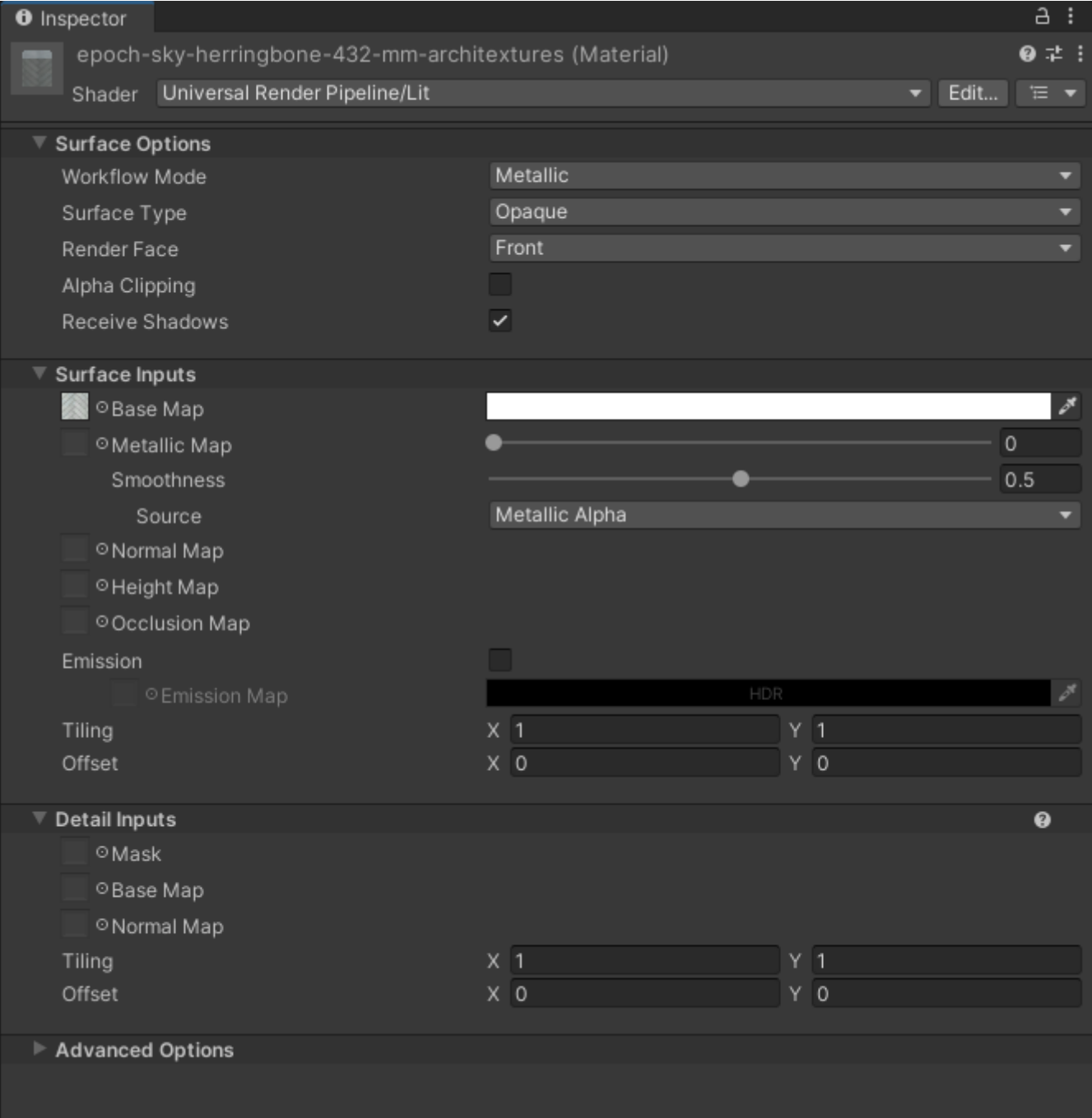


[illegible]



shader shader

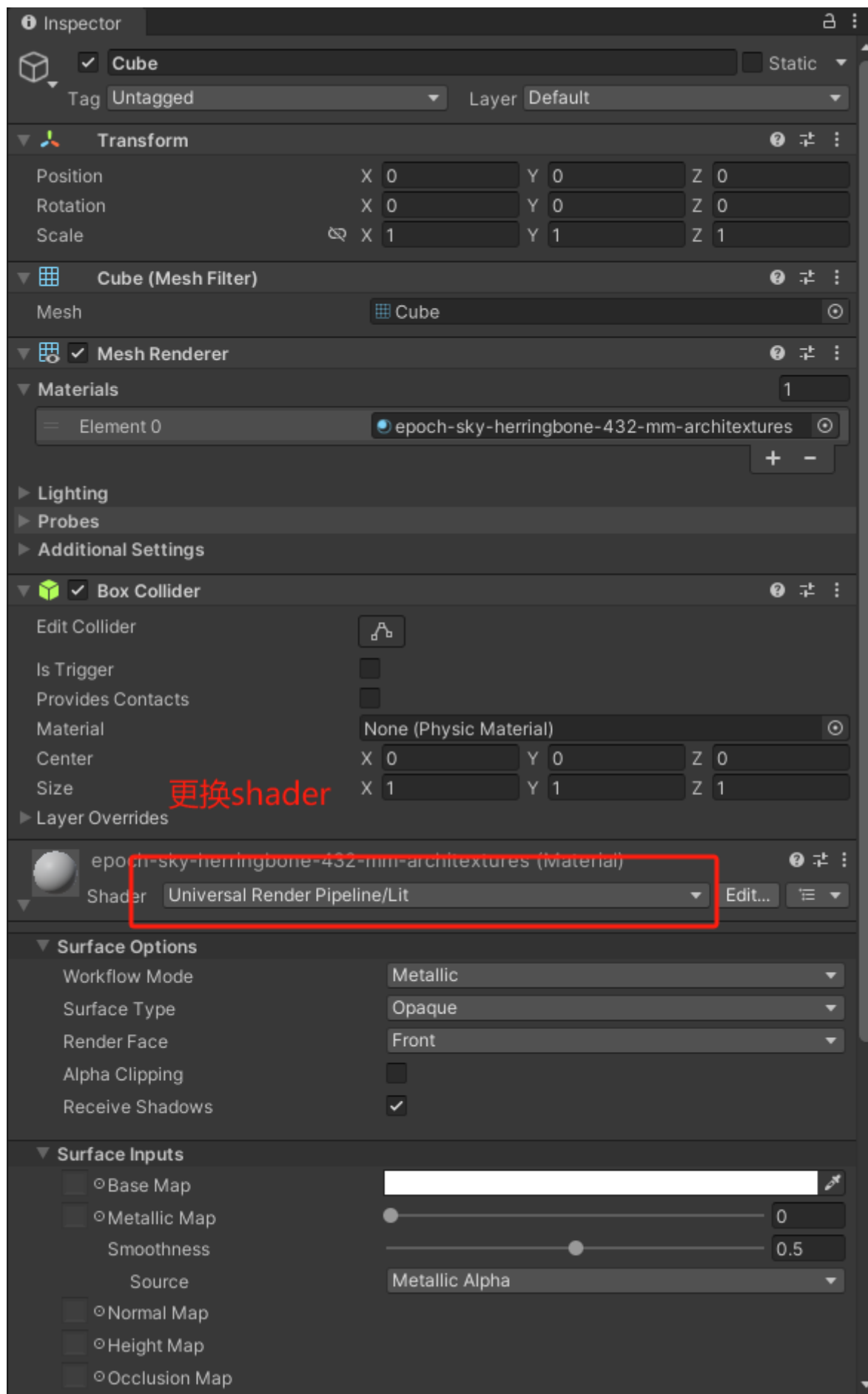
# shader

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

- 
- 
- 

new-cus-shader

Shader Graphs

MainTexture

Texture2D

MainColor

Color

new-cus-shader

Vertex

Fragment

参数输入

计算

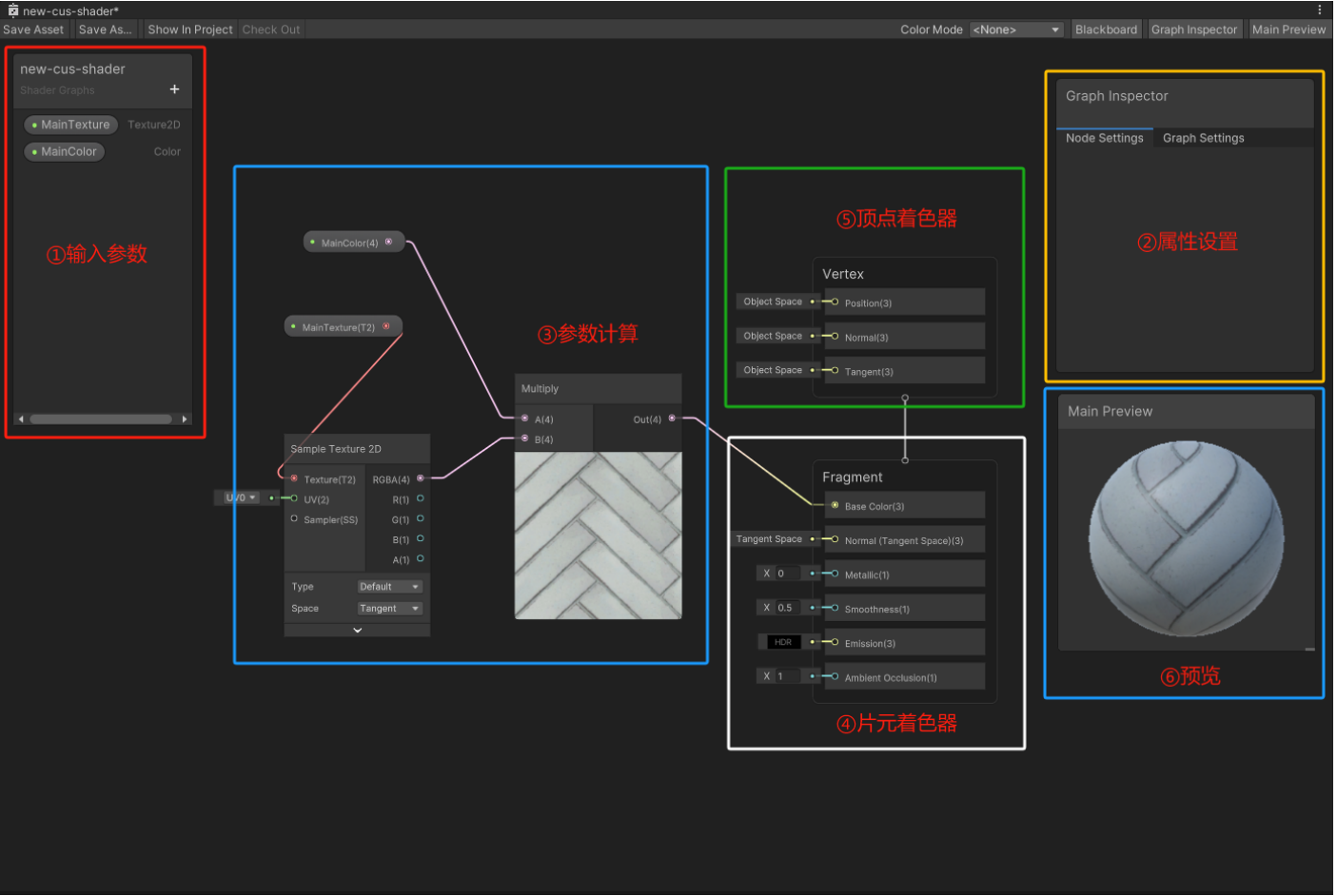
输出结果

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