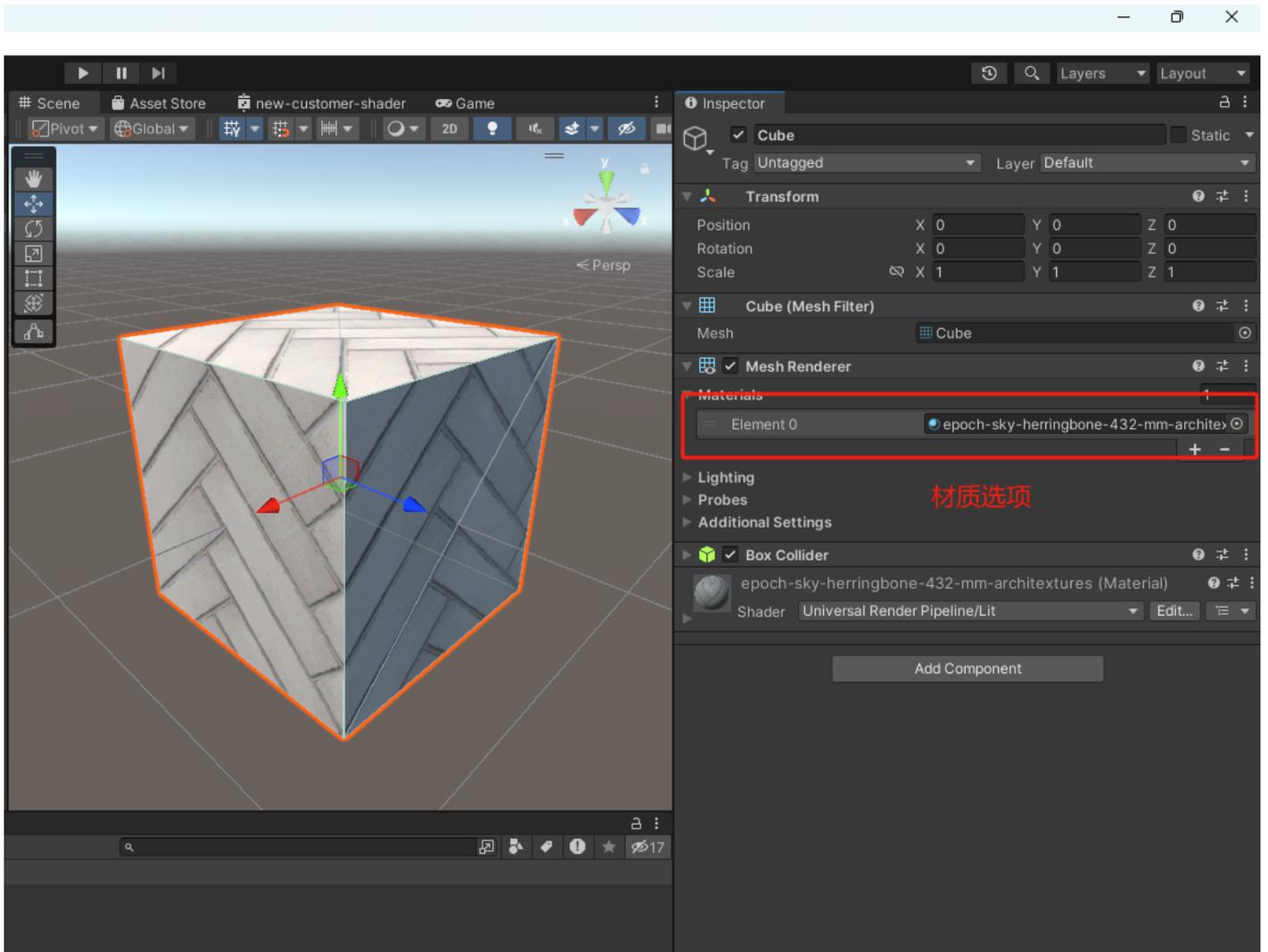


shader & 材质

材质 shader

3D 材质 > 材质 > 材质

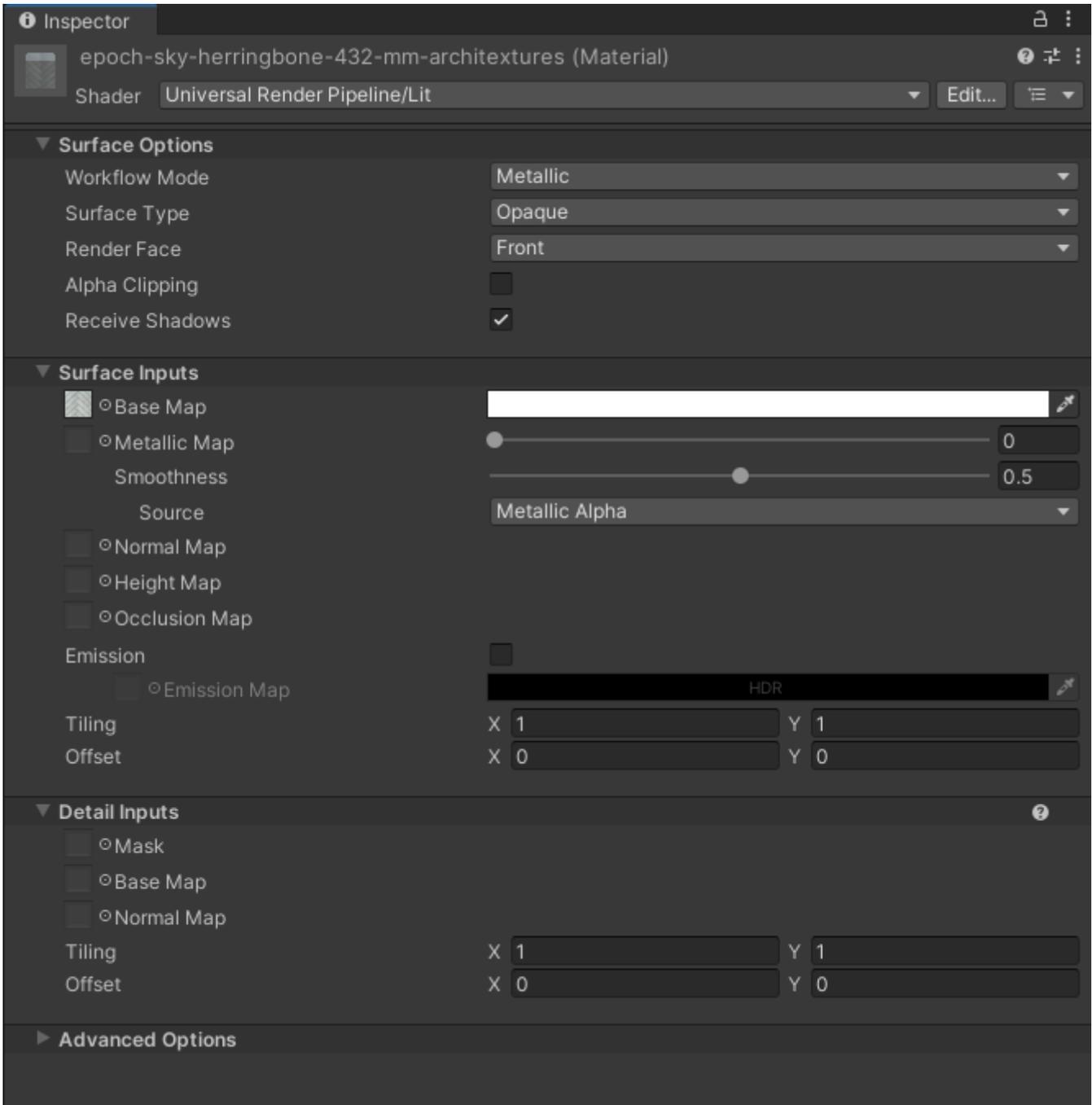
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shader shader

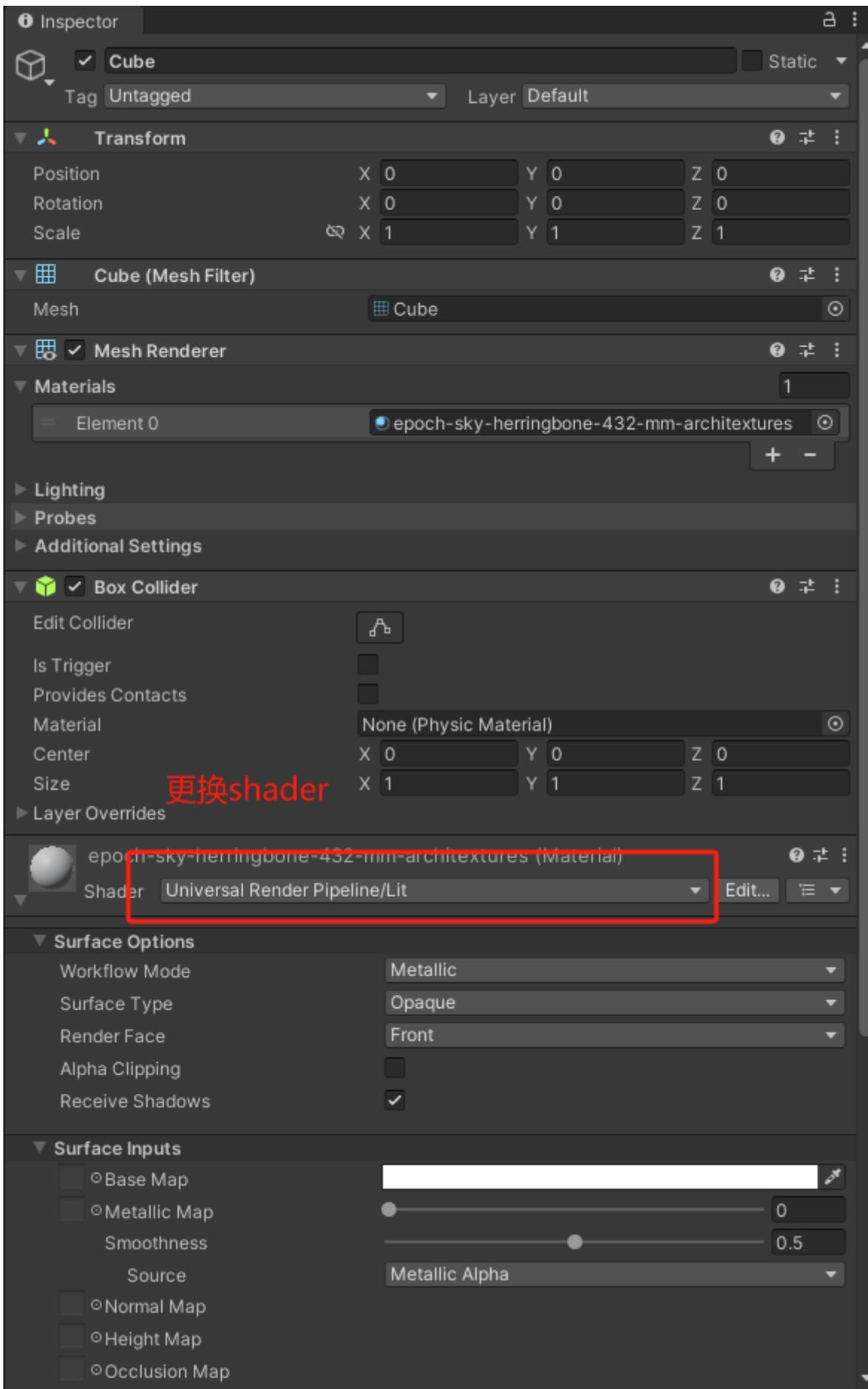
shader

create > shader graph > URP > lit shader graph

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

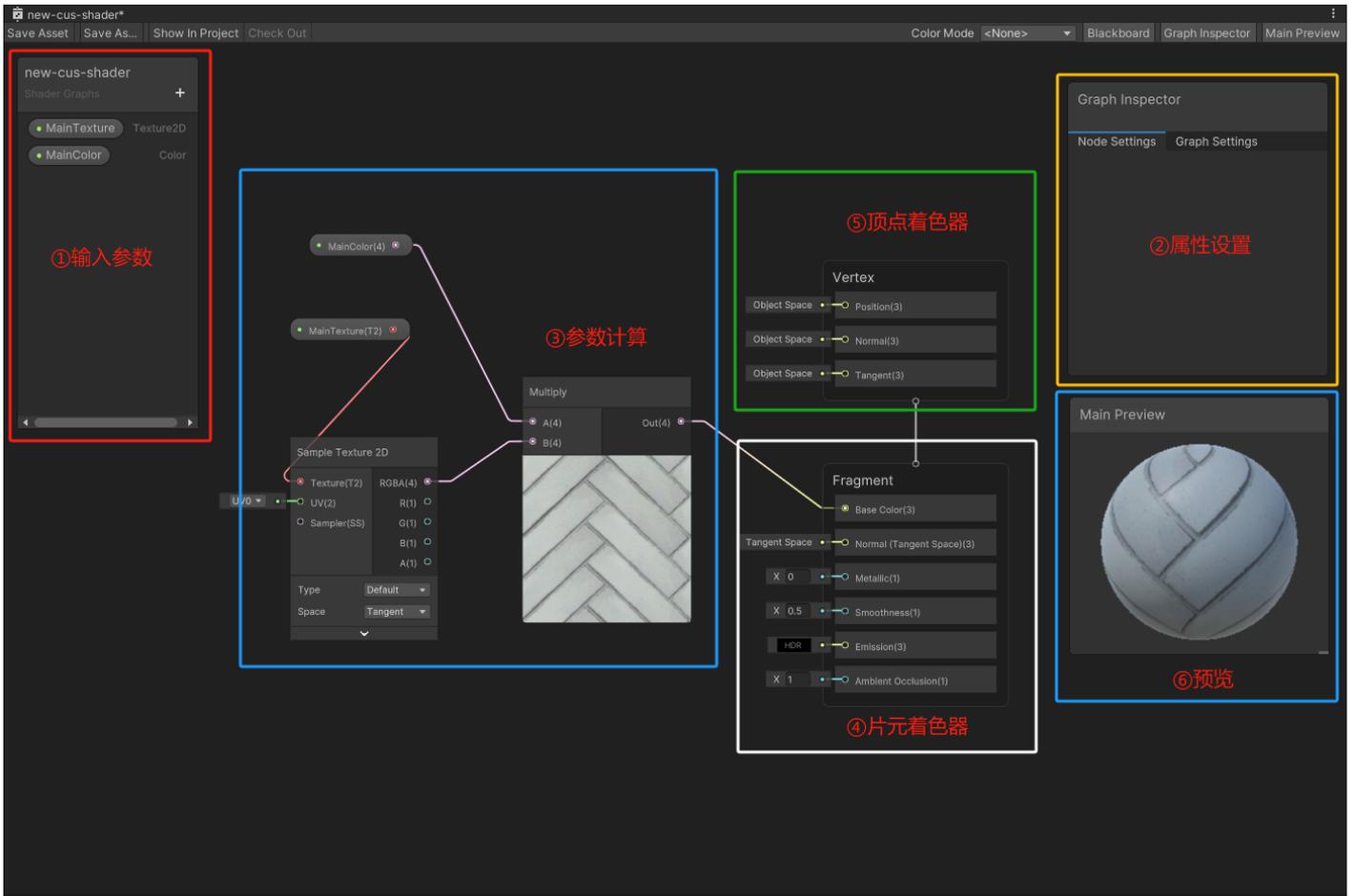
shader shader shader shader shader

shader > shader graphs > new-cus-shaper



更换shader

shader



- ①
- ②
- ③
- ④
- ⑤
- ⑥

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

#4

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