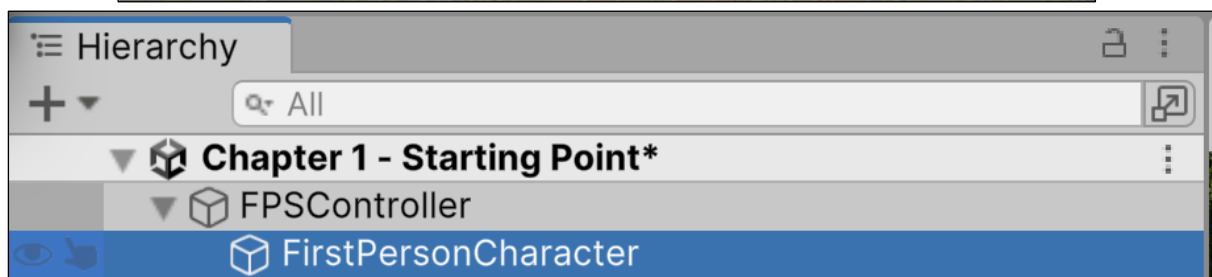
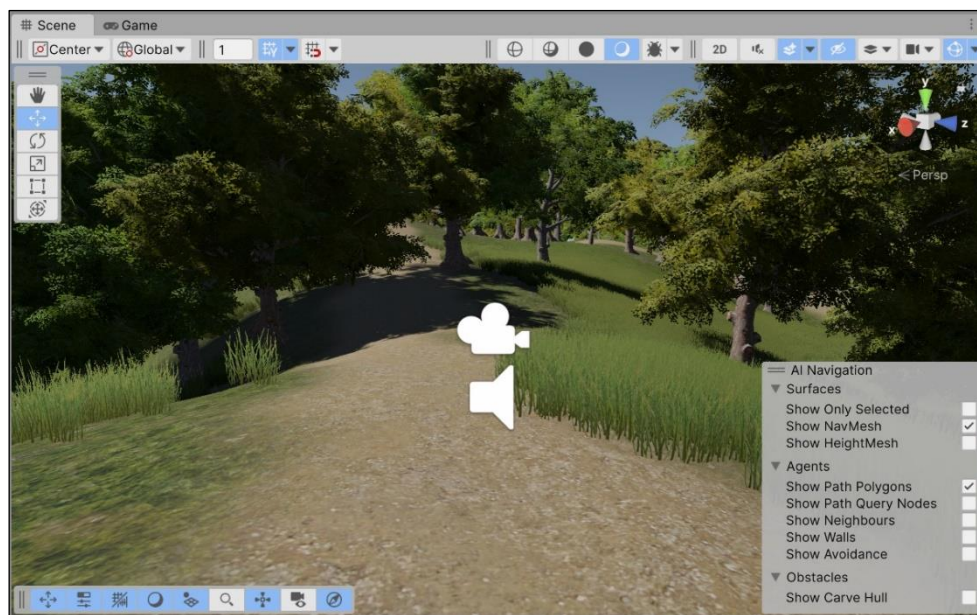
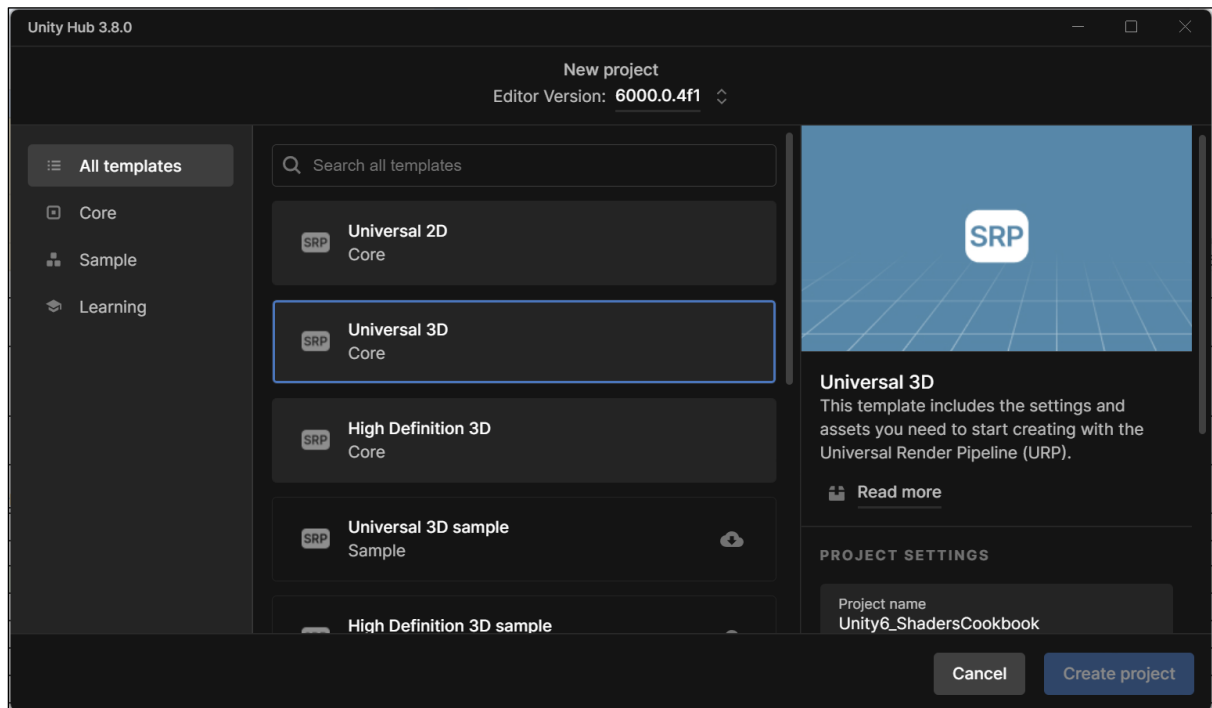
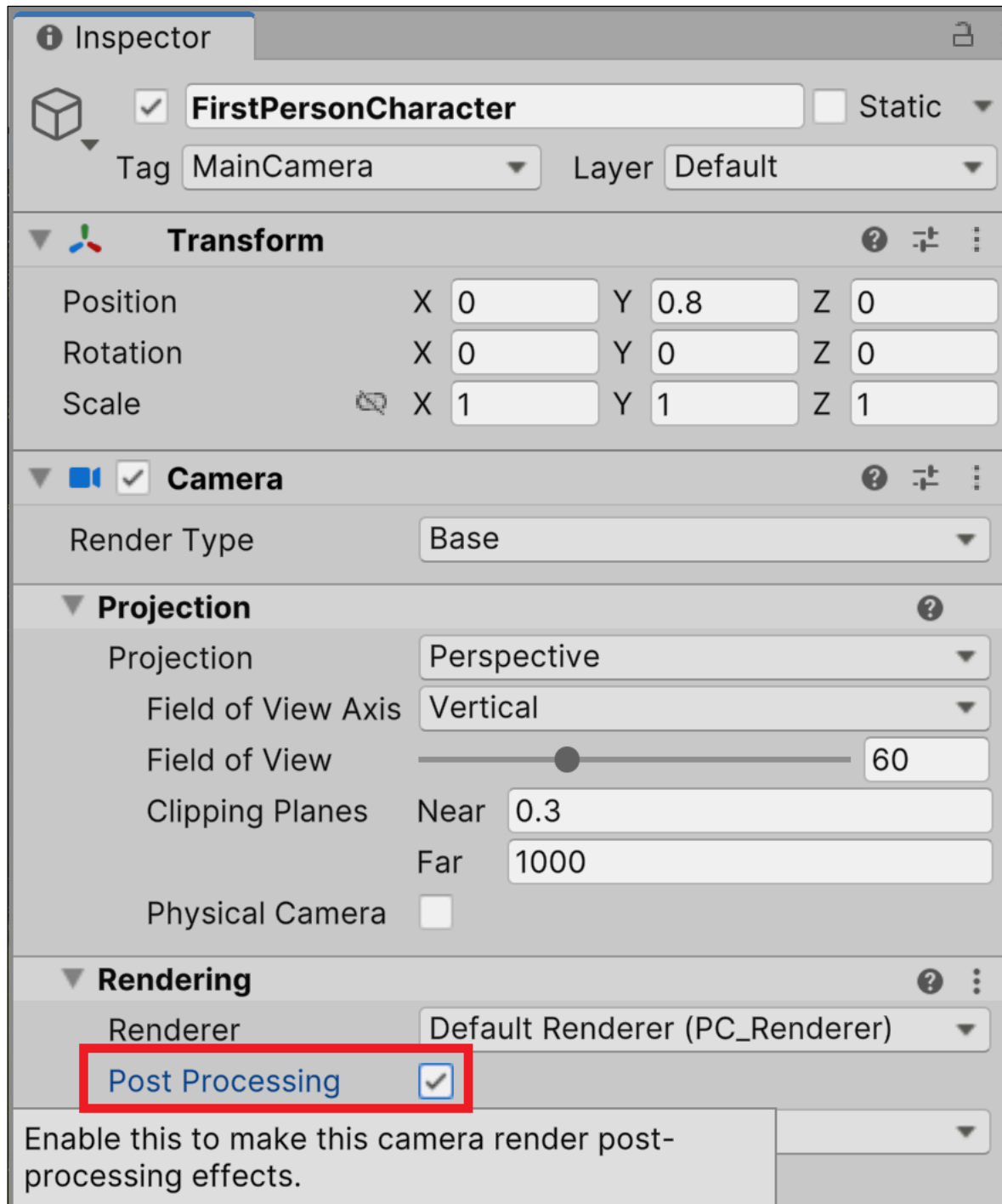
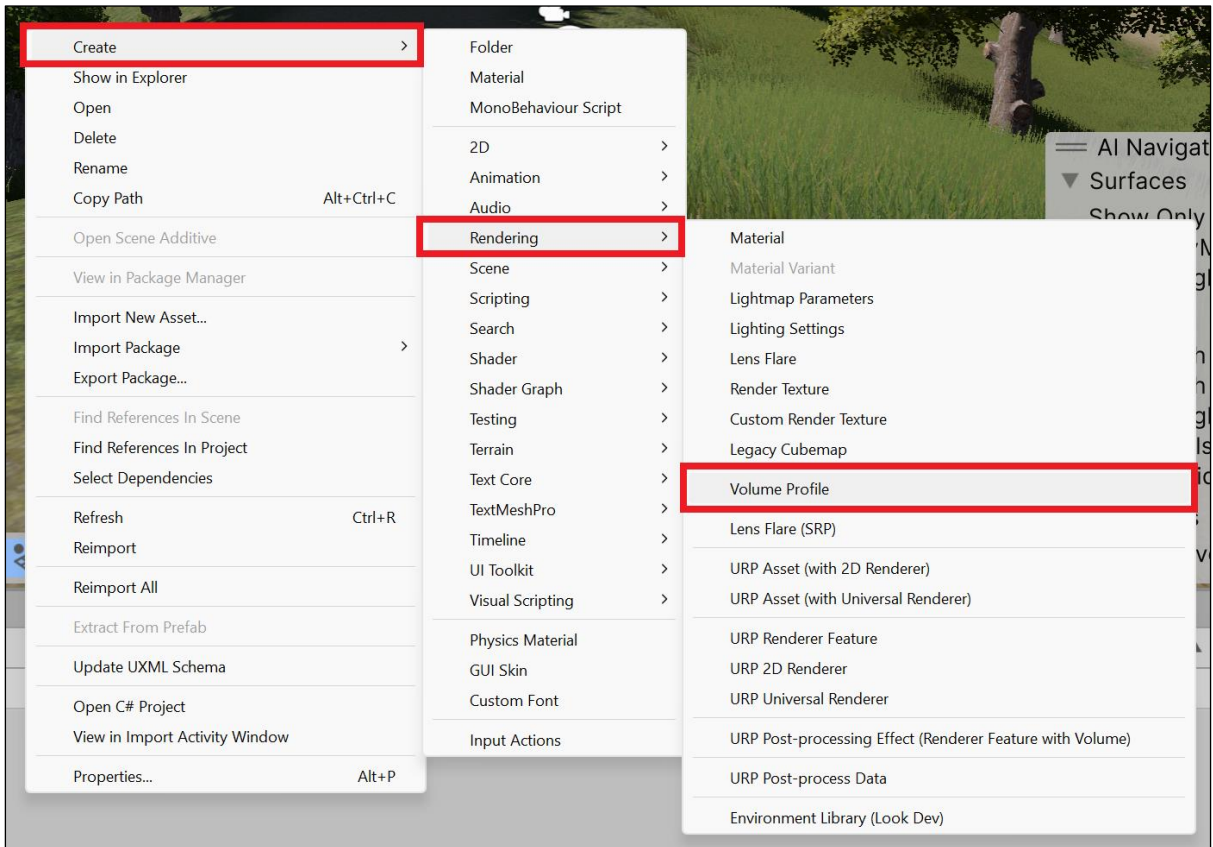
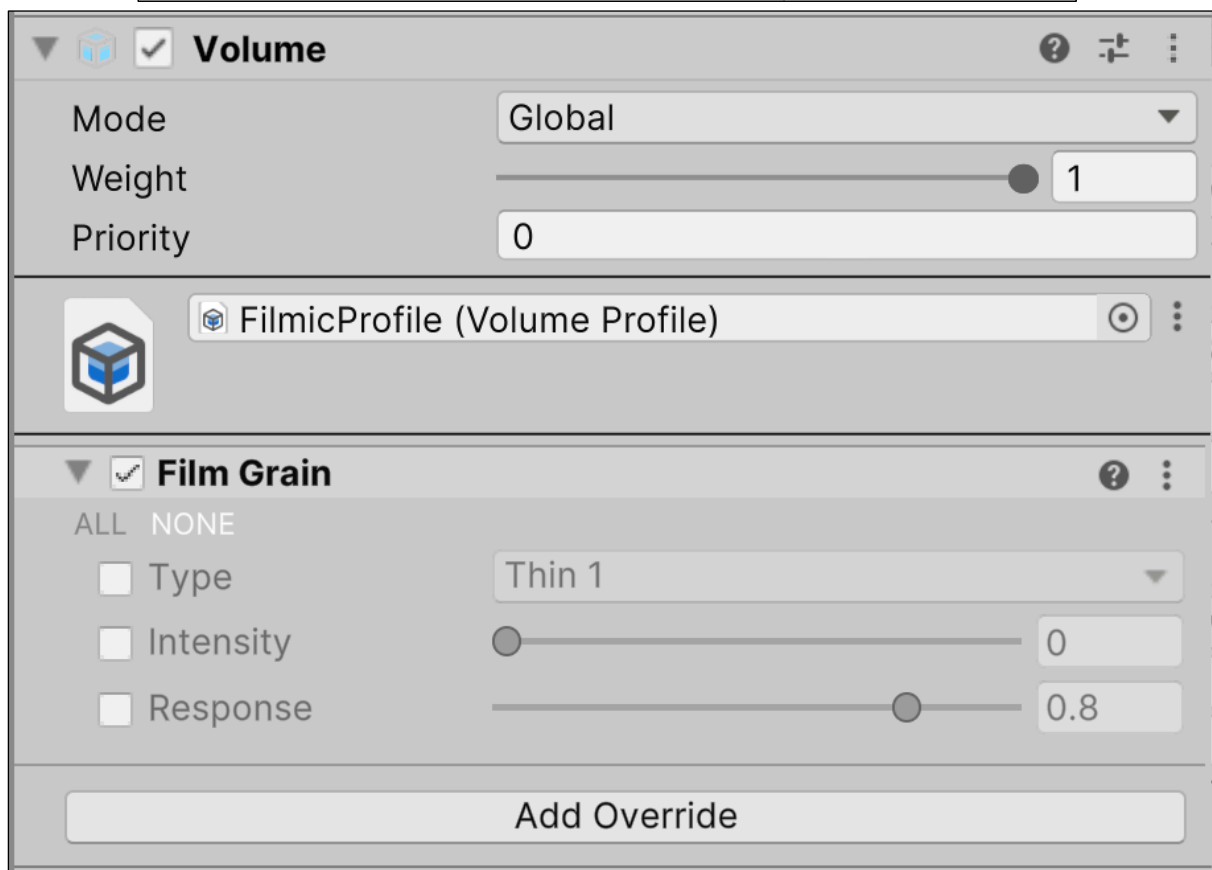
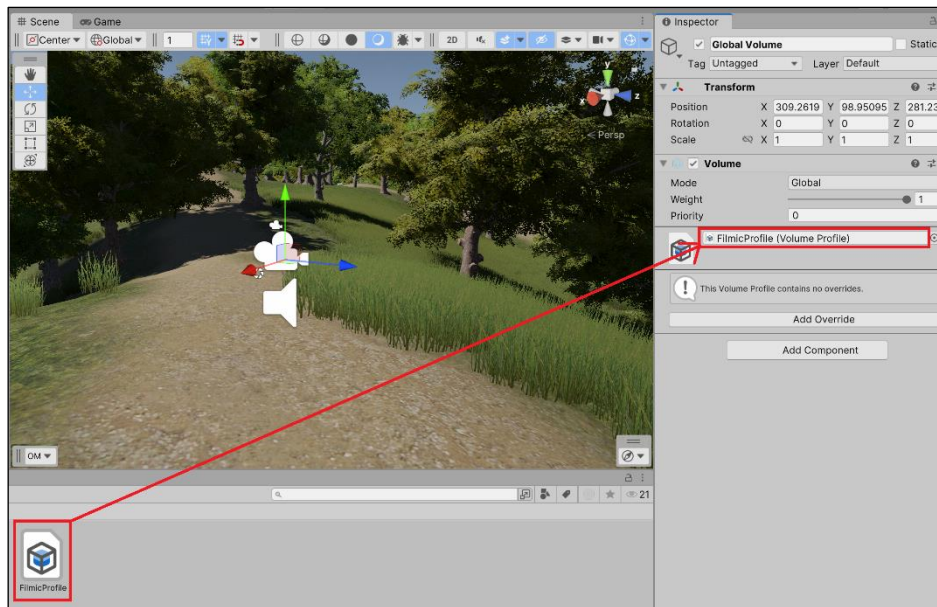


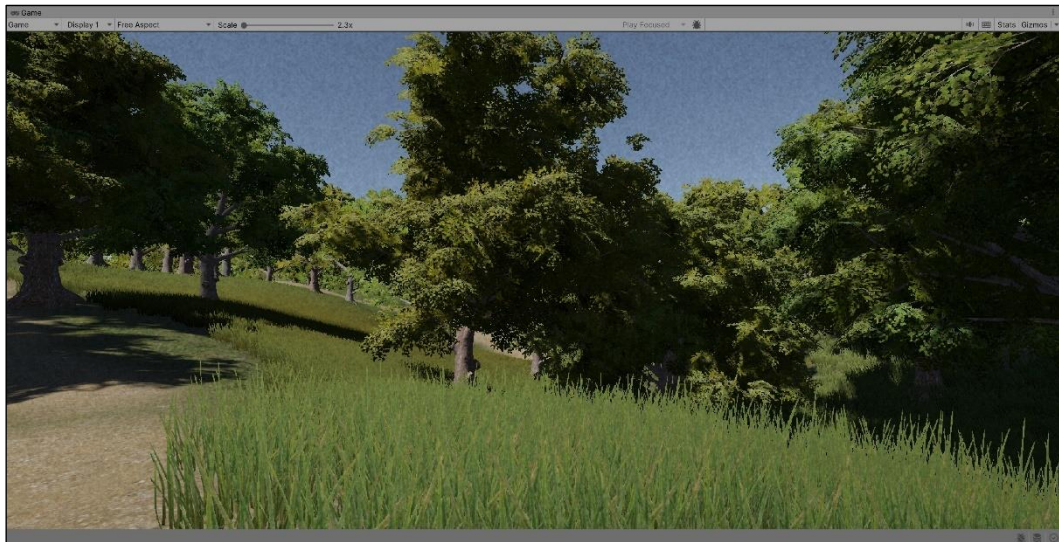
Chapter 1: Using Post-Processing with URP











▼ ☒ **Film Grain** ? ⋮

ALL NONE

☒ Type Thin 2 ▼

☒ Intensity 0.2

☐ Response 0.8



▼

☒ **Film Grain**

?

⋮

ALL NONE

☒ Type

Thin 2

▼

☒ Intensity

0.2

☐ Response

0.8

▼

☒ **Vignette**

?

⋮

ALL NONE

☐ Color

☐ Center

X 0.5

Y 0.5

☒ Intensity

0.5

☒ Smoothness

0.35

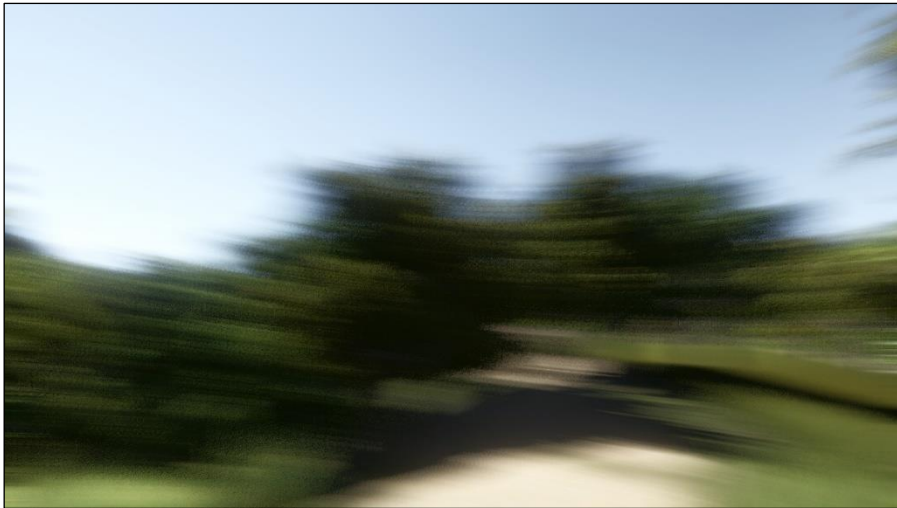
☐ Rounded

☐

Add Override







Volume

Mode: Global

Weight: 1

Priority: 0

RadiantProfile (Volume Profile)

Bloom

ALL NONE

Threshold: 0.5

Intensity: 12

Scatter: 0.7

Tint: [Color Picker]

Clamp: 65472

High Quality Filtering: []

Lens Dirt

Dirt Texture: None (Texture)

Dirt Intensity: 0

Add Override



ALL NONE

Mode

☐ Quality☒ Intensity☒ Clamp

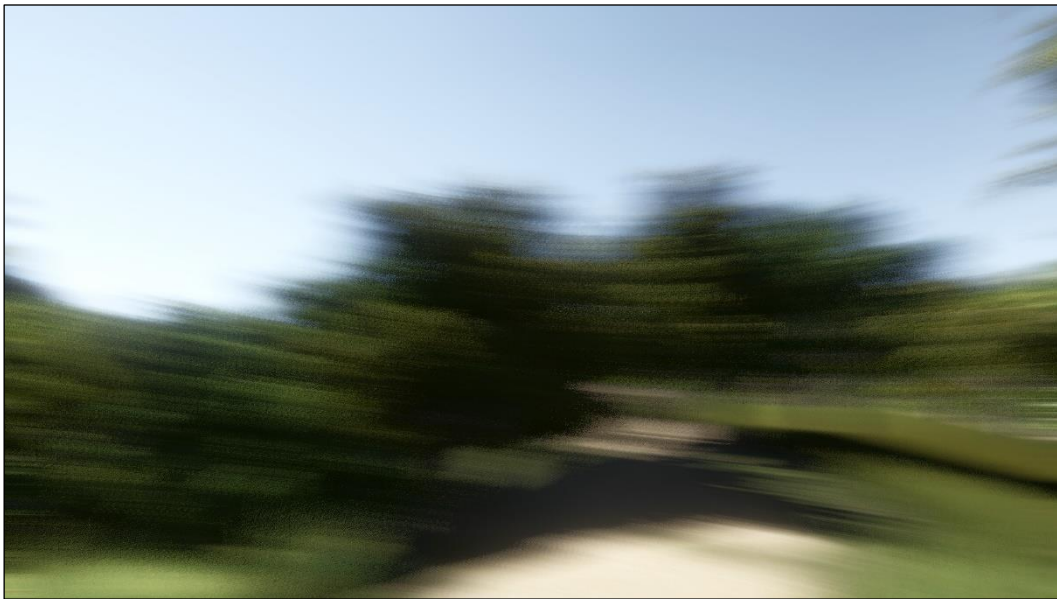
Camera Only

Low

0.5

0.2

Add Override



Volume

Mode

Global

Weight

1

Priority

0

ColorGradingProfile (Volume Profile)

White Balance

ALL

NONE

Temperature

30

Tint

0

Color Adjustments

ALL

NONE

Post Exposure

0

Contrast

0

Color Filter

HDR

Hue Shift

-20

Saturation

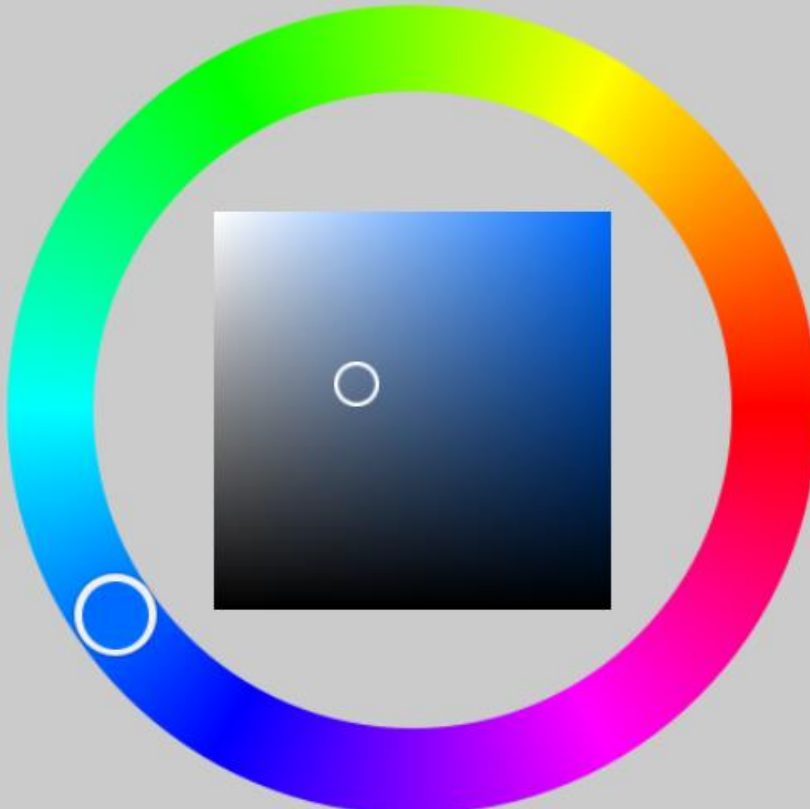
15

Add Override





Color

A color wheel with a central square color picker. The wheel shows a spectrum of colors from red to violet. A white circle is positioned on the blue part of the wheel. The central square shows a gradient from dark blue to light blue, with a white circle in the center.

HSV

H



215

S



36

V



56

A



100

Hexadecimal

5C7290

▼ Swatches

 Click to add new preset

Inspector

Lighting

Scene

Adaptive Probe Volumes

Environment

Realtime Lightmaps

Baked Lightmaps

▼ Environment

Skybox Material

Default-Skybox

Sun Source

Directional Light (Light)

Realtime Shadow Color

Environment Lighting

Source

Skybox

Intensity Multiplier

0.5

Environment Reflections

Source

Skybox

Resolution

128

Compression

Auto

Intensity Multiplier

1

Bounces

1

▼ Other Settings

Fog

☒

Color

Mode

Exponential Squared

Density

0.03

Halo Texture

None (Texture 2D)

Halo Strength

0.5

Flare Fade Speed

3

Flare Strength

1

Spot Cookie

Soft



Inspector

Lighting

PC_Renderer (Universal Renderer Data)

Open

Filtering

Opaque Layer Mask

Everything

Transparent Layer Mask

Everything

Rendering

Rendering Path

Forward+

Depth Priming Mode

Disabled

Depth Texture Mode

After Opaques

Depth Attachment Forma

Default

Depth Texture Format

Default

Shadows

Transparent Receive Sha

☒

Post-processing

Enabled

☒

Data

PostProcessData (Post Process Data)

Overrides

Stencil

☐

Compatibility

Intermediate Texture

Auto

Renderer Features

Screen Space Ambient Occlusion

Method

Blue Noise

Intensity

2

Radius

20

Falloff Distance

100

Direct Lighting Strength

0.25

Quality

Add Renderer Feature

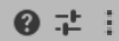


Inspector

Lighting



Horror Profile (Volume Profile)



Open

▼ ☒ Depth Of Field



ALL NONE

☒ Mode

Gaussian

☐ Start

10

☐ End

30

☐ Max Radius

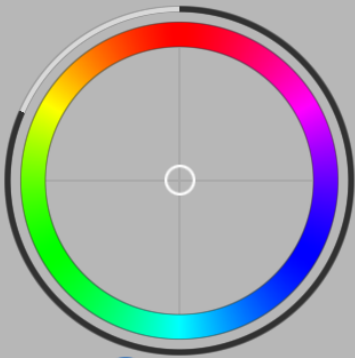
1

☐ High Quality Sampling ☐

▼ ☒ Shadows Midtones Highlights



ALL NONE



0.63 0.63 0.63

☒ Shadows



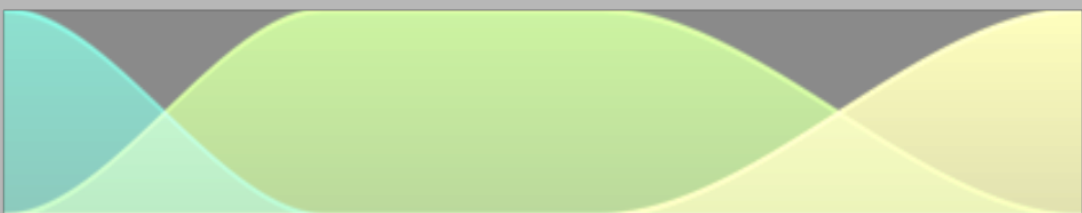
1.00 1.00 1.00

☐ Midtones



1.00 1.00 1.00

☐ Highlights



Shadow Limits

☐ Start

0

☐ End

0.3

Highlight Limits

☐ Start

0.55

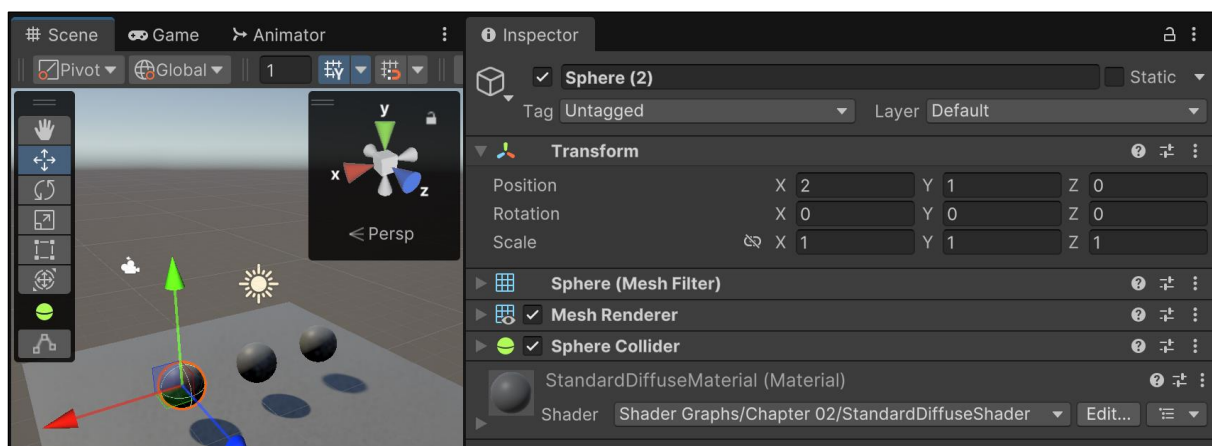
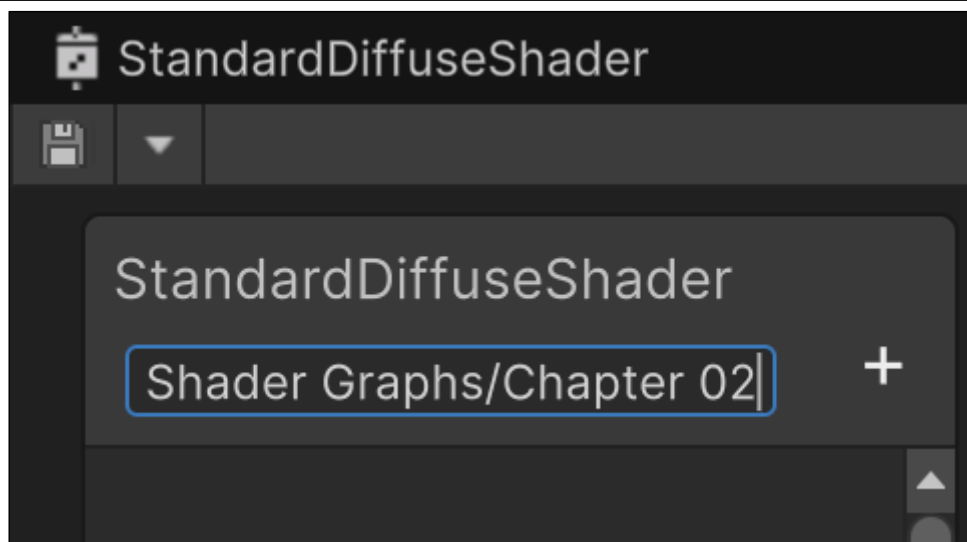
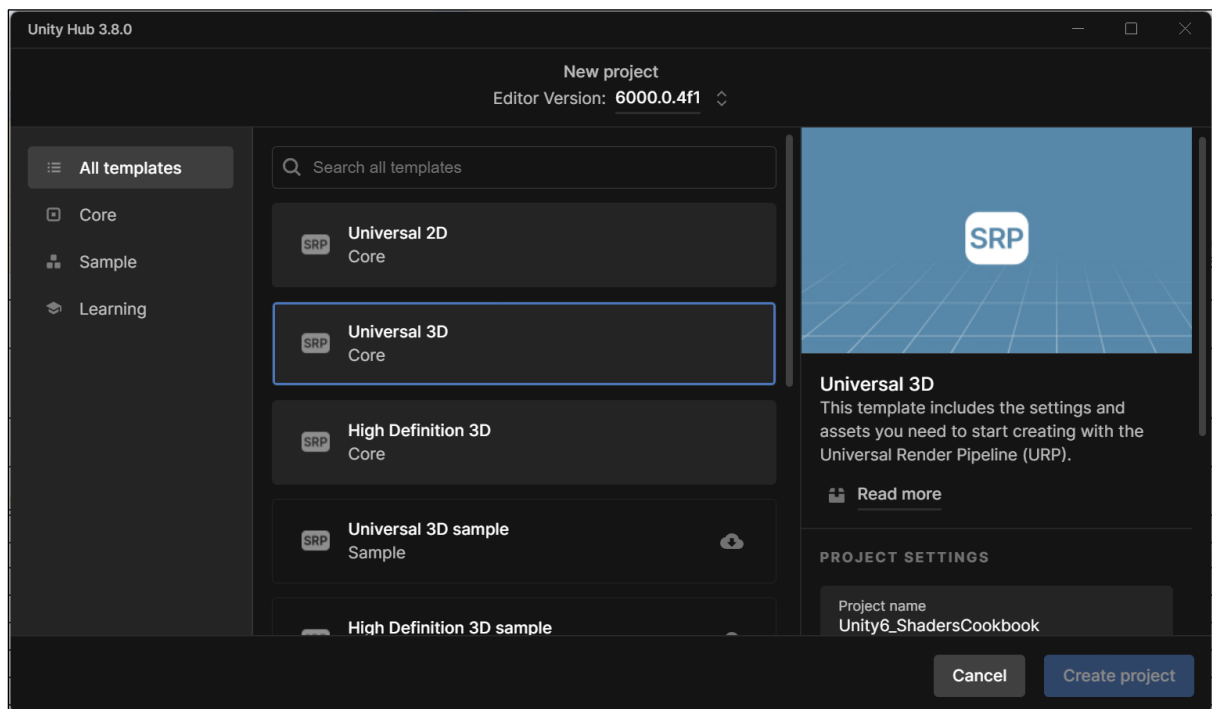
☐ End

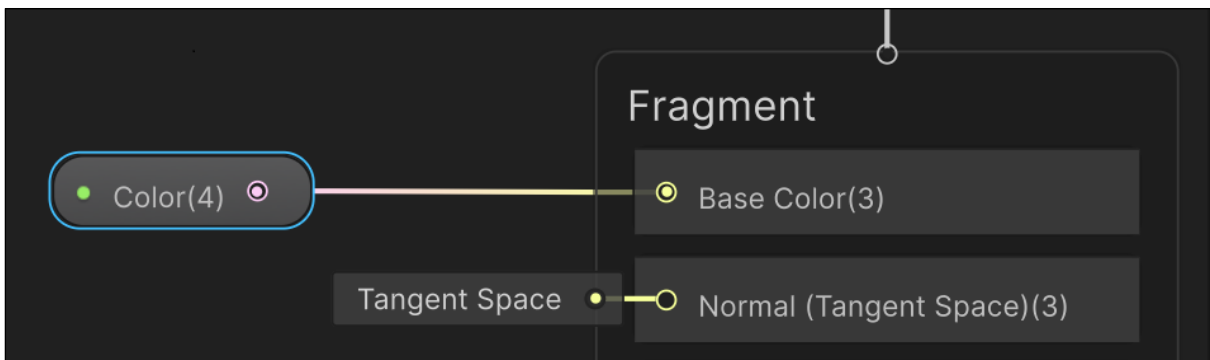
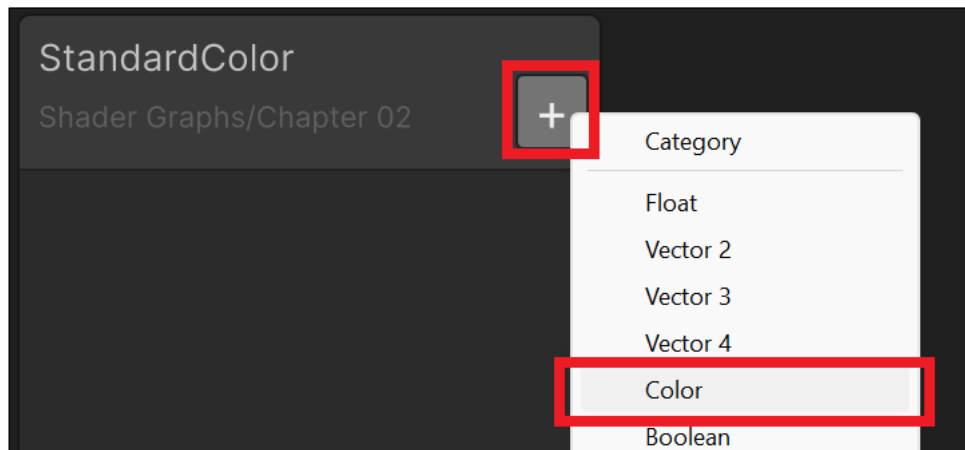
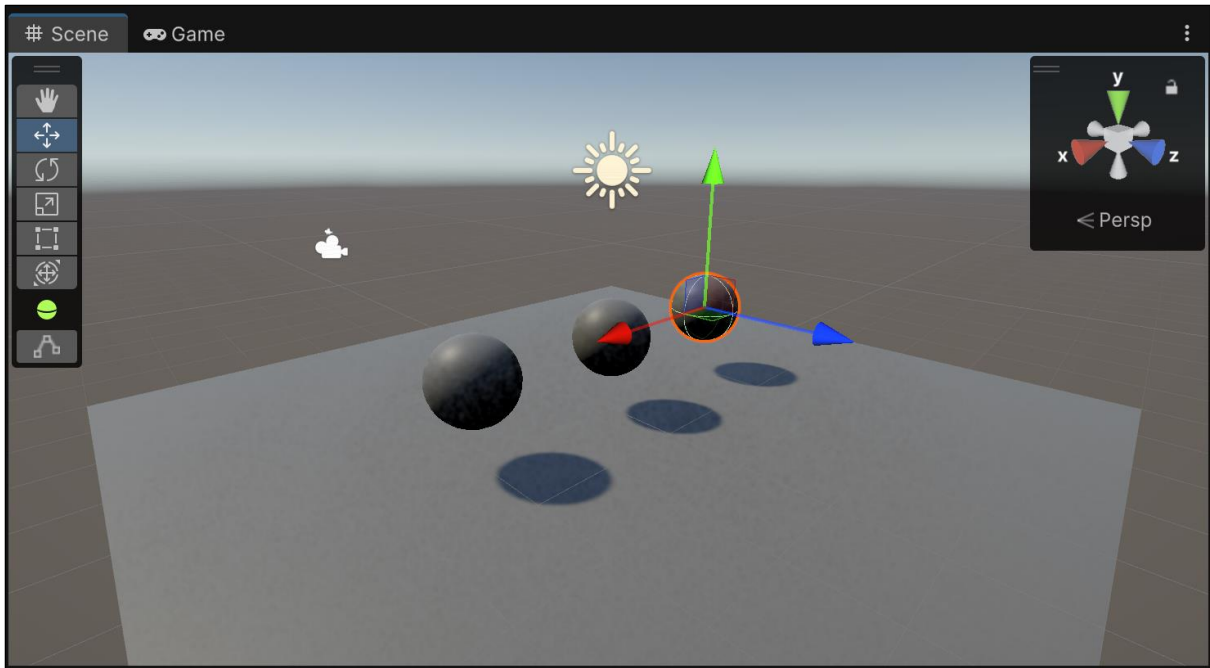
1

Add Override



Chapter 2: Creating Your First Shader with Shader Graph





StandardColor

Shader Graphs/Chapter 02

Color

Color

Glossiness

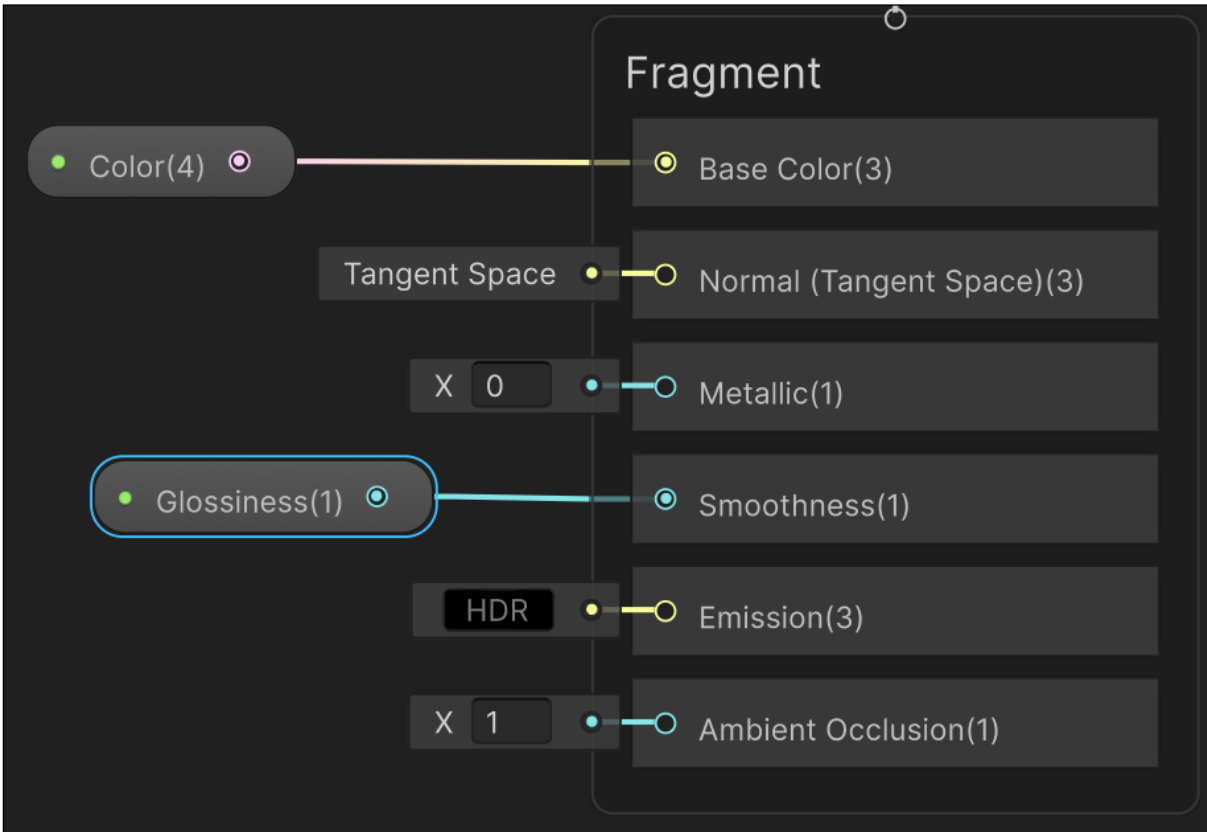
Float

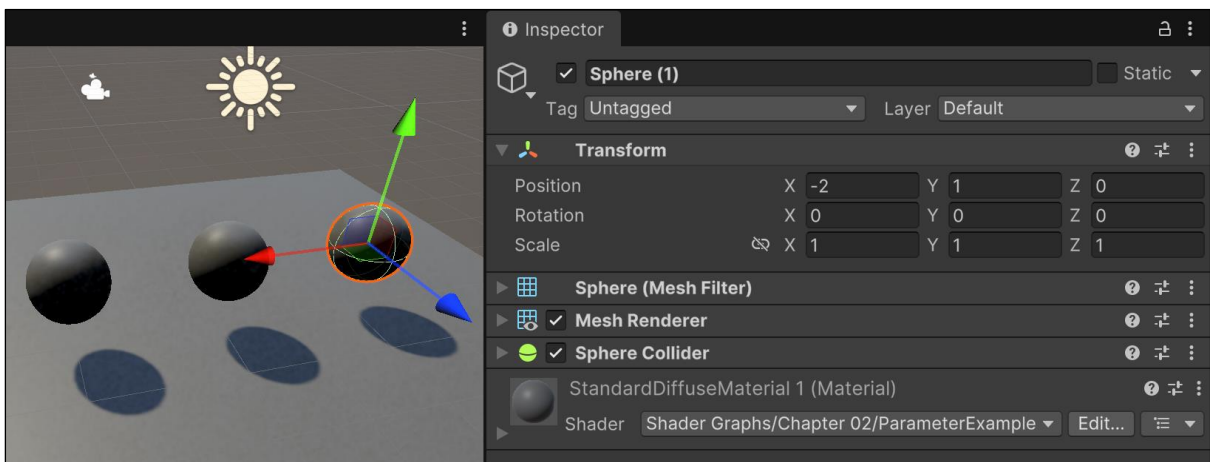
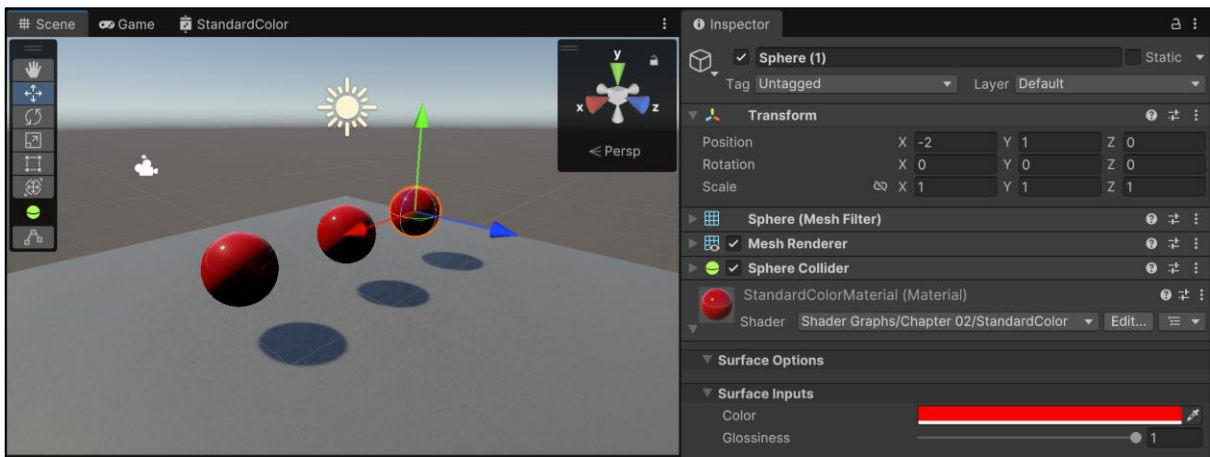
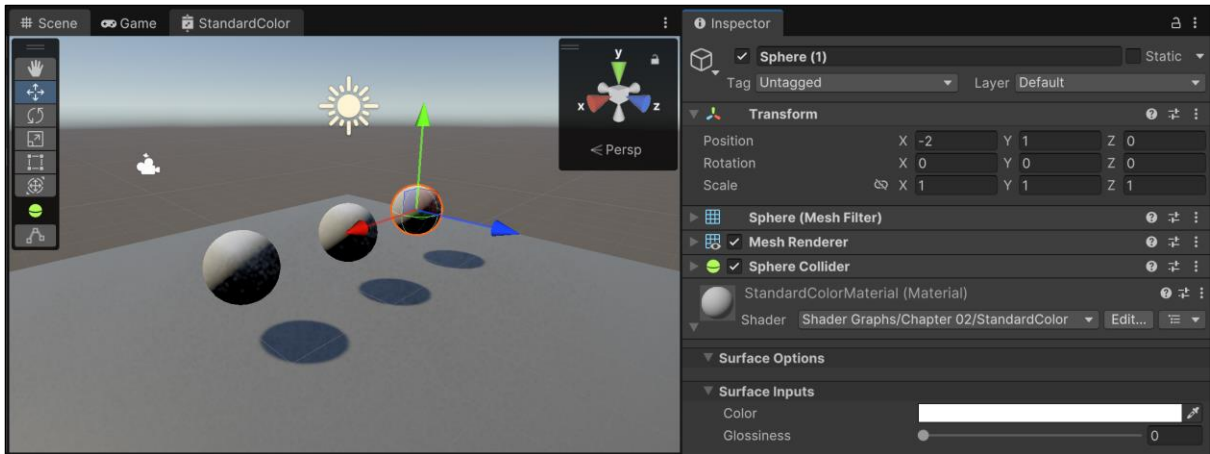
Graph Inspector

Node SettingsGraph Settings

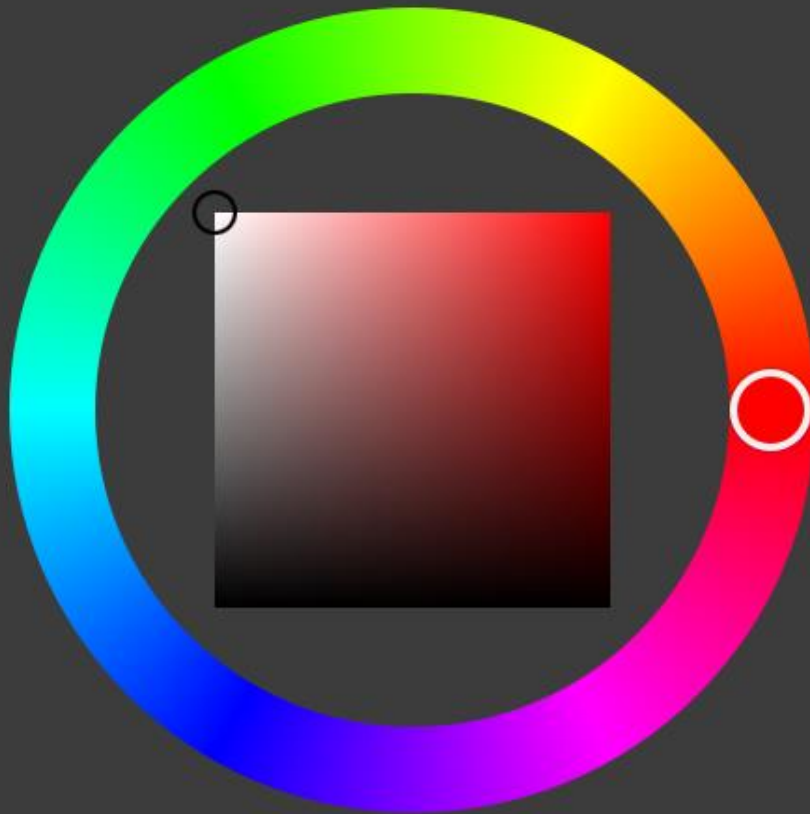
Property: Glossiness

Name	Glossiness
Reference	_Glossiness
Precision	Inherit
Scope	Per Material
Show In Inspector	☒
Default Value	X 0.5
Min	X 0
Max	X 1
Mode	Slider

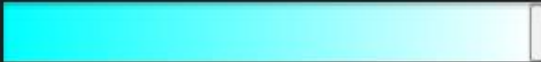




Color



RGB 0-1.0 ▼

R  1

G  1

B  1

A  1

Hexadecimal

FFFFFF

▼ Swatches



 Click to add new preset

ParameterExample

Shader Graphs/Chapter 02

+

• Color

Color

• AmbientColor

Color

Graph Inspector

Node SettingsGraph Settings

Property: AmbientColor

Name

AmbientColor

Reference

_AmbientColor

Precision

Inherit

Scope

Per Material

Show In Inspector

☒

Default Value

Mode

Default

• Color(4)

• AmbientColor(4)

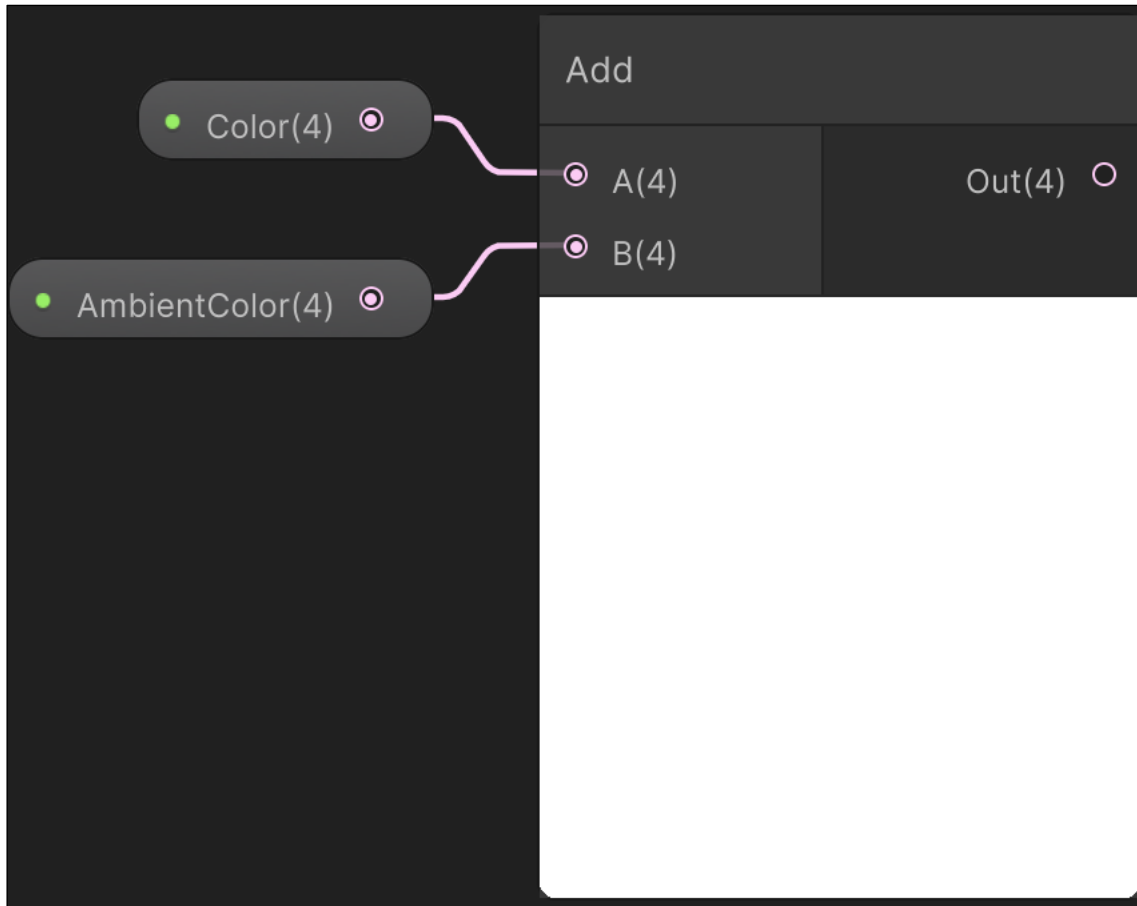
Create Node

Q▼ add|

▼ Math

▼ Basic

Add



ParameterExample

Shader Graphs/Chapter 02

• Color

Color

• AmbientColor

Color

• SaturationPower

Float

Graph Inspector

Node SettingsGraph Settings

Property: SaturationPower

Name

SaturationPower

Reference

_SaturationPower

Precision

Inherit

Scope

Per Material

Show In Inspector

☒

Default Value

X 2.5

Min

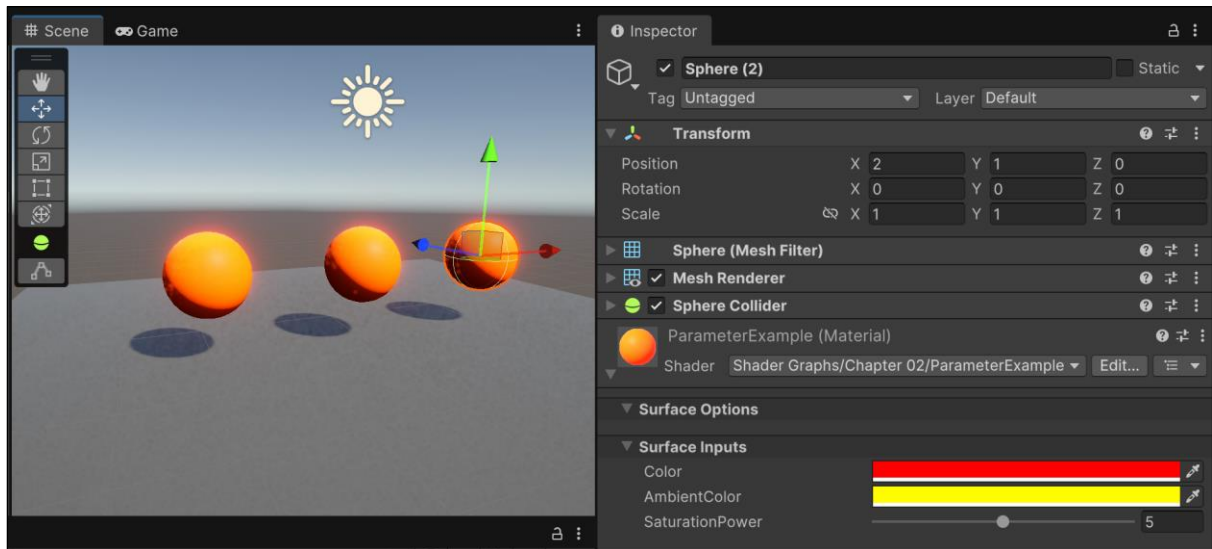
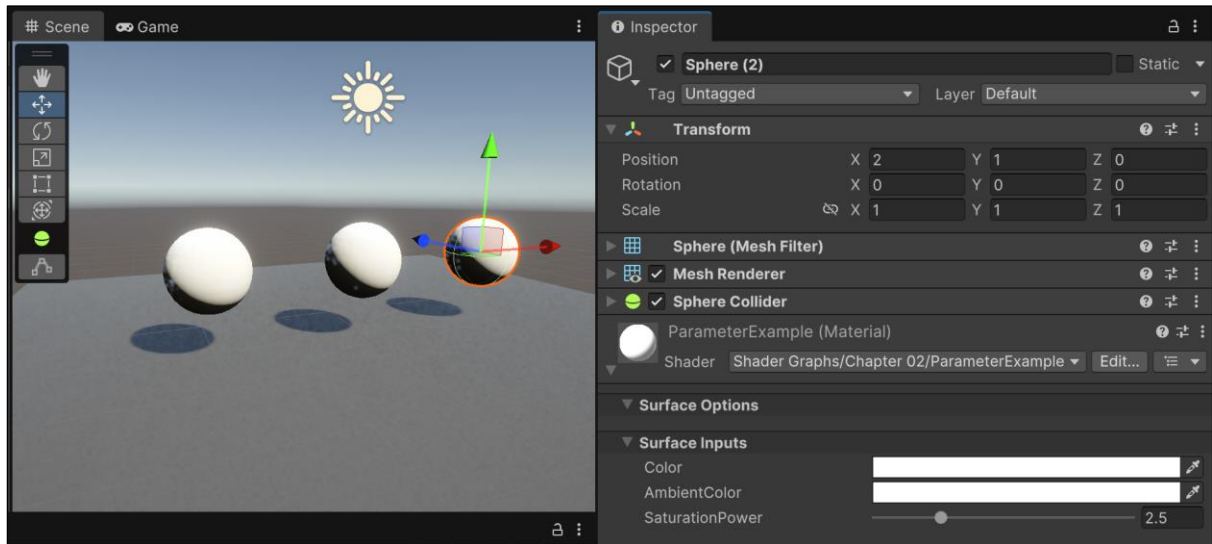
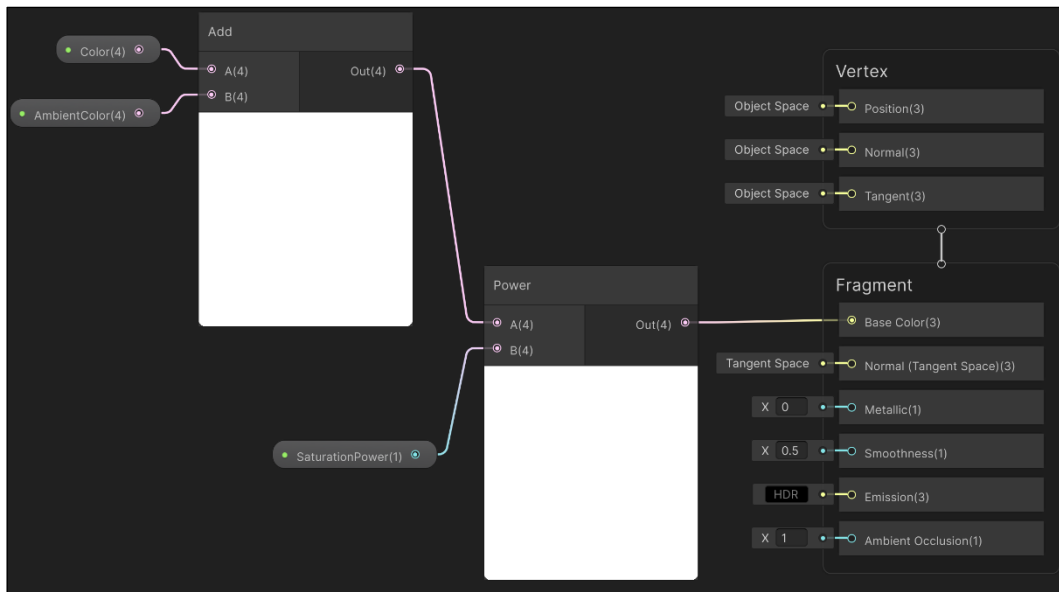
X 0

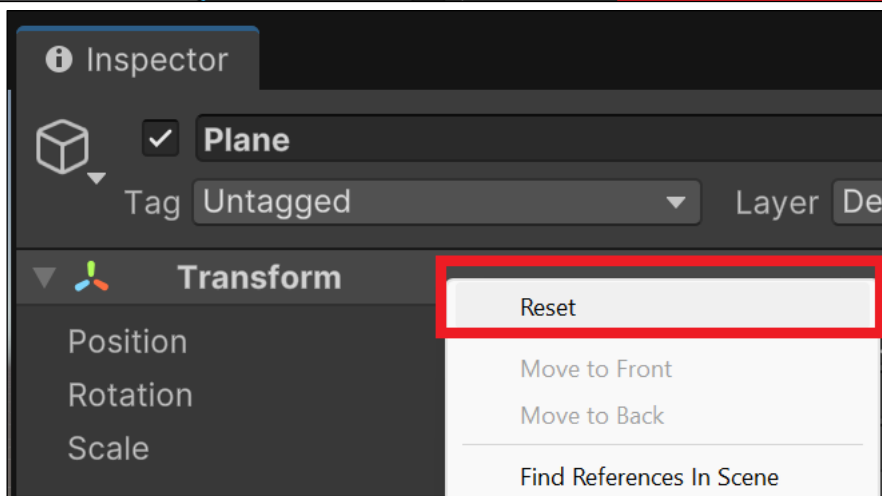
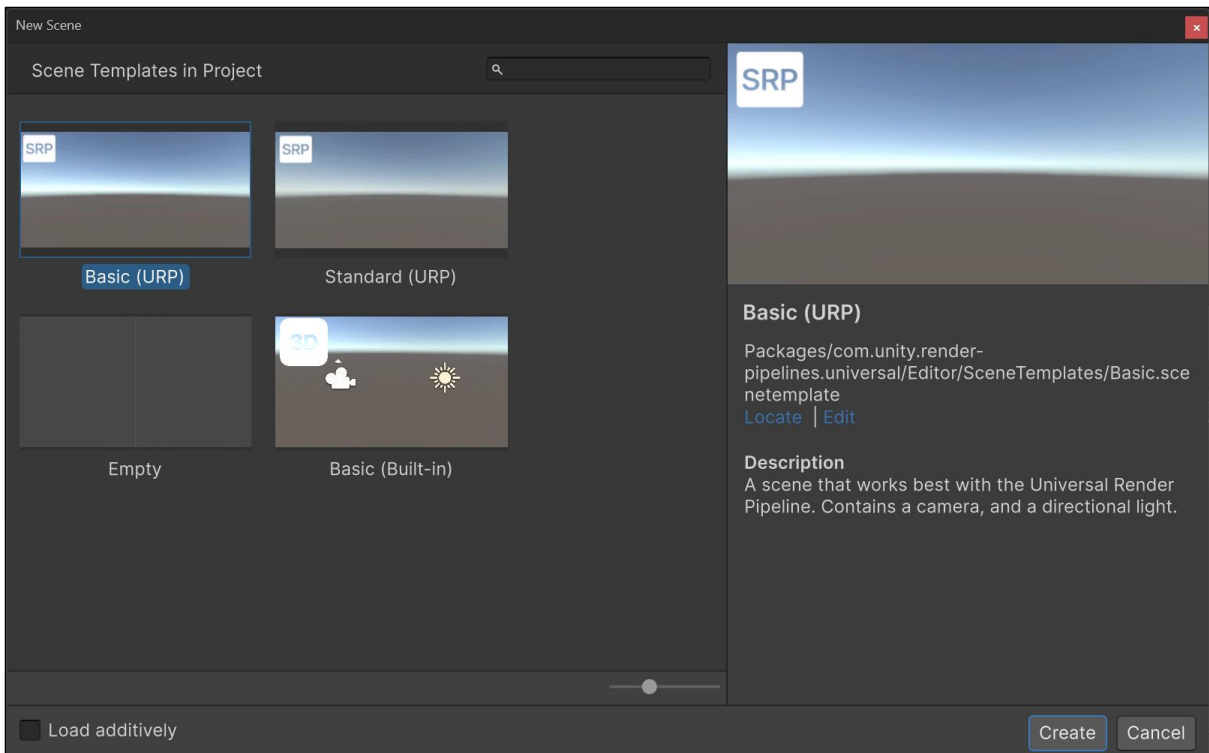
Max

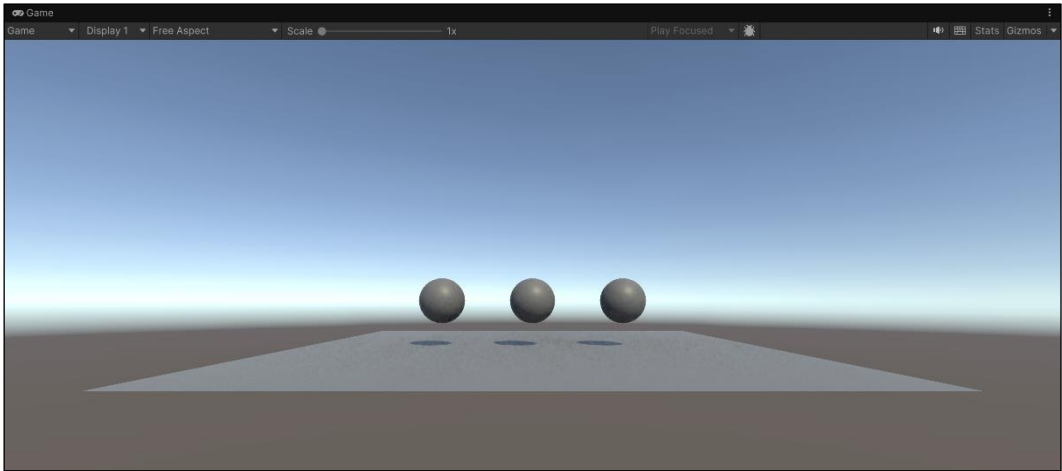
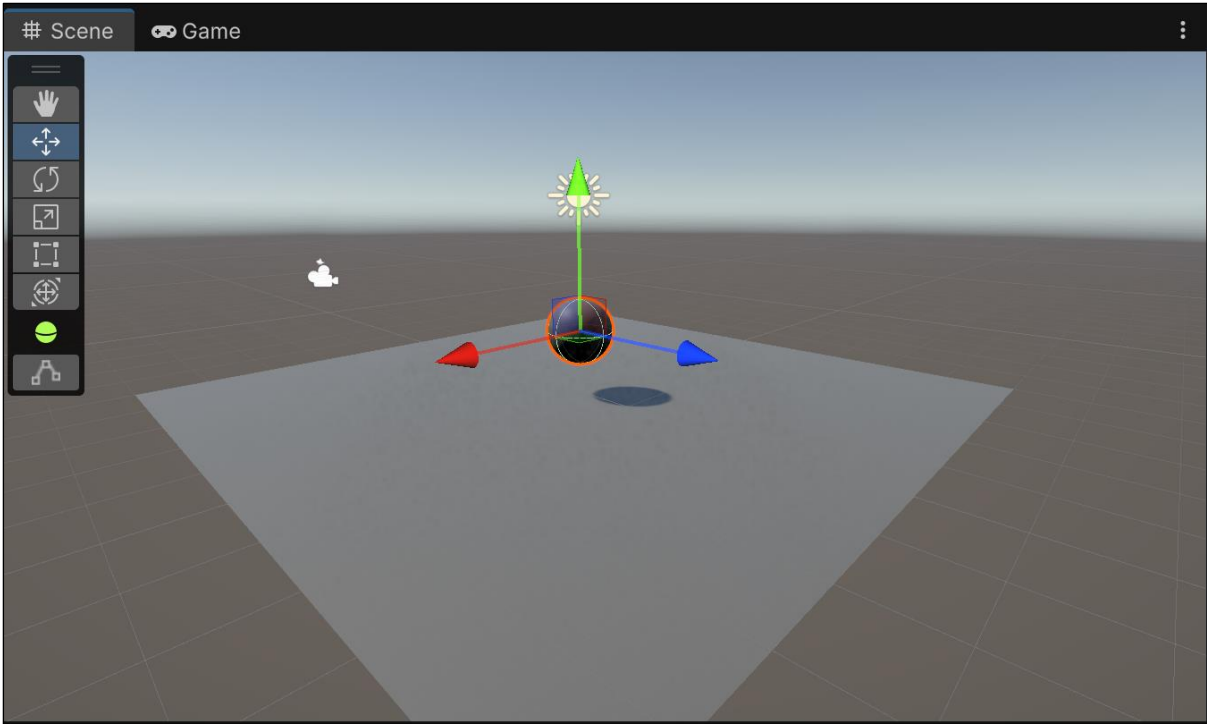
X 10

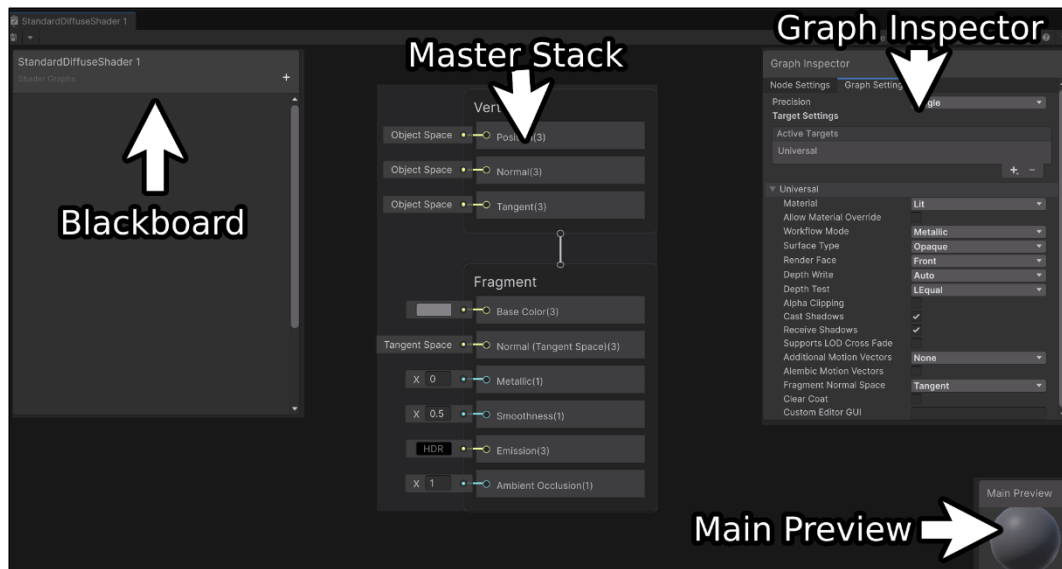
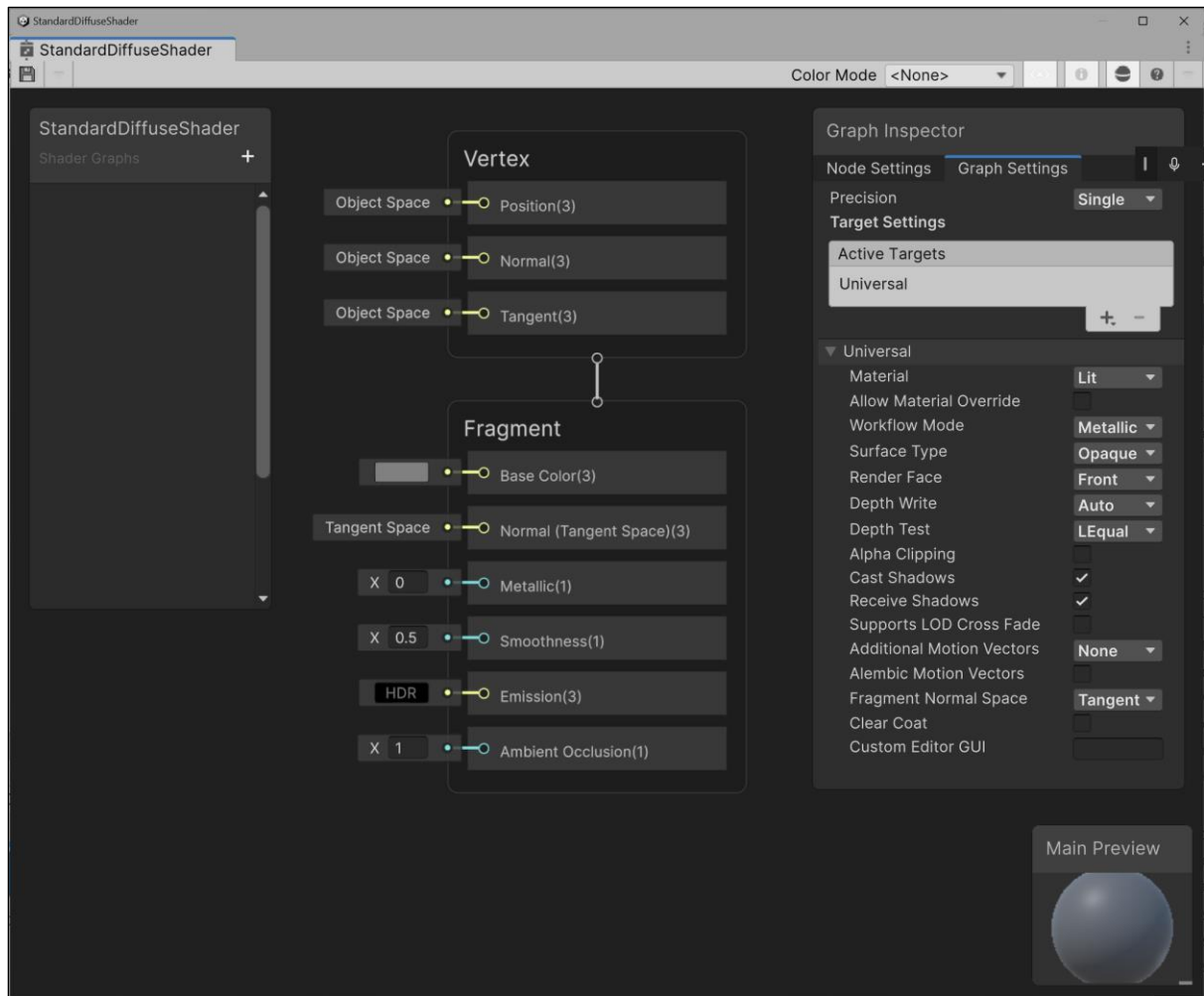
Mode

Slider

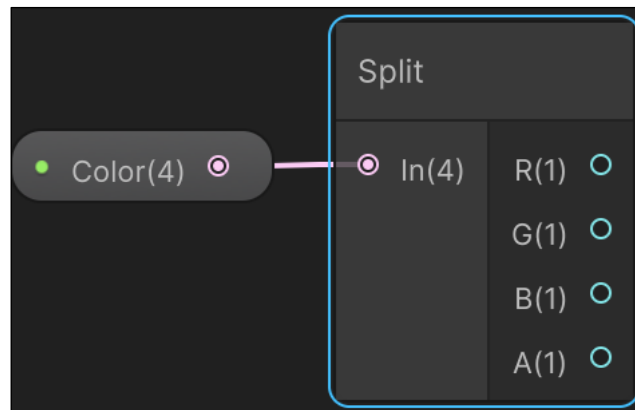
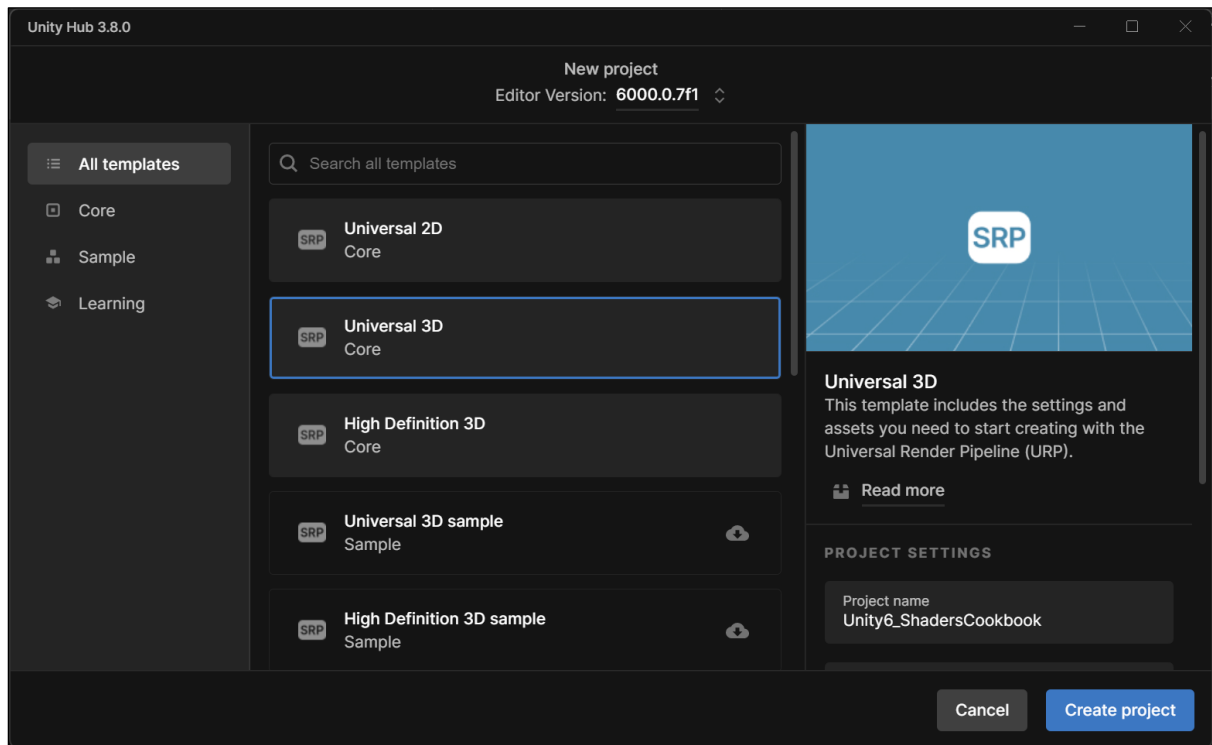


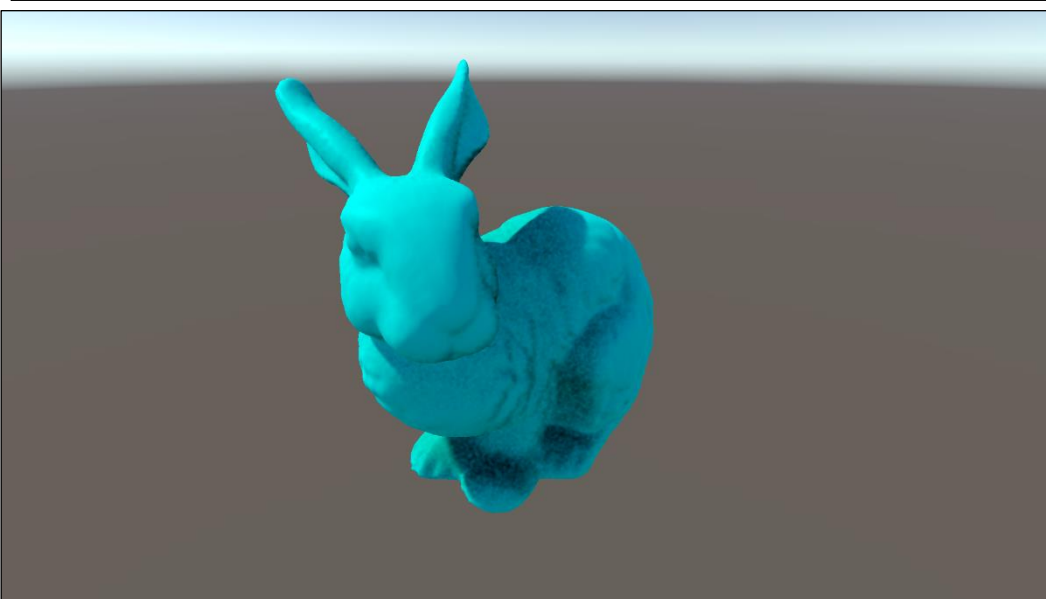
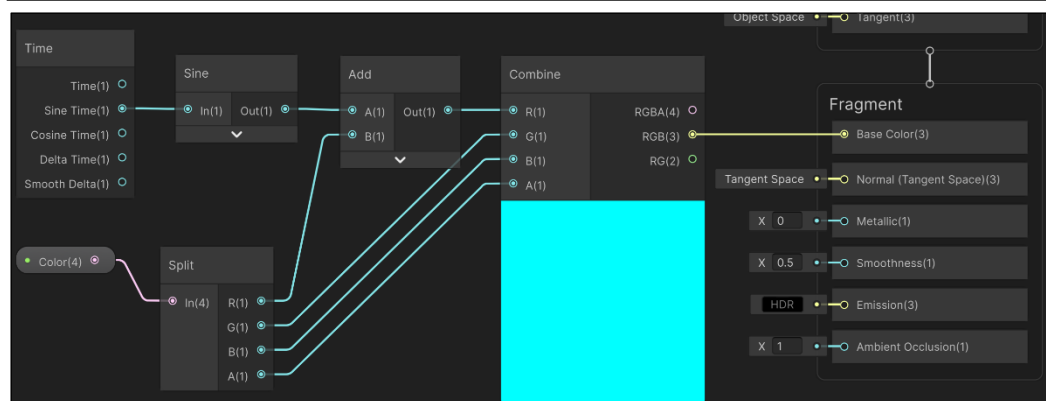
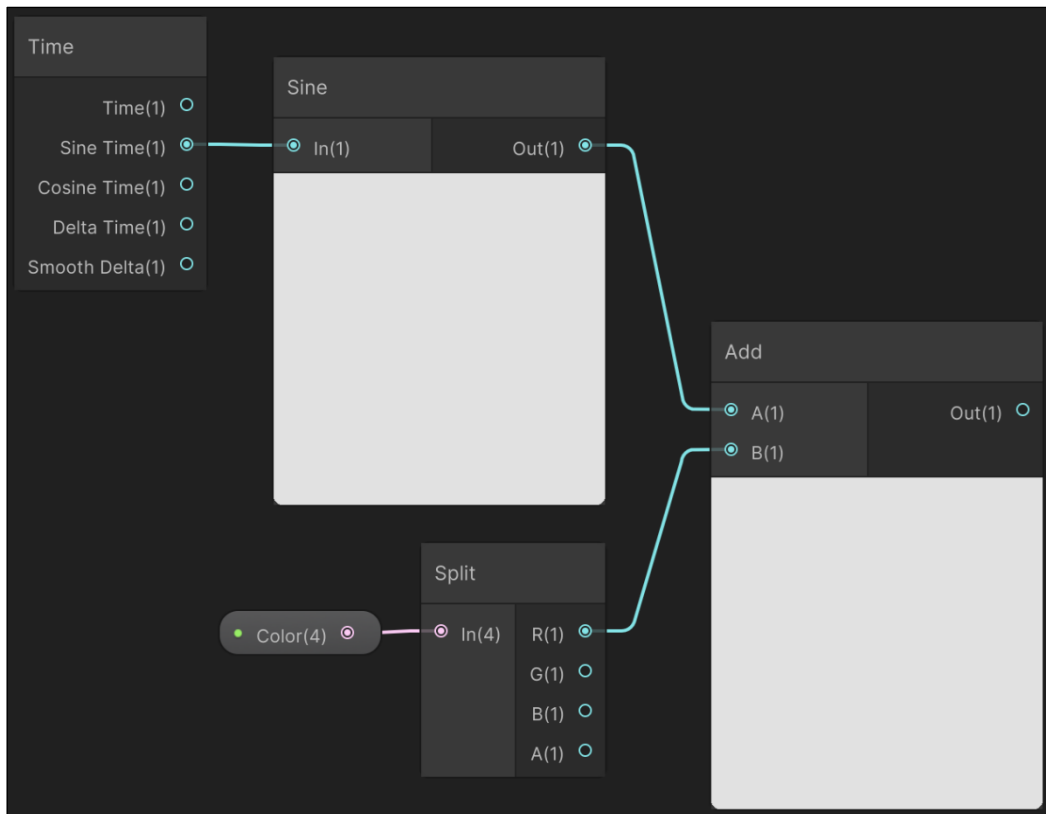


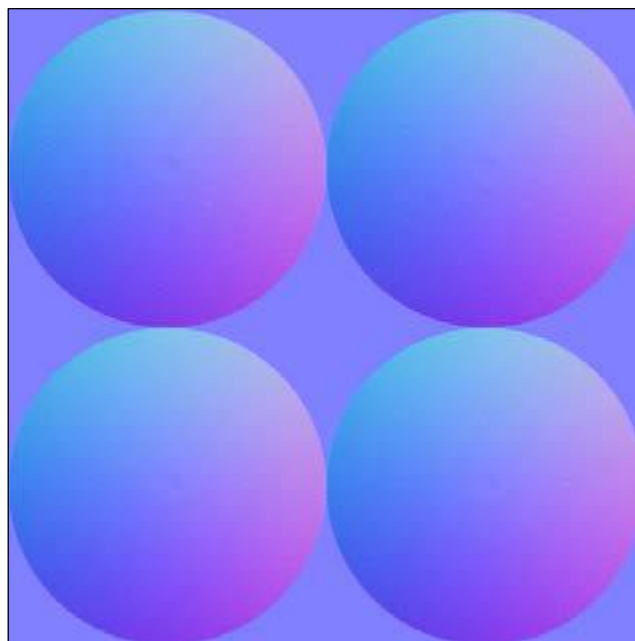
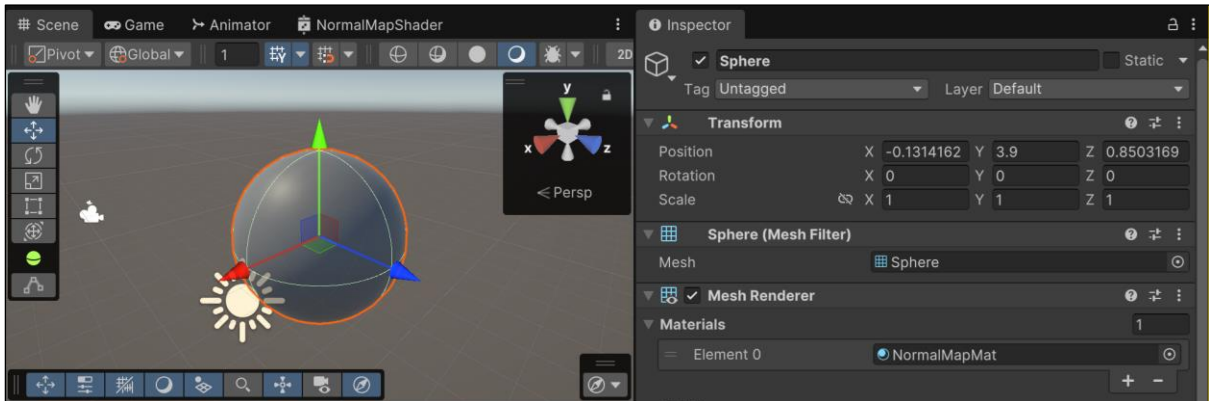
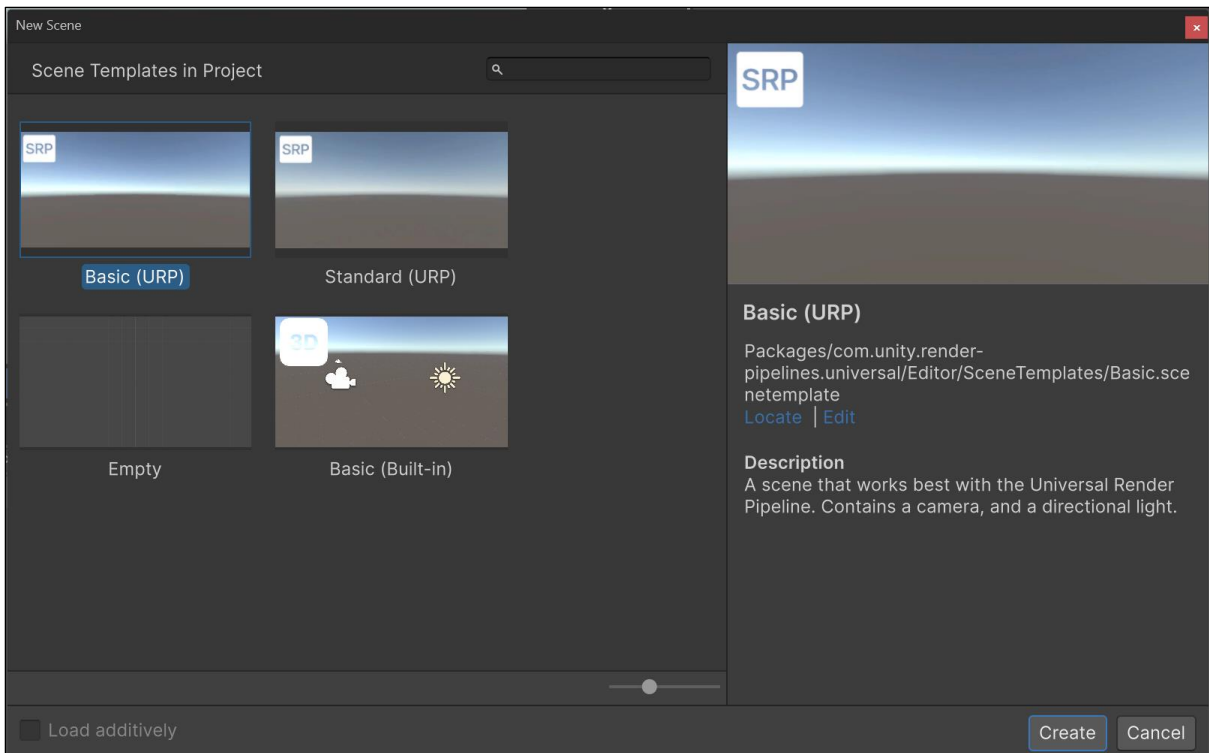




Chapter 3: Working with Surfaces







Graph Inspector

Node Settings

Graph Settings

Property: MainTint

Name

MainTint

Reference

_MainTint

Precision

Inherit

▼

Scope

Per Material

▼

Show In Inspector

☒

Default Value

Mode

Default

▼

SimpleDiffuse

Shader Graphs/Chapter 03

+

• Color

Color

NormalMapShader

Shader Graphs/Chapter 03

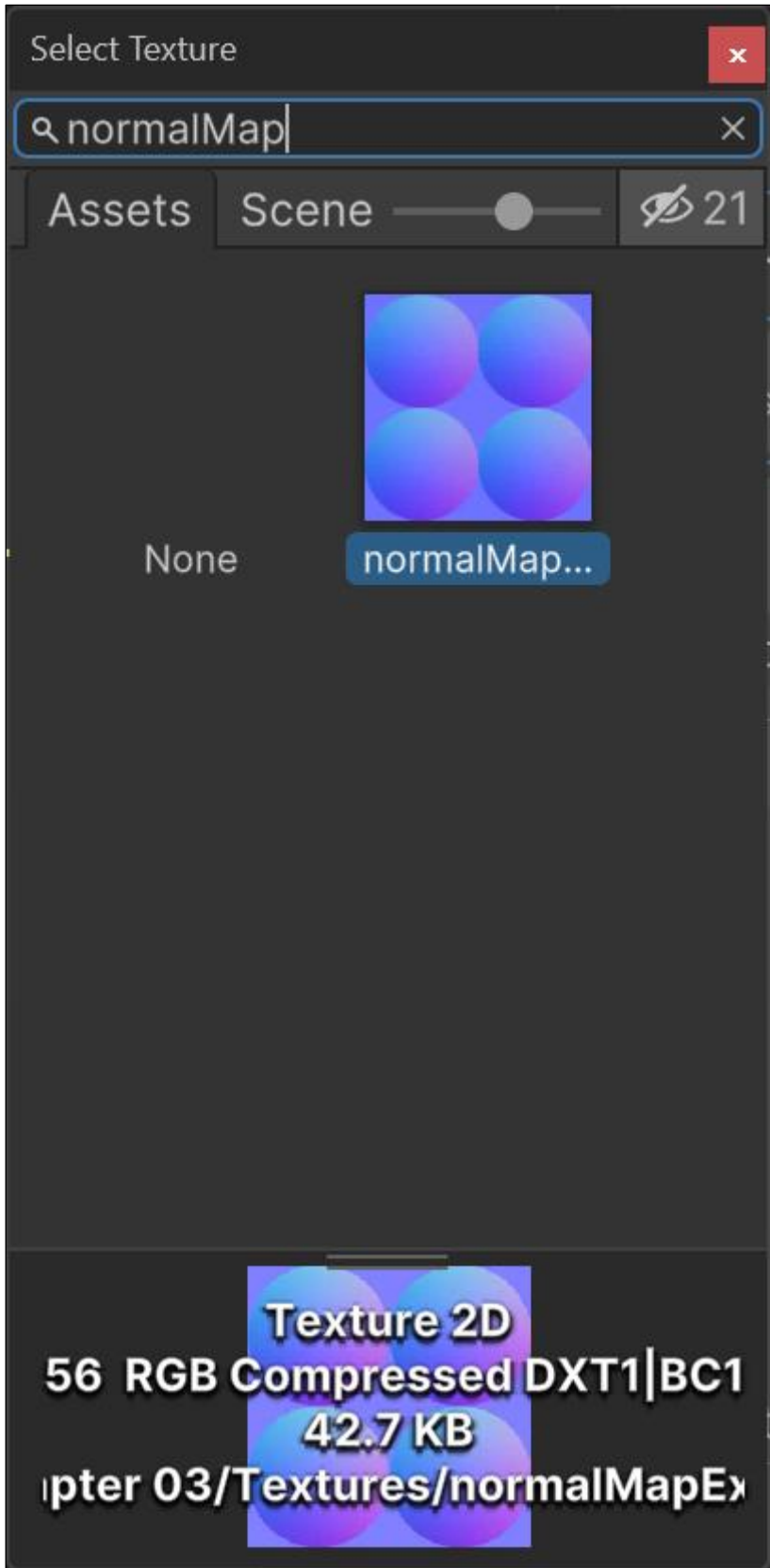
+

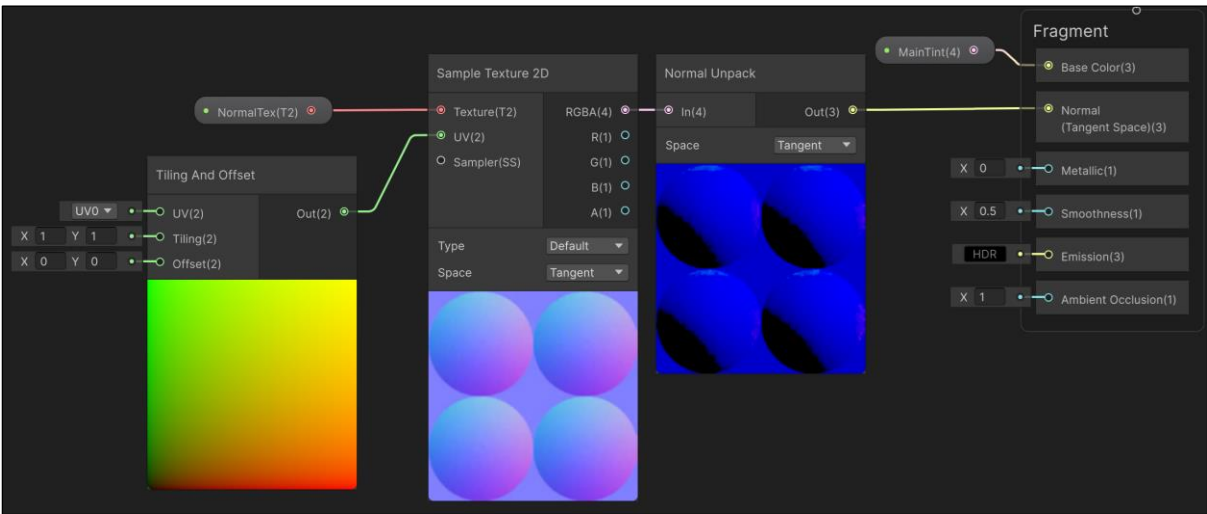
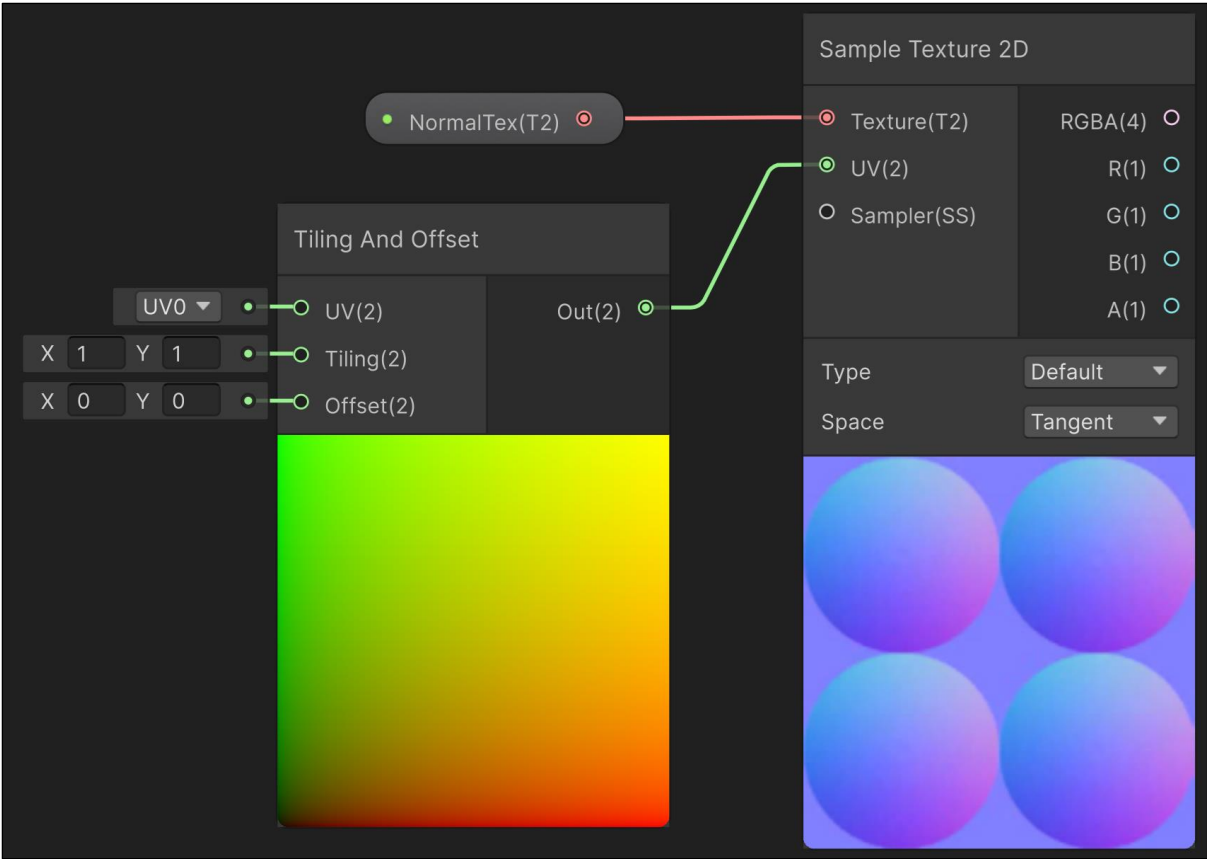
• MainTint

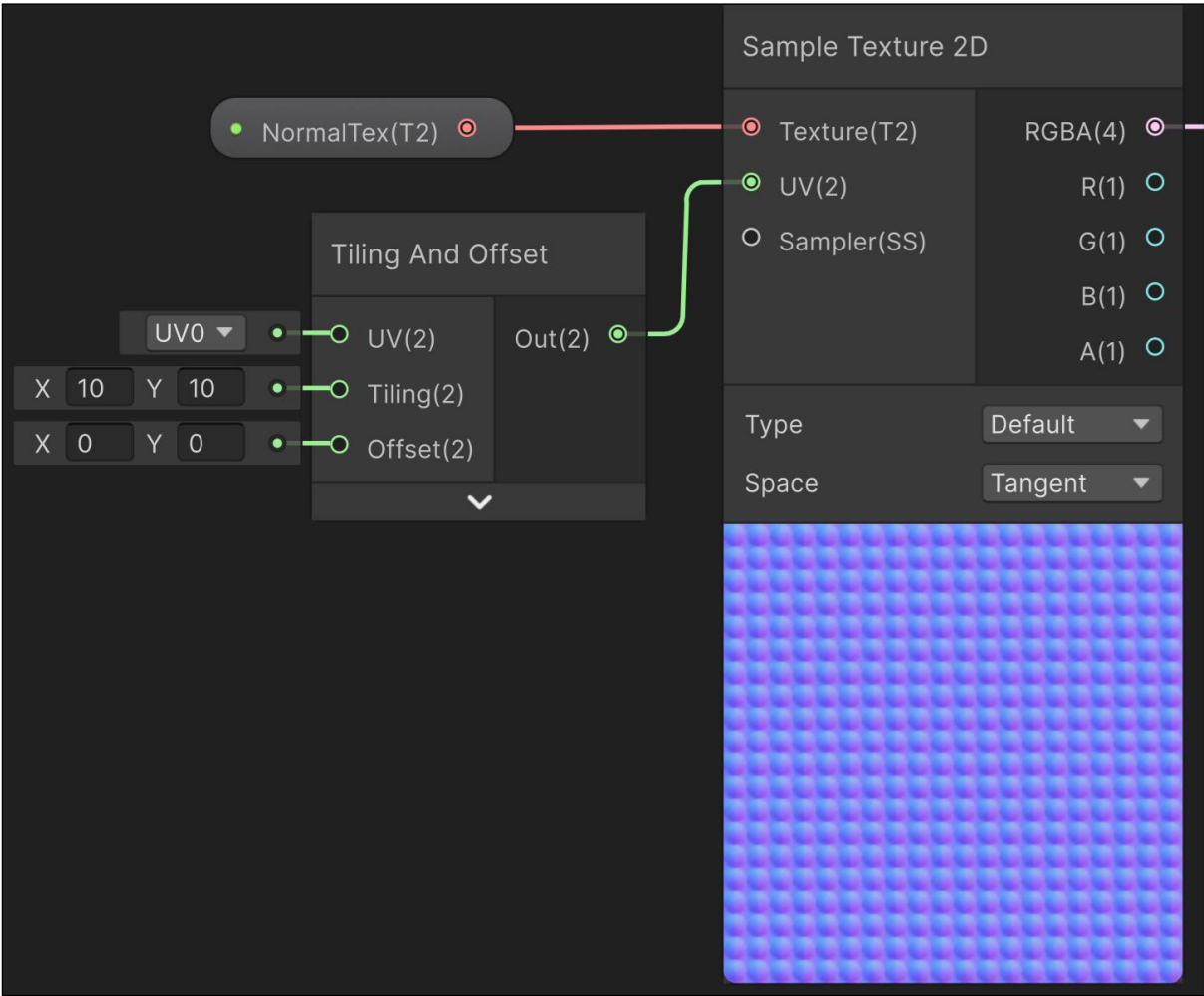
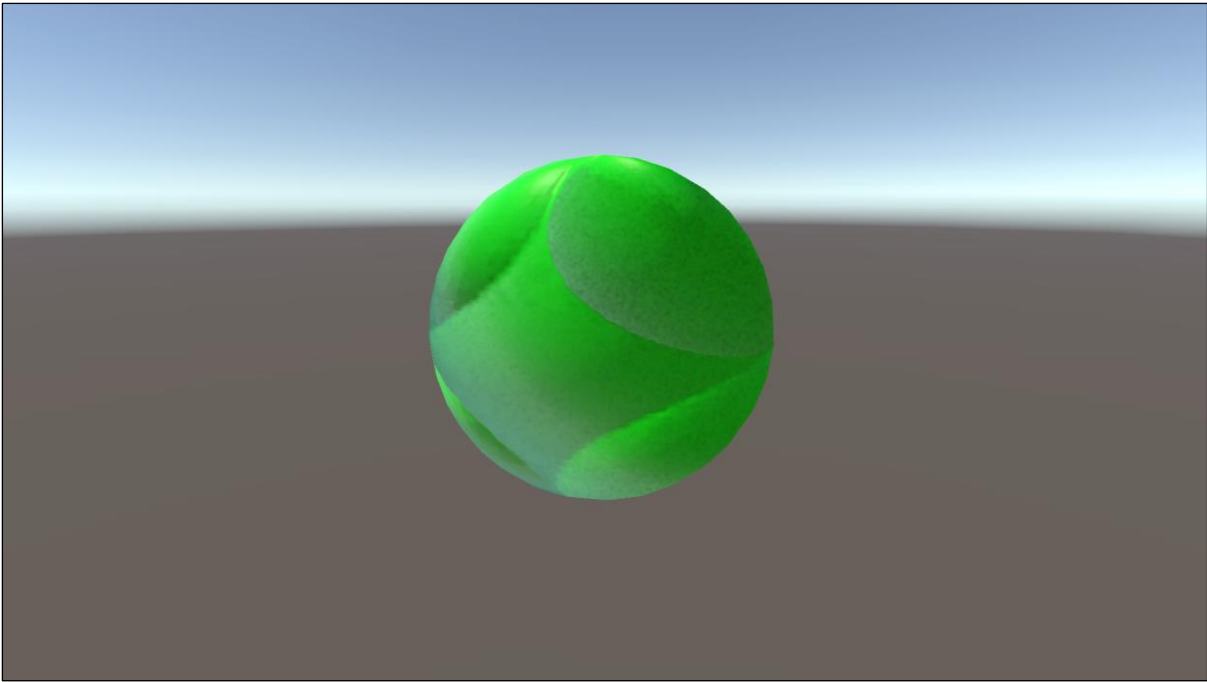
Color

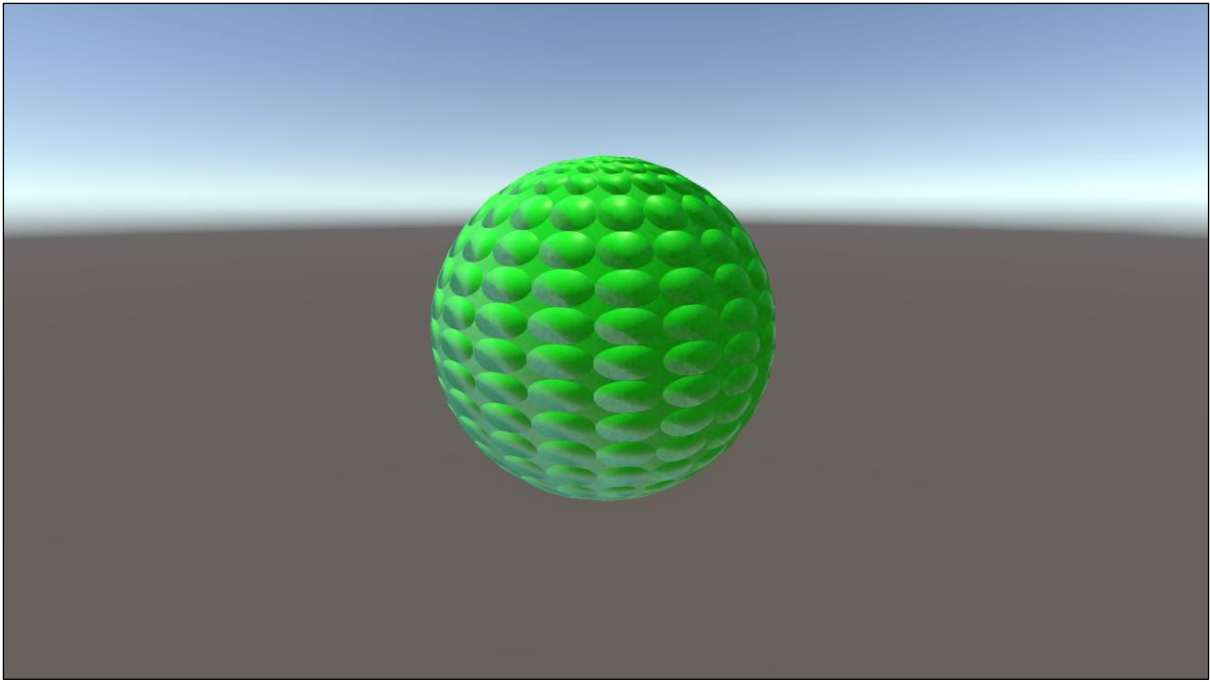
• NormalTex

Texture2D









NormalMapShader

Shader Graphs/Chapter 03



• MainTint

Color

• NormalTex

Texture2D

• NormalIntensity

Float

Graph Inspector

Node Settings

Graph Settings

Property: NormalIntensity

Name	NormalIntensity
Reference	_NormalIntensity
Precision	Inherit
Scope	Per Material
Show In Inspector	☒
Default Value	X 1
Min	X 0
Max	X 3
Mode	Slider

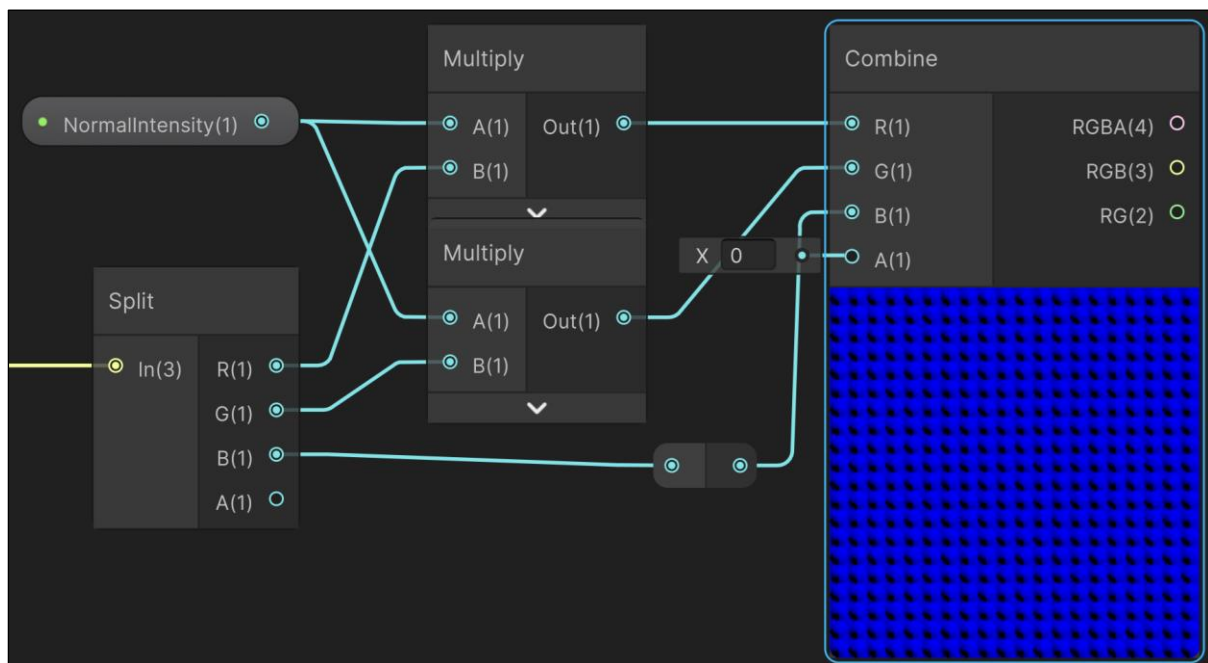
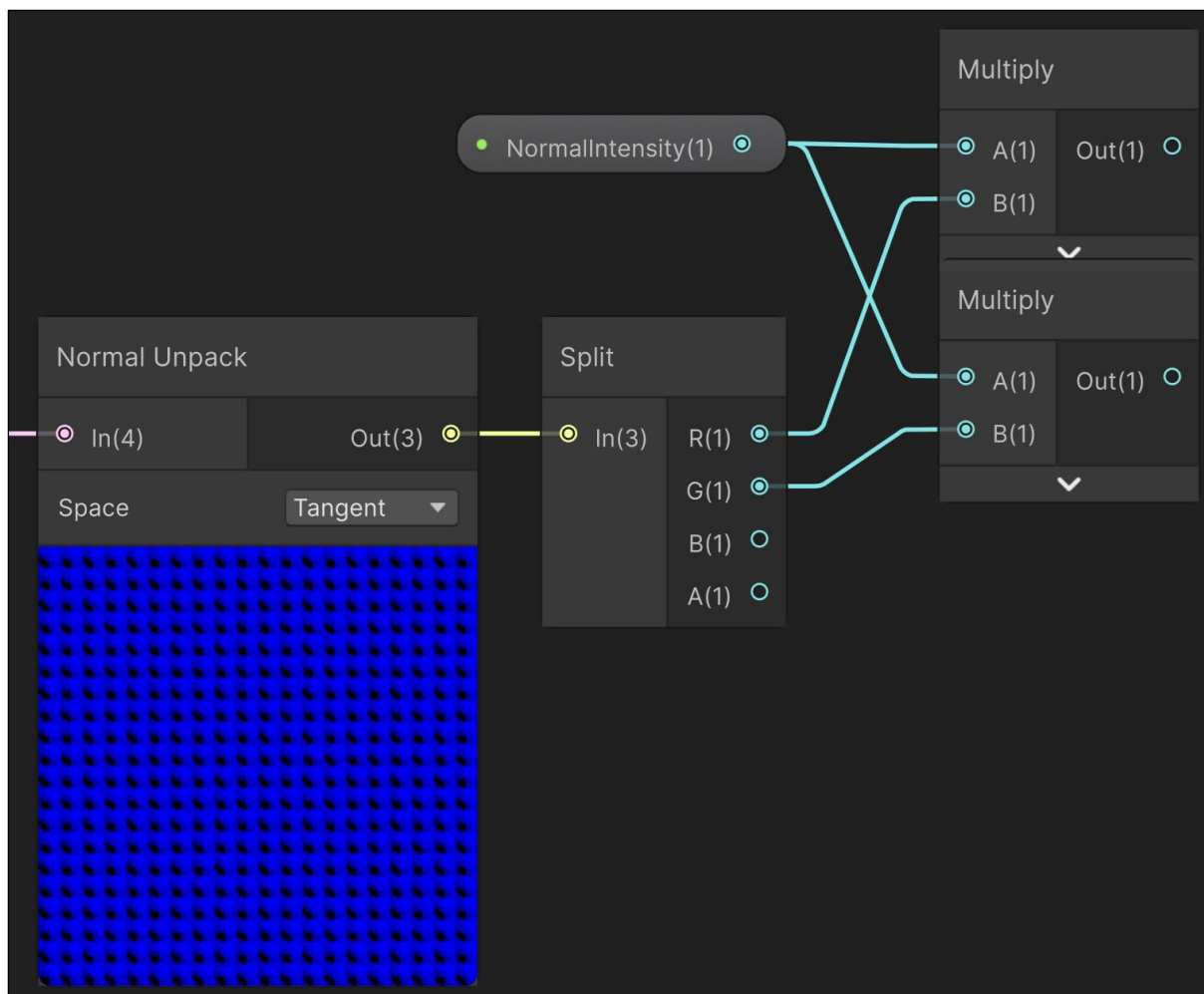
Graph Inspector

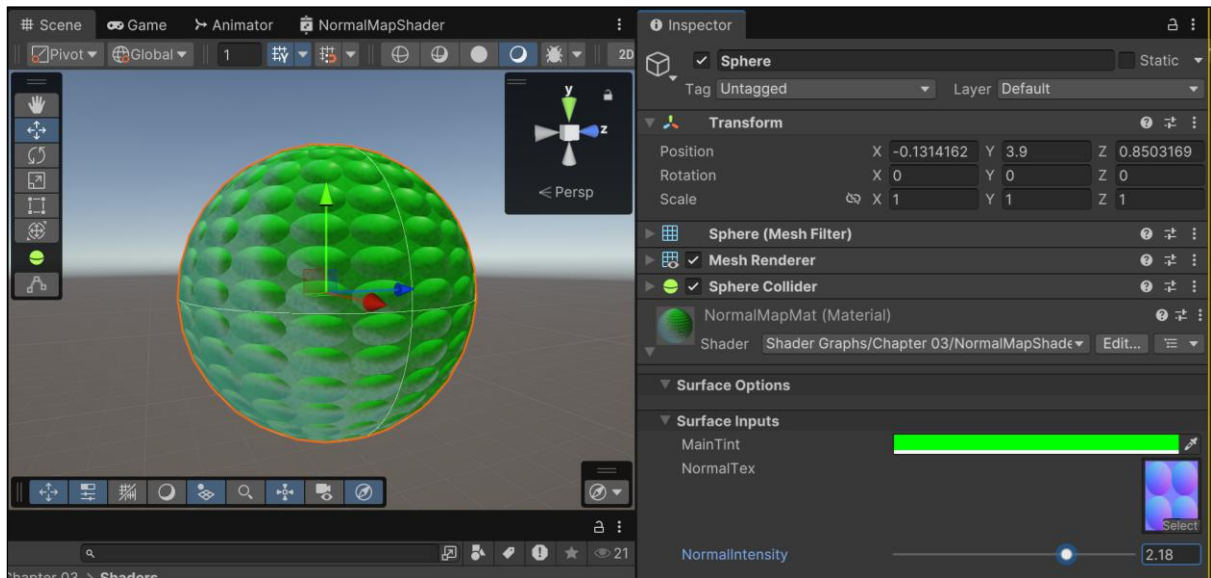
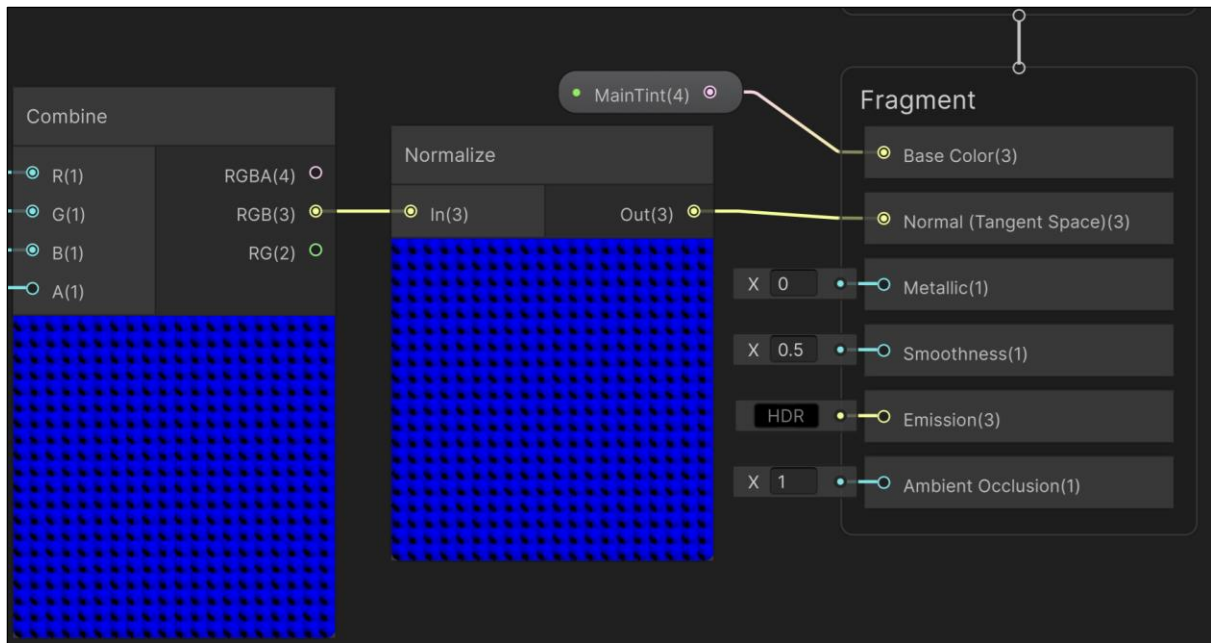
Node Settings

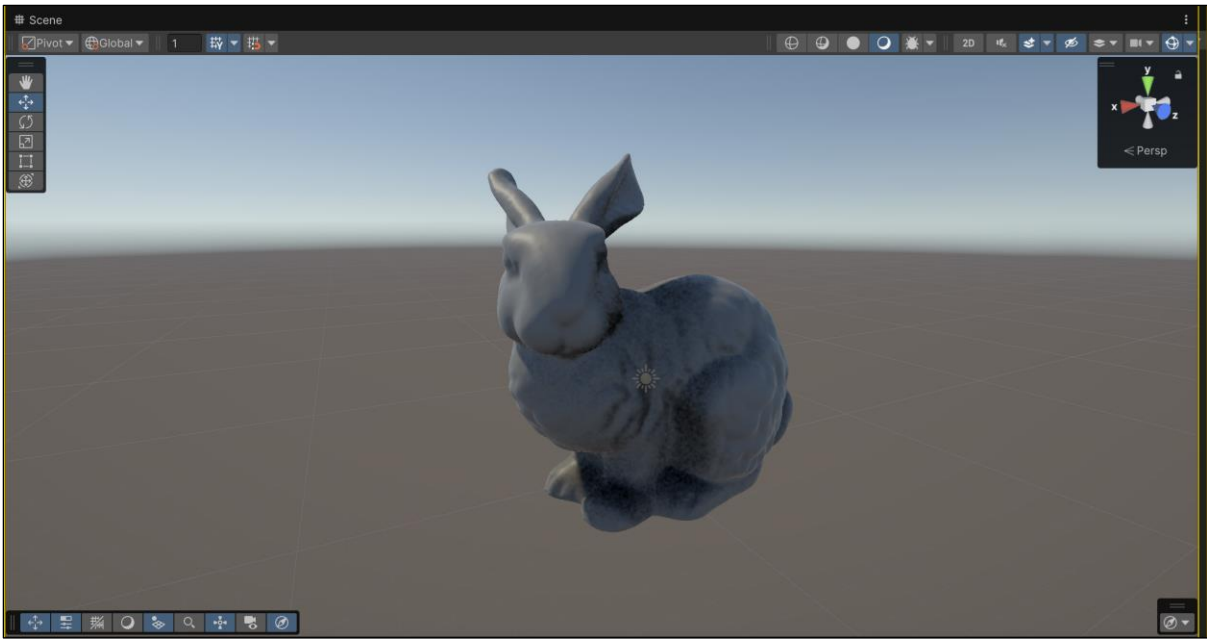
Graph Settings

Property: Color

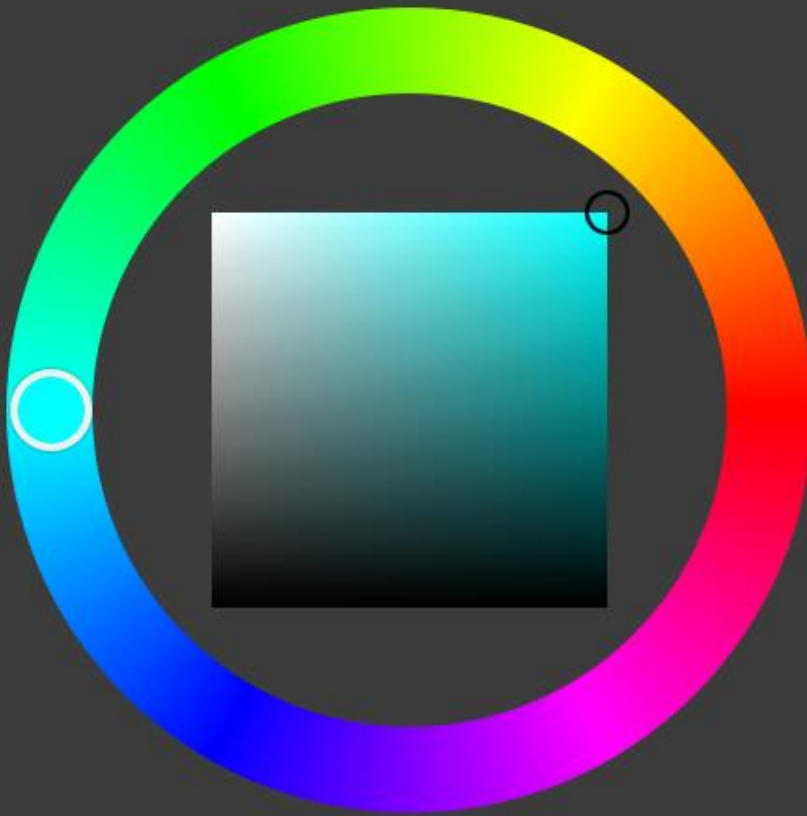
Name	Color
Reference	_Color
Precision	Inherit
Scope	Per Material
Show In Inspector	☒
Default Value	
Mode	Default







Color



RGB 0-1.0 ▼

R

G

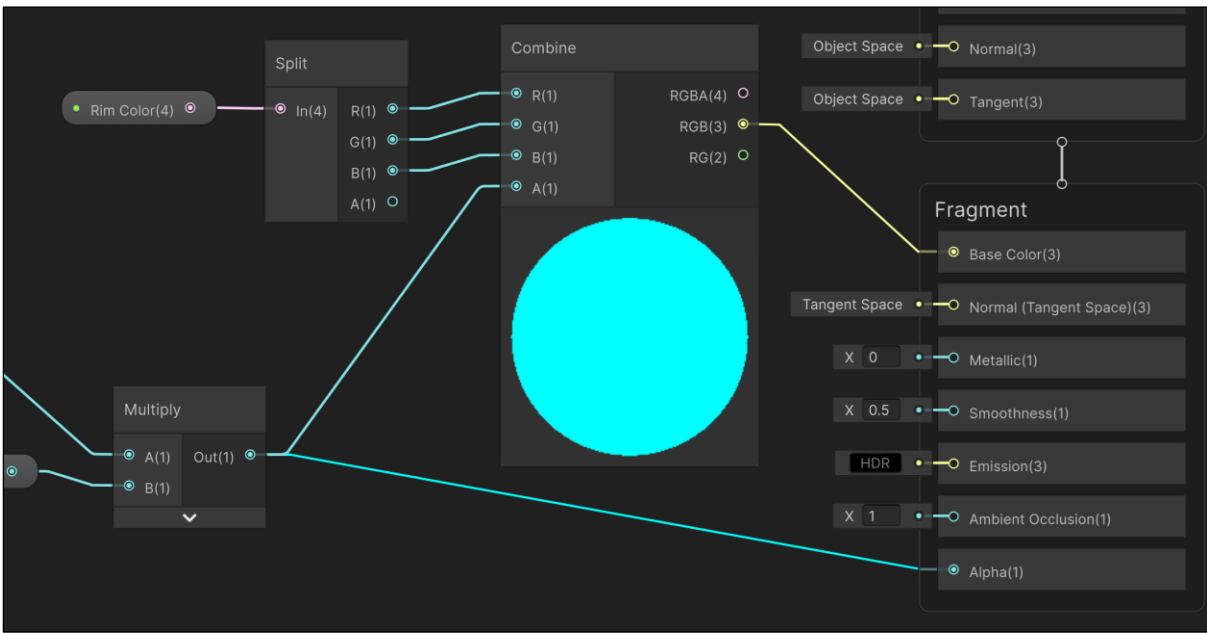
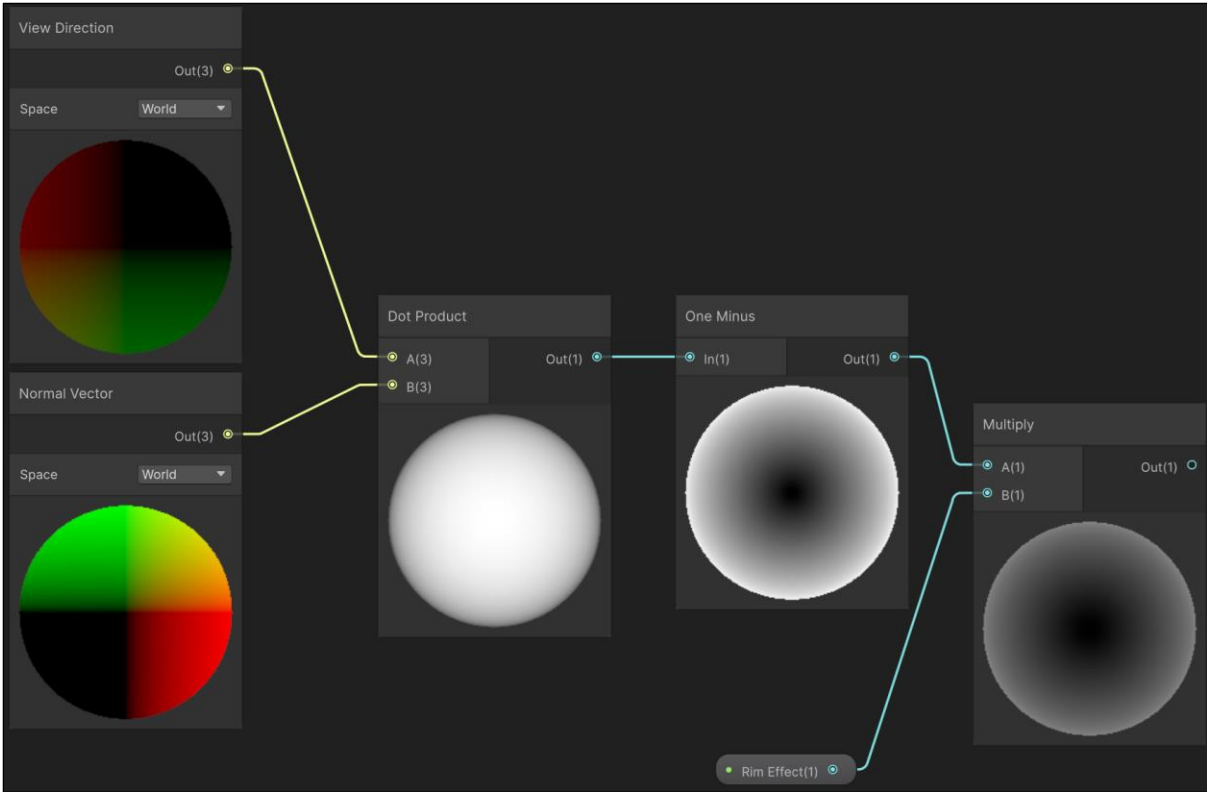
B

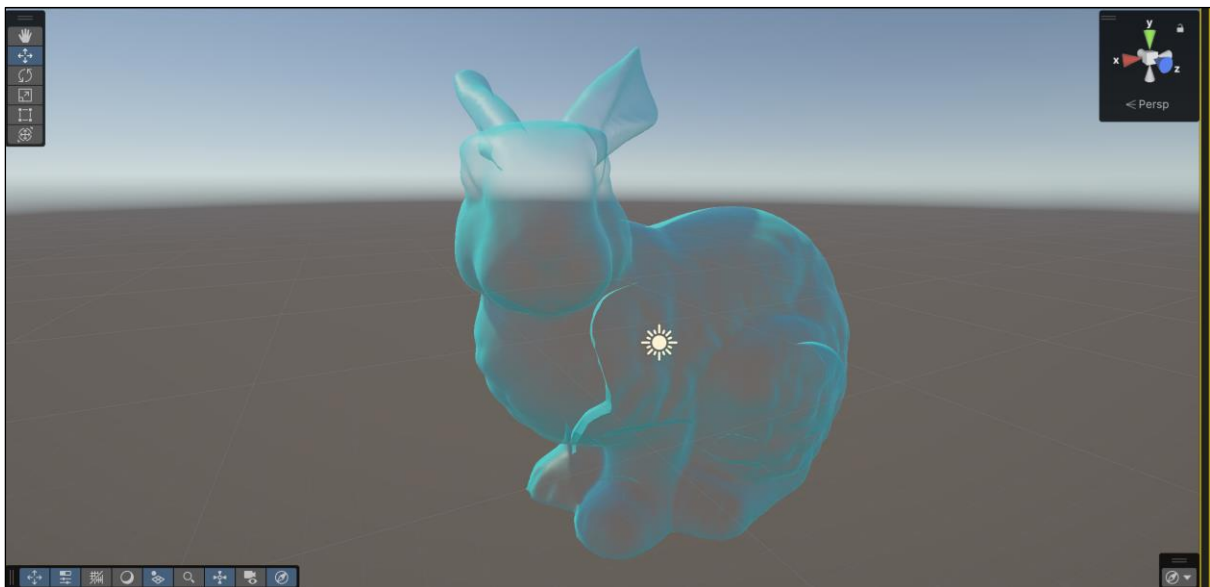
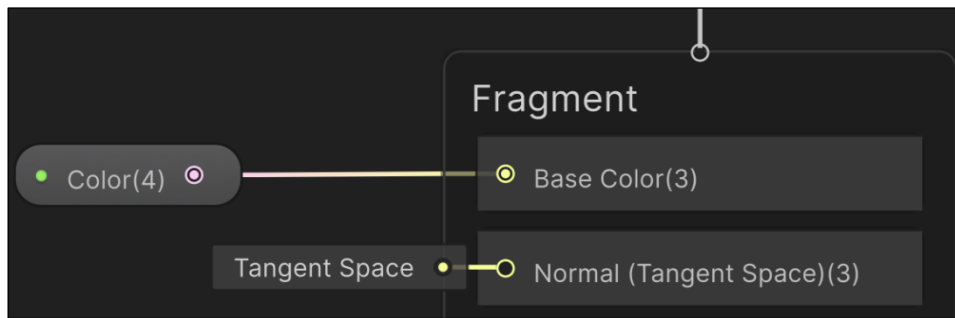
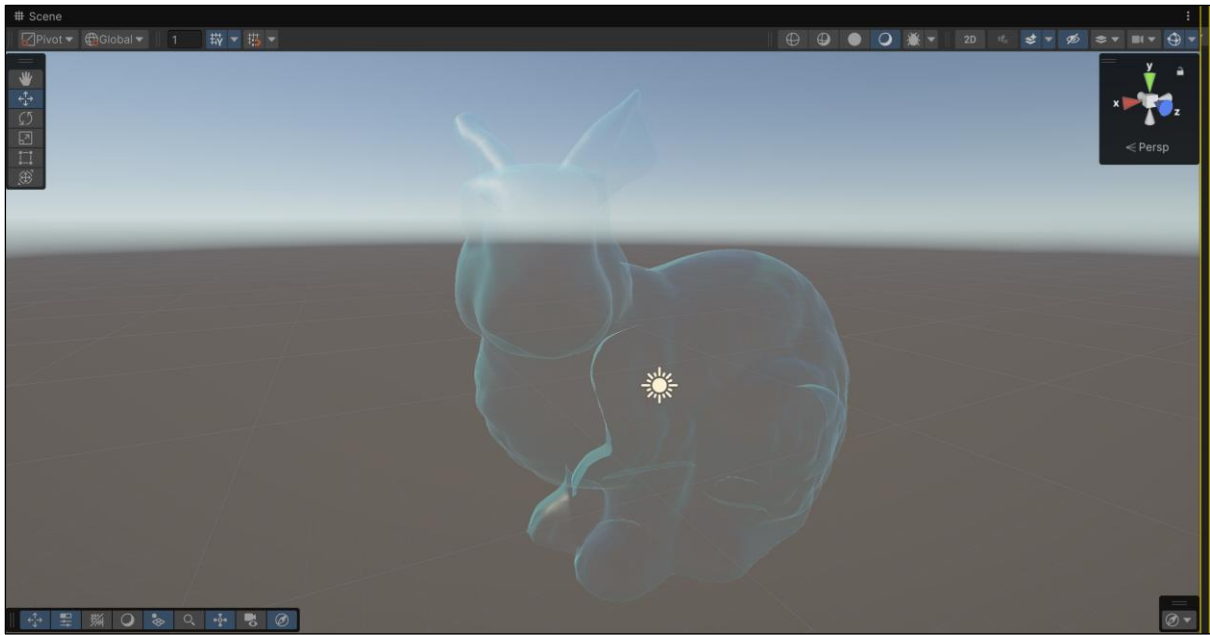
A

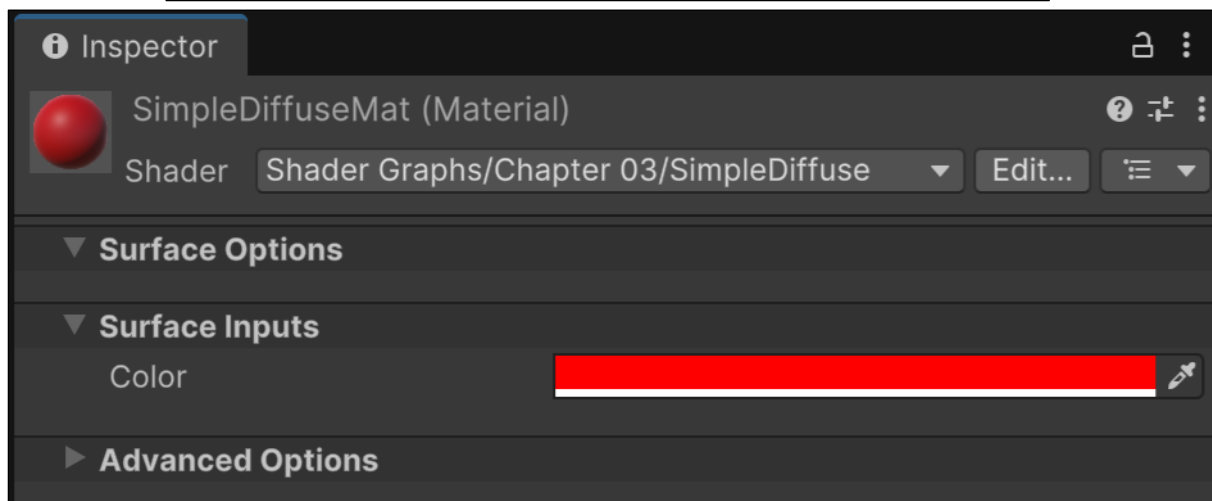
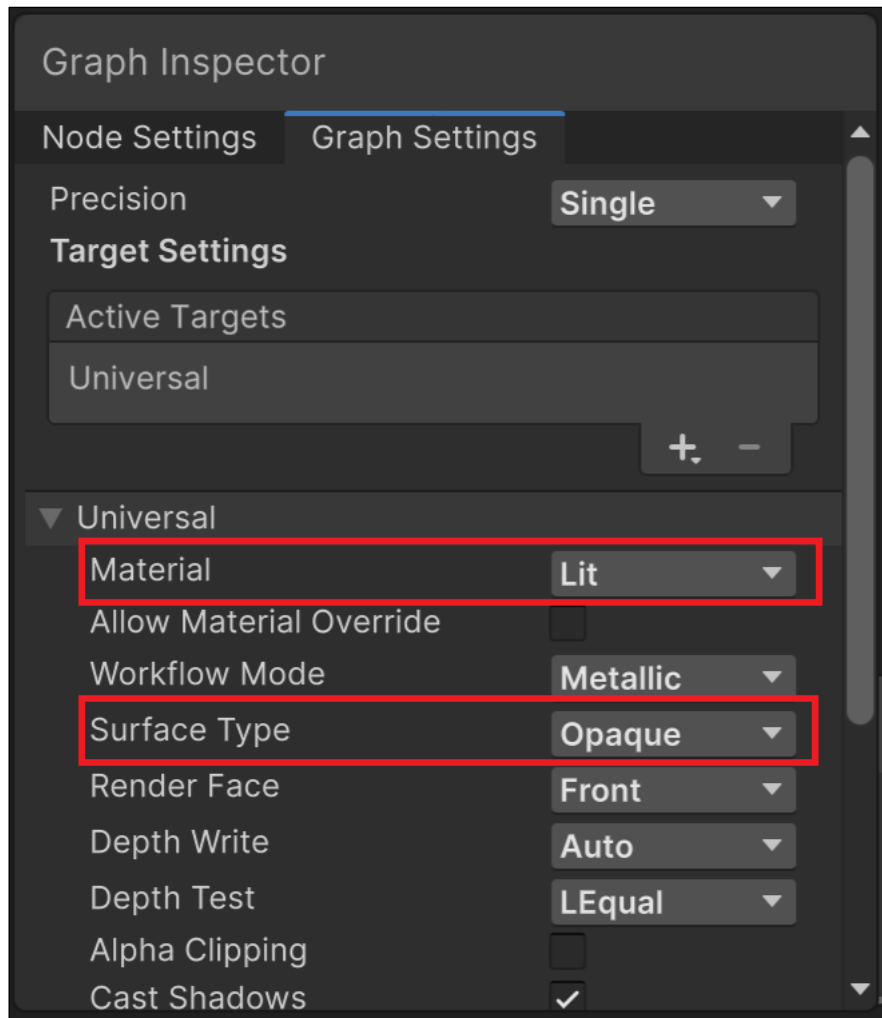
Hexadecimal

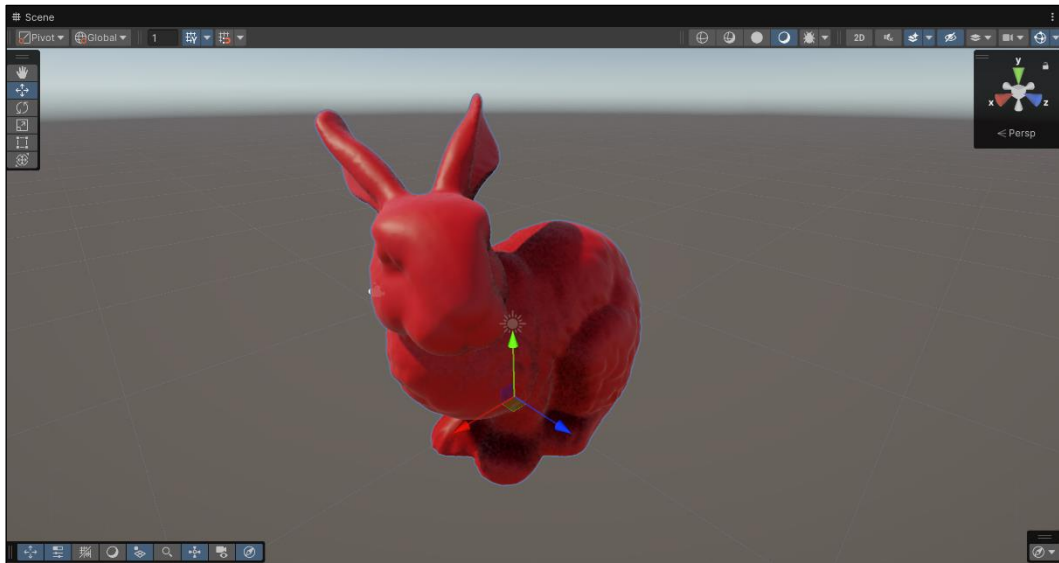
▼ Swatches

Click to add new preset









PackedArraysShader

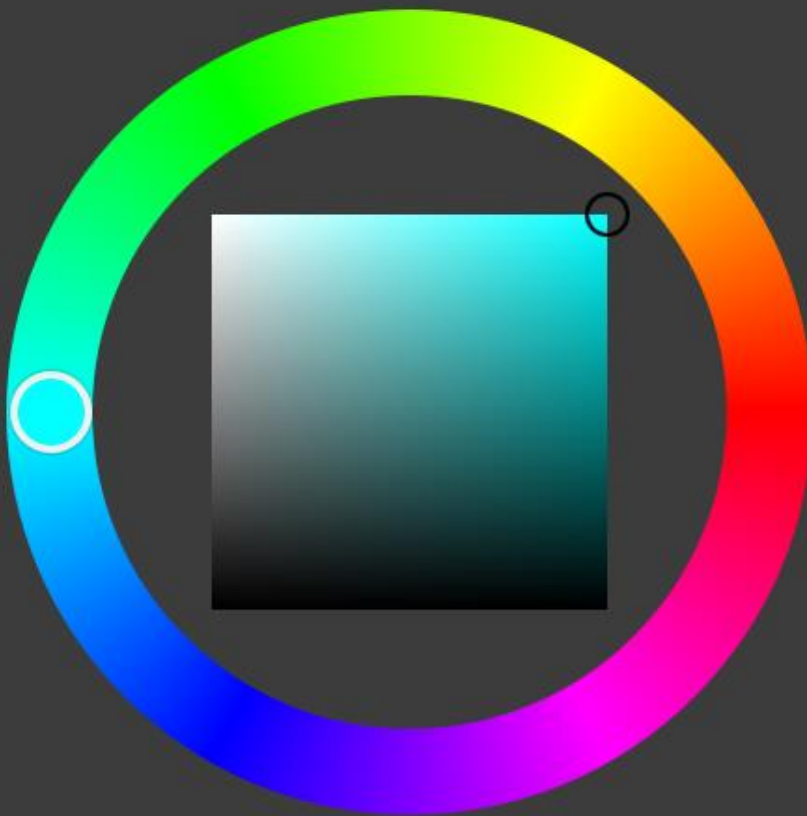
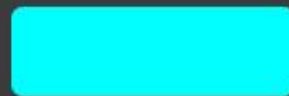
Shader Graphs/Chapter 03



Color

Color

Color



RGB 0-255 ▼

R 0

G 255

B 255

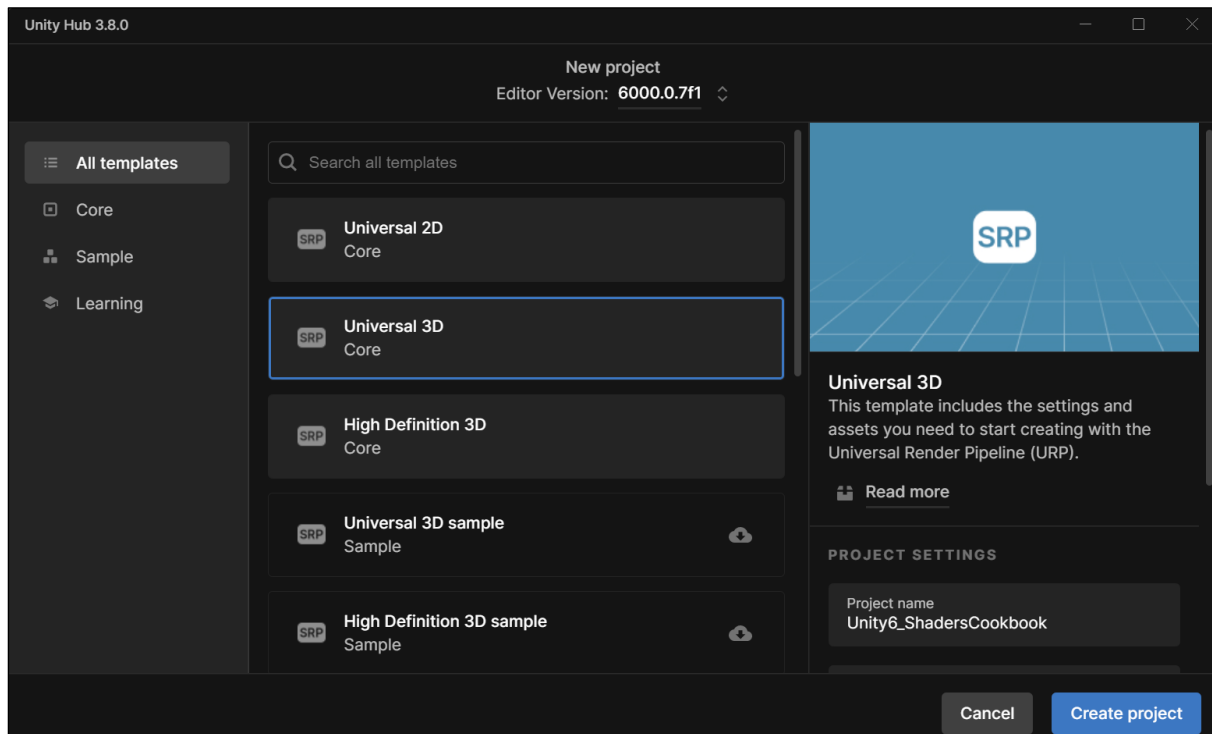
A 255

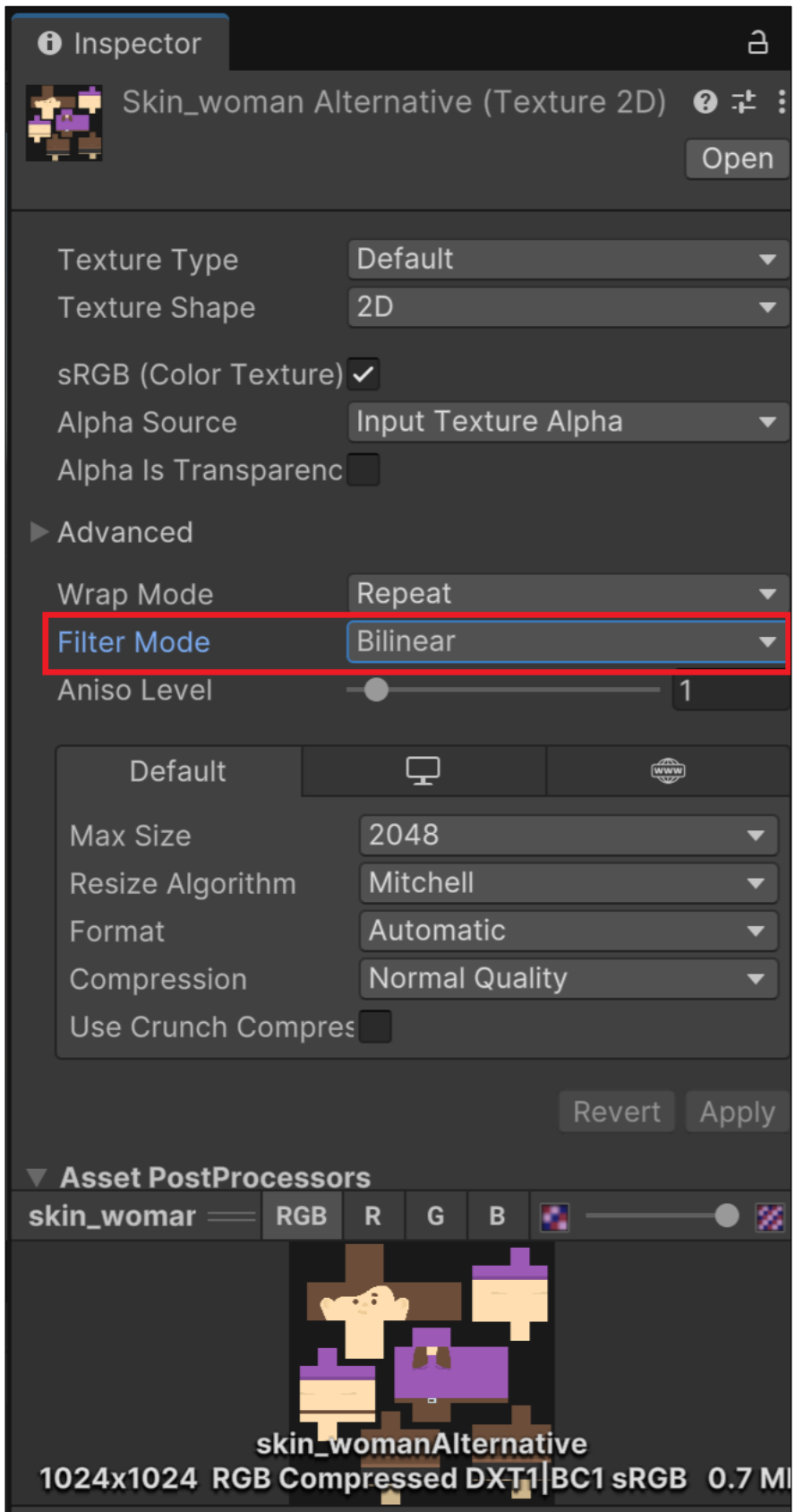
Hexadecimal 00FFFF

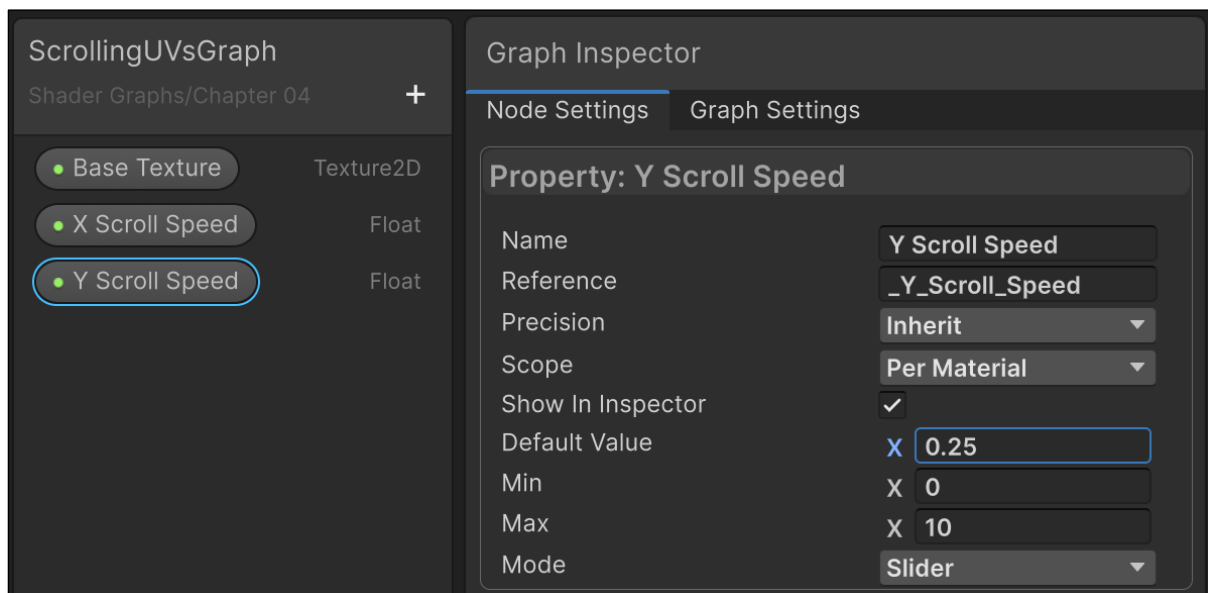
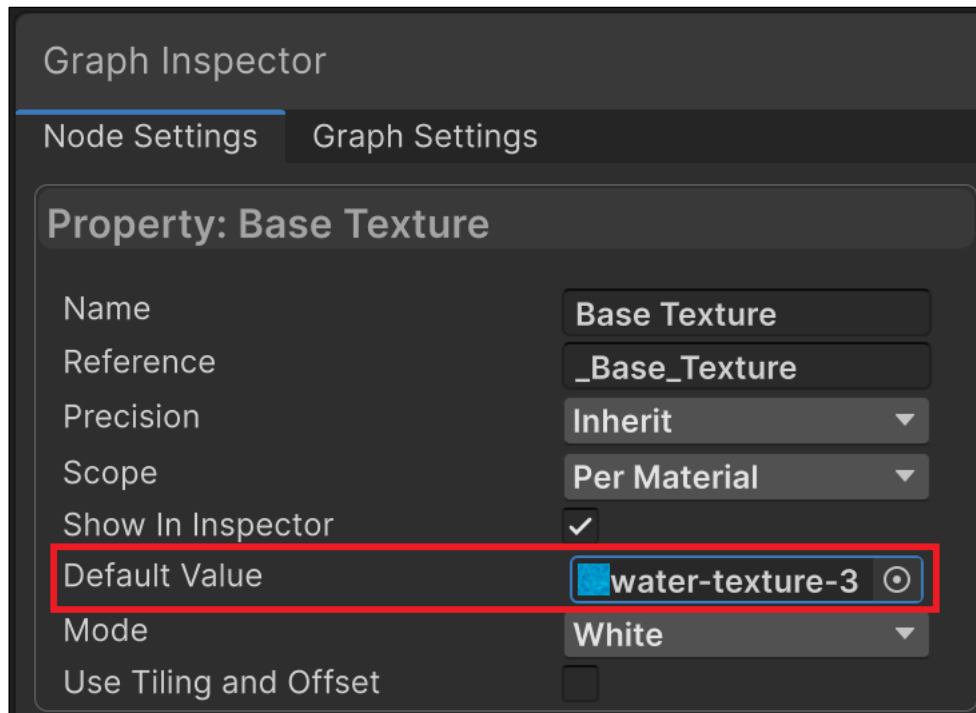
▼ Swatches ⋮

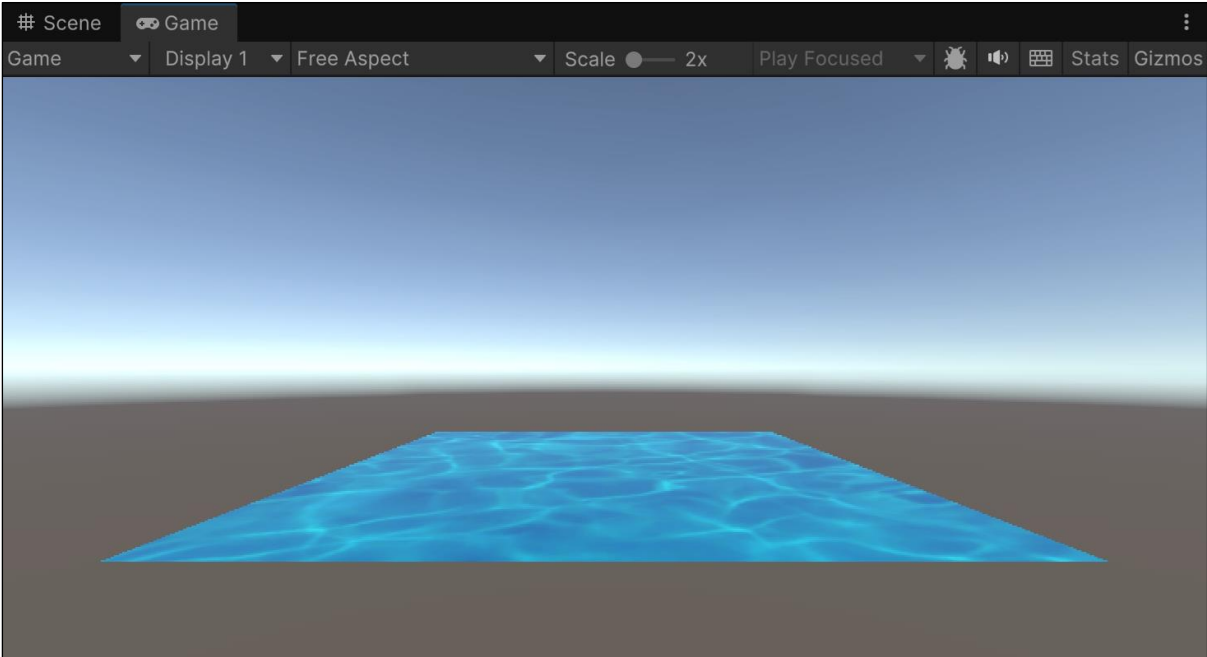
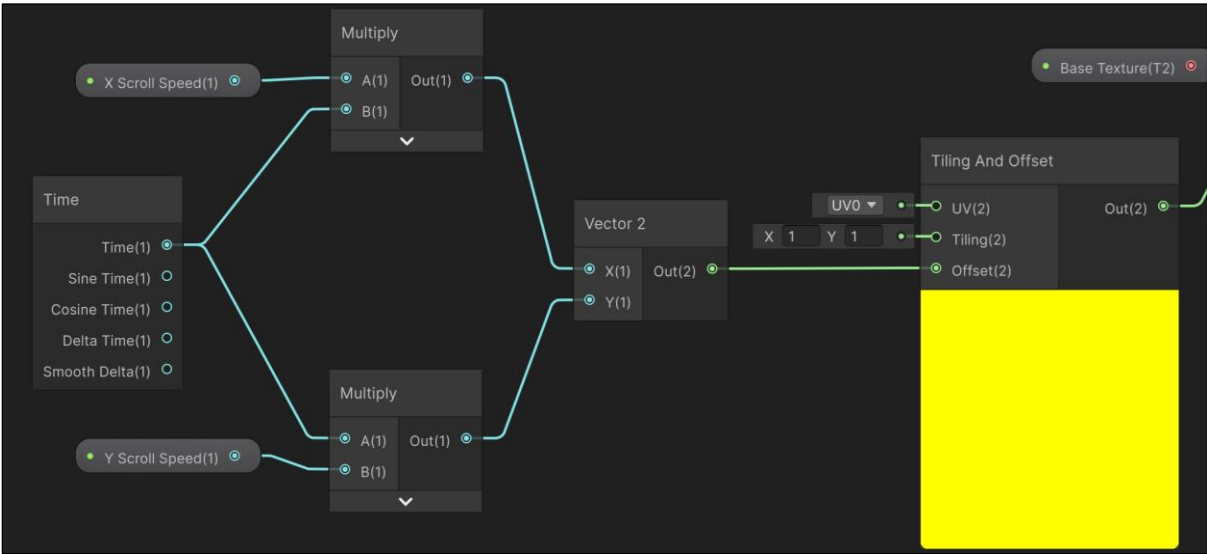
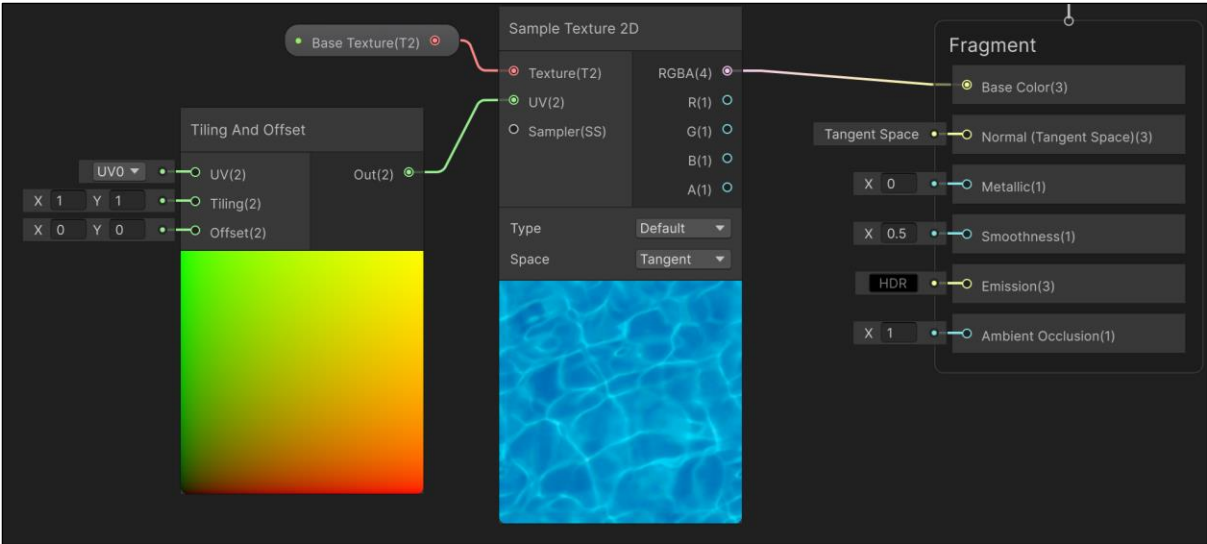
☐ Click to add new preset

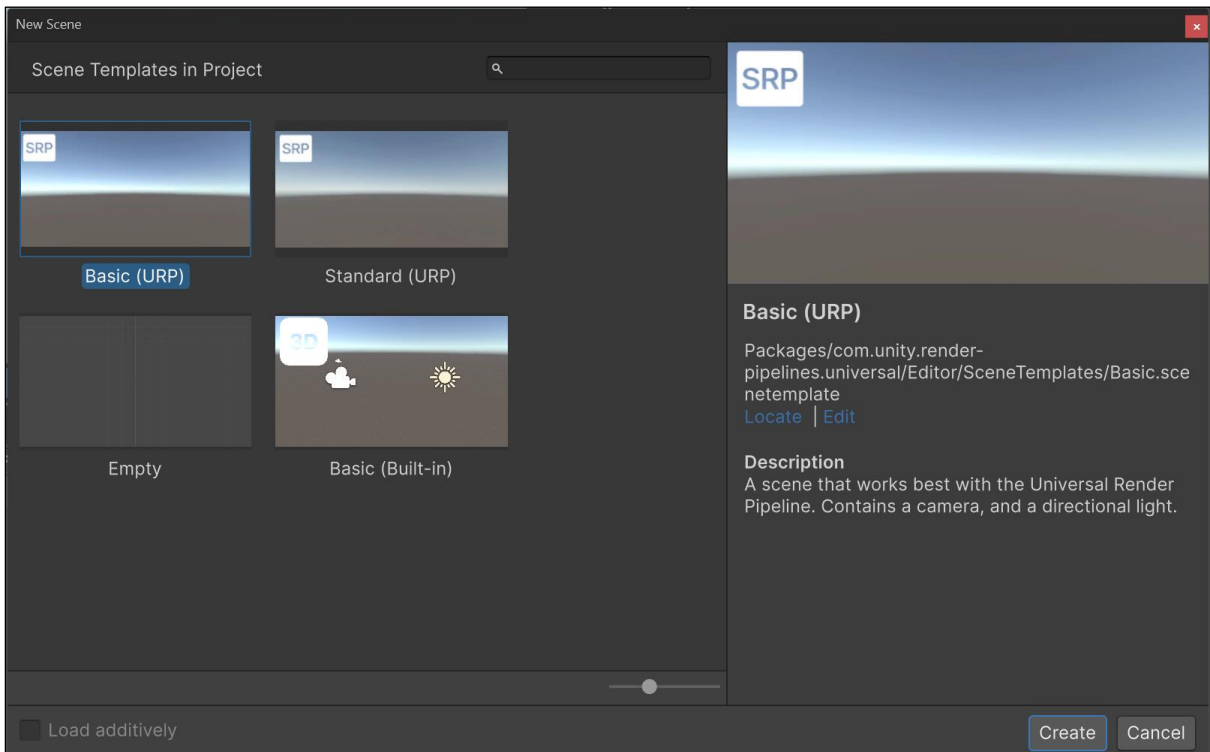
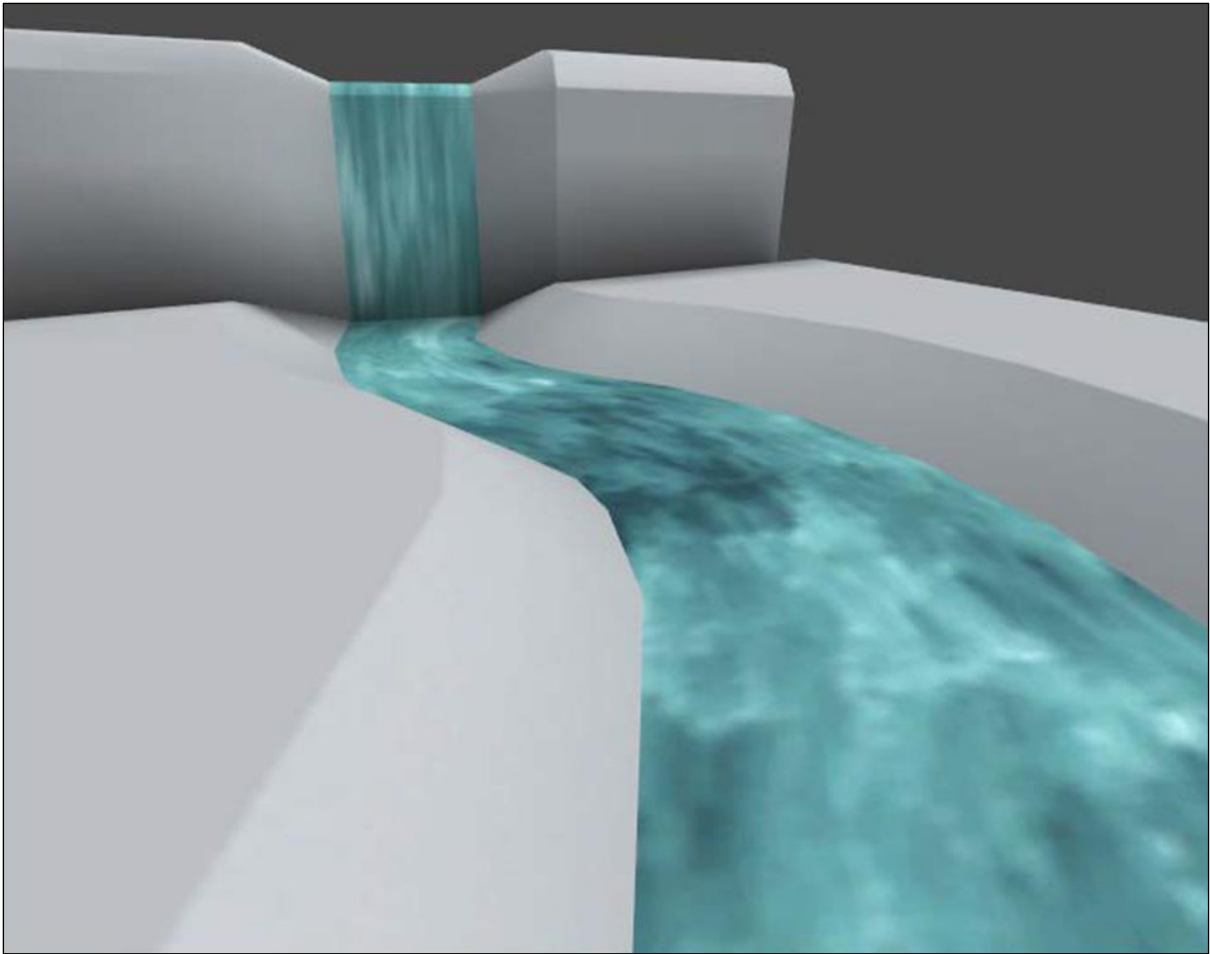
Chapter 4: Working with Texture Mapping

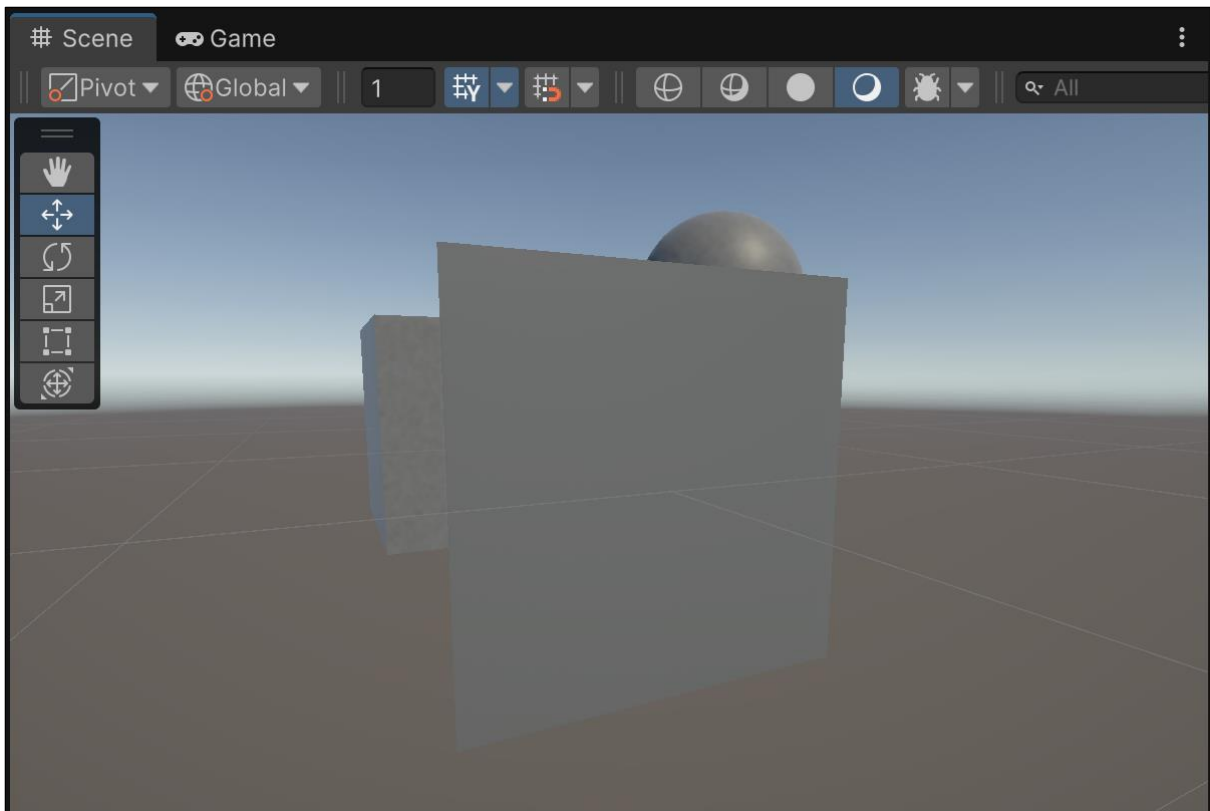












TransparentShader

Shader Graphs/Chapter 04

Base Texture

Texture2D

Graph Inspector

Node SettingsGraph Settings

Property: Base Texture

Name

Base Texture

Reference

_Base_Texture

Precision

Inherit

Scope

Per Material

Show In Inspector

☒

Default Value

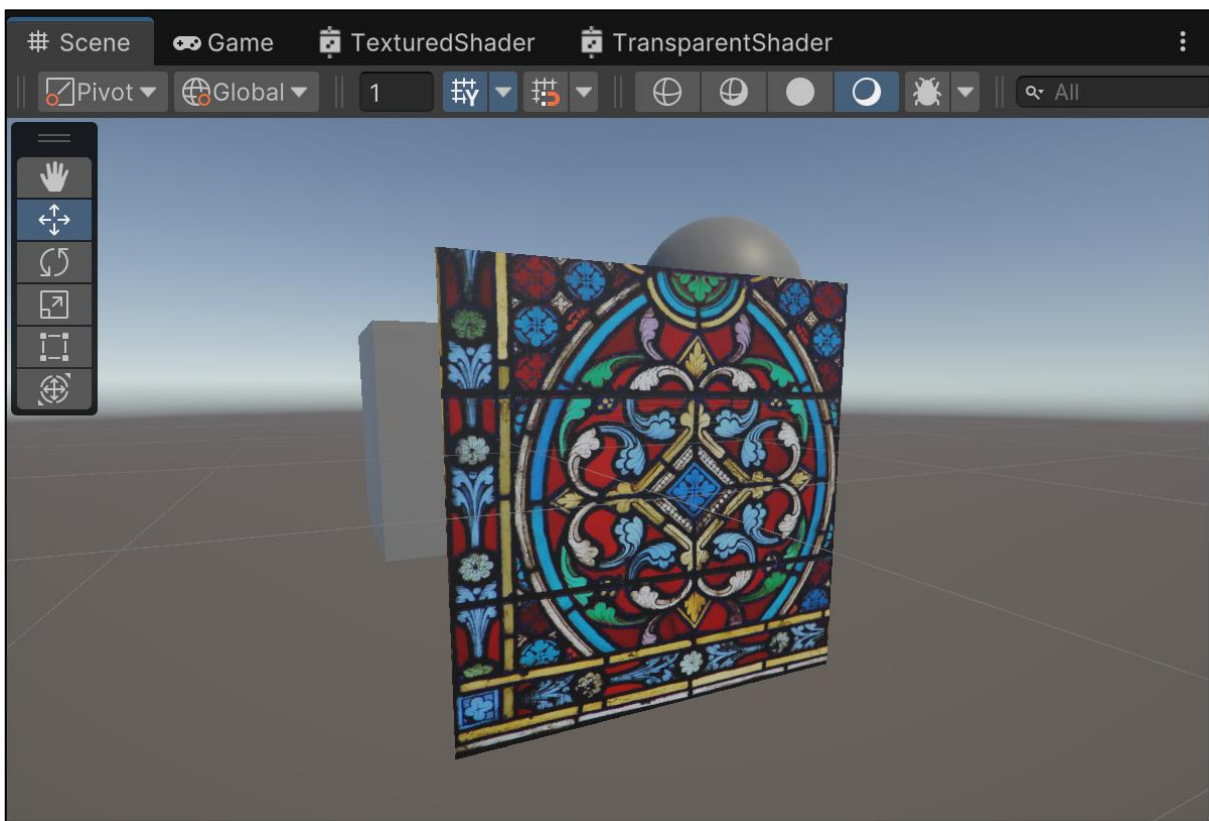
Meaux_Vitrail

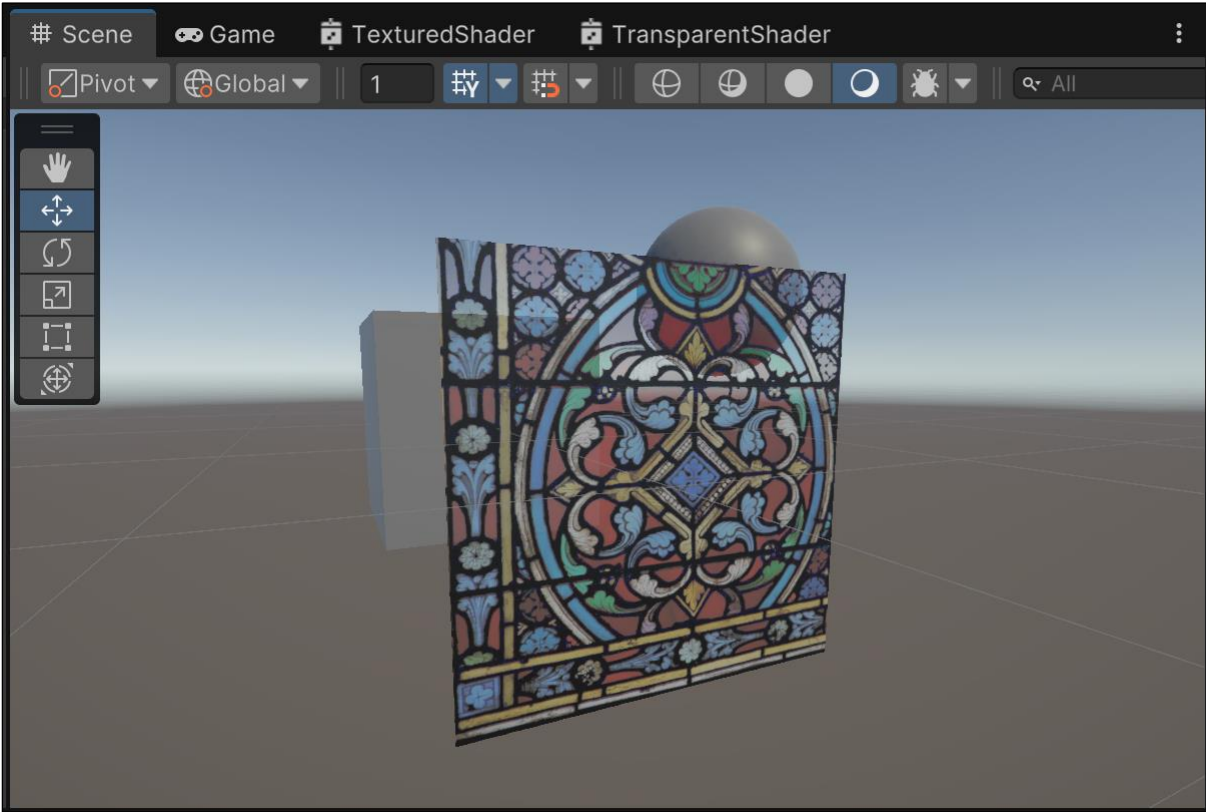
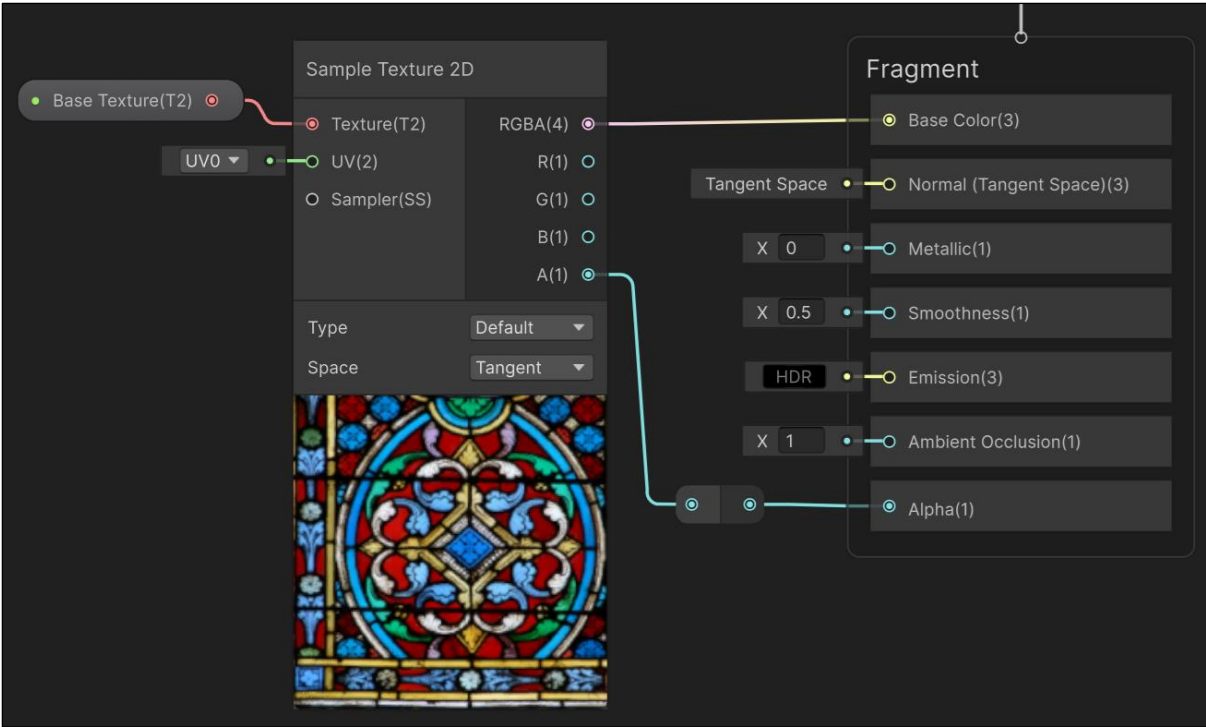
Mode

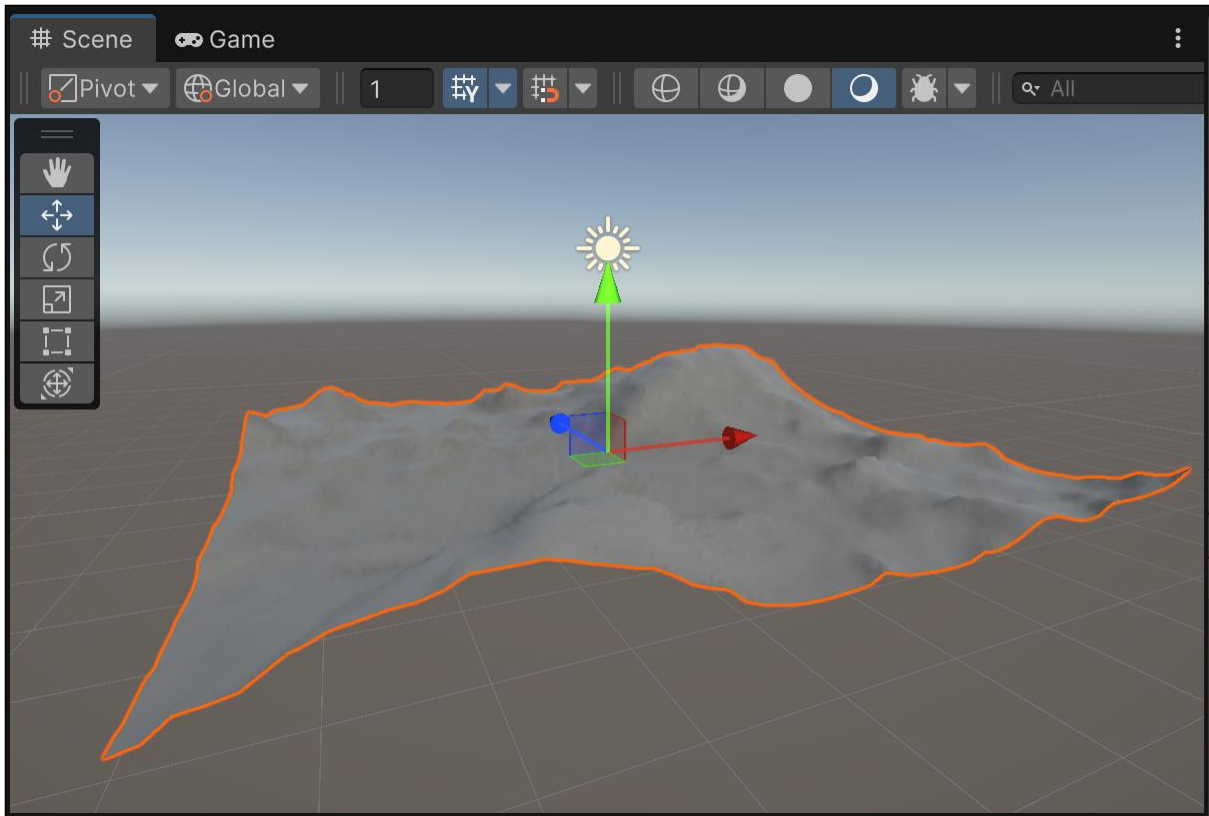
White

Use Tiling and Offset

☐



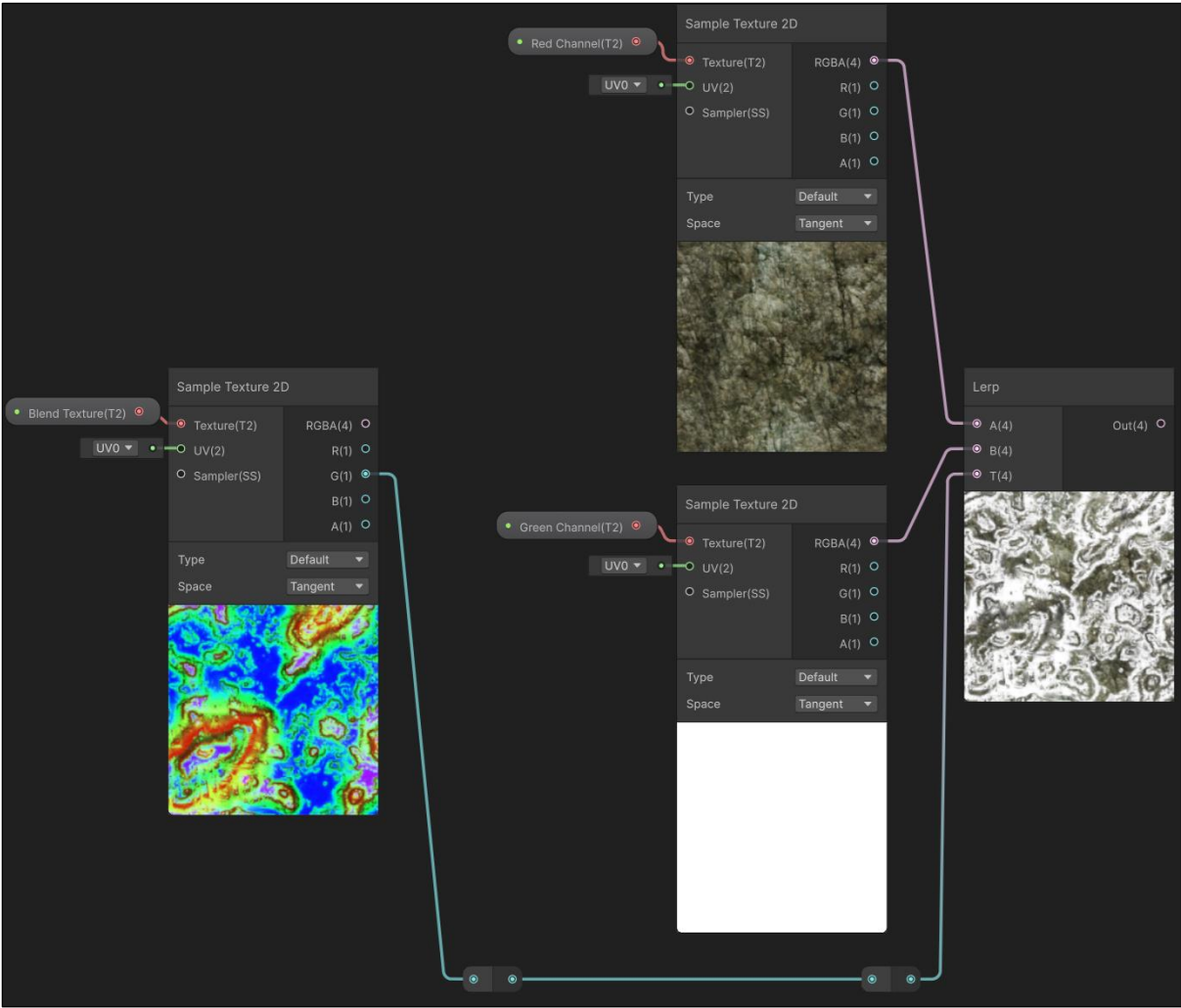


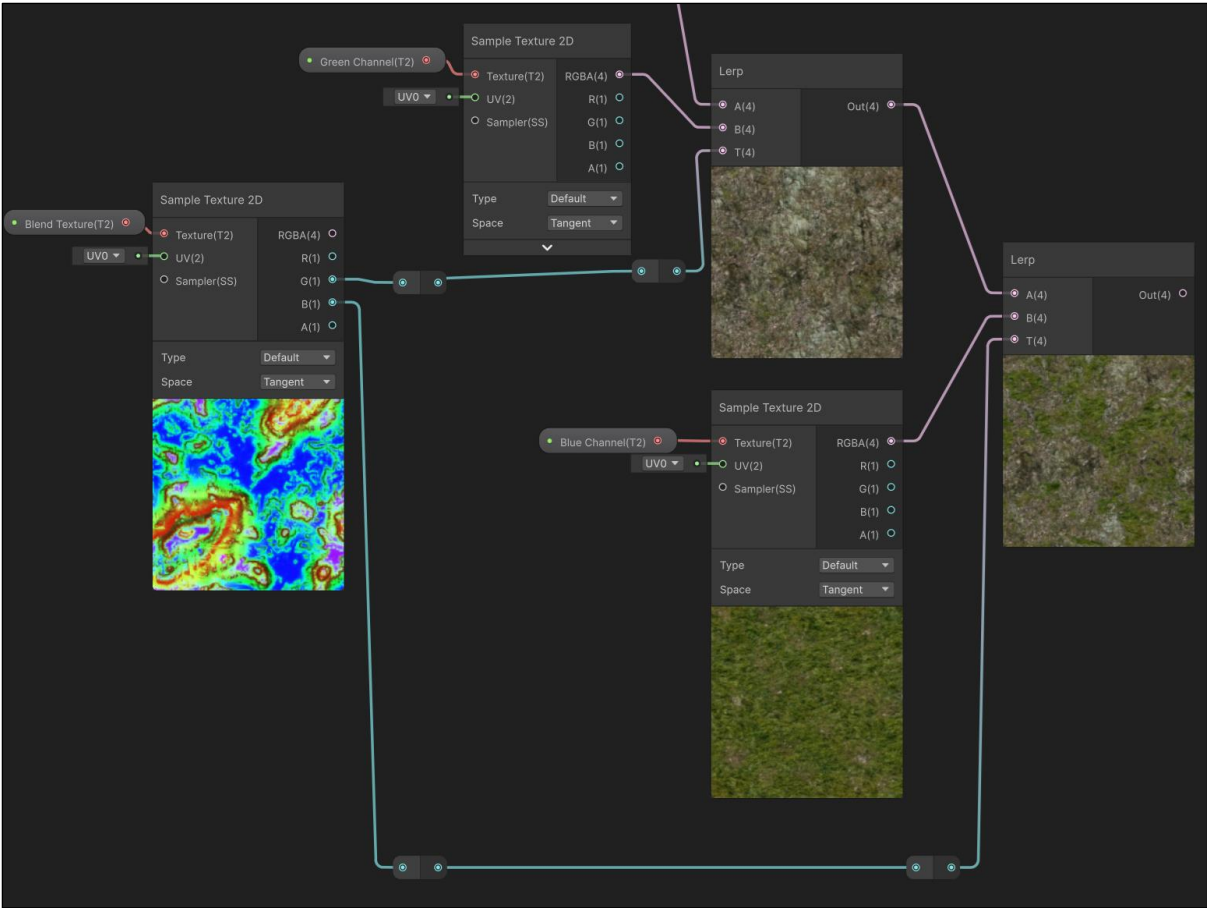


TextureBlending

Shader Graphs/Chapter 04

- Diffuse Tint Color
- Terrain Color A Color
- Terrain Color B Color
- Red Channel Texture2D
- Green Channel Texture2D
- Blue Channel Texture2D
- Alpha Channel Texture2D
- Blend Texture Texture2D





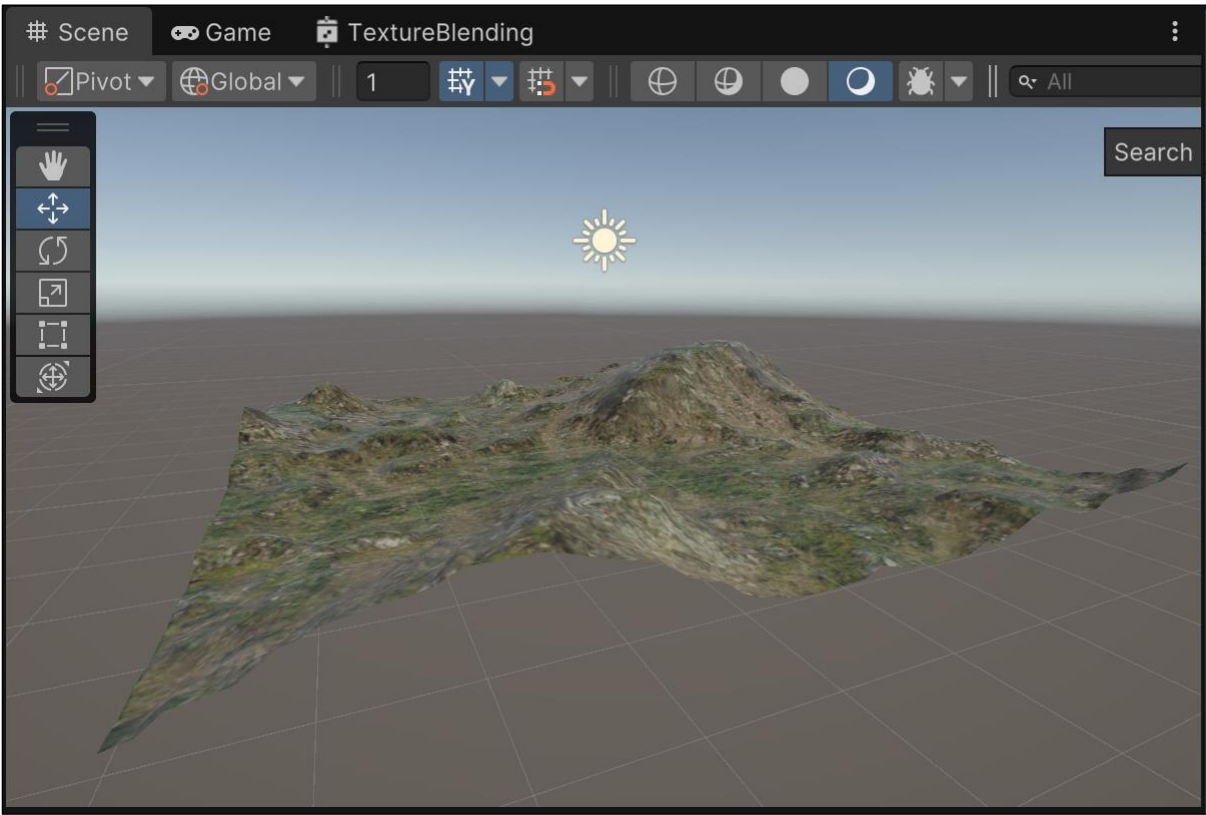
TexturedShader

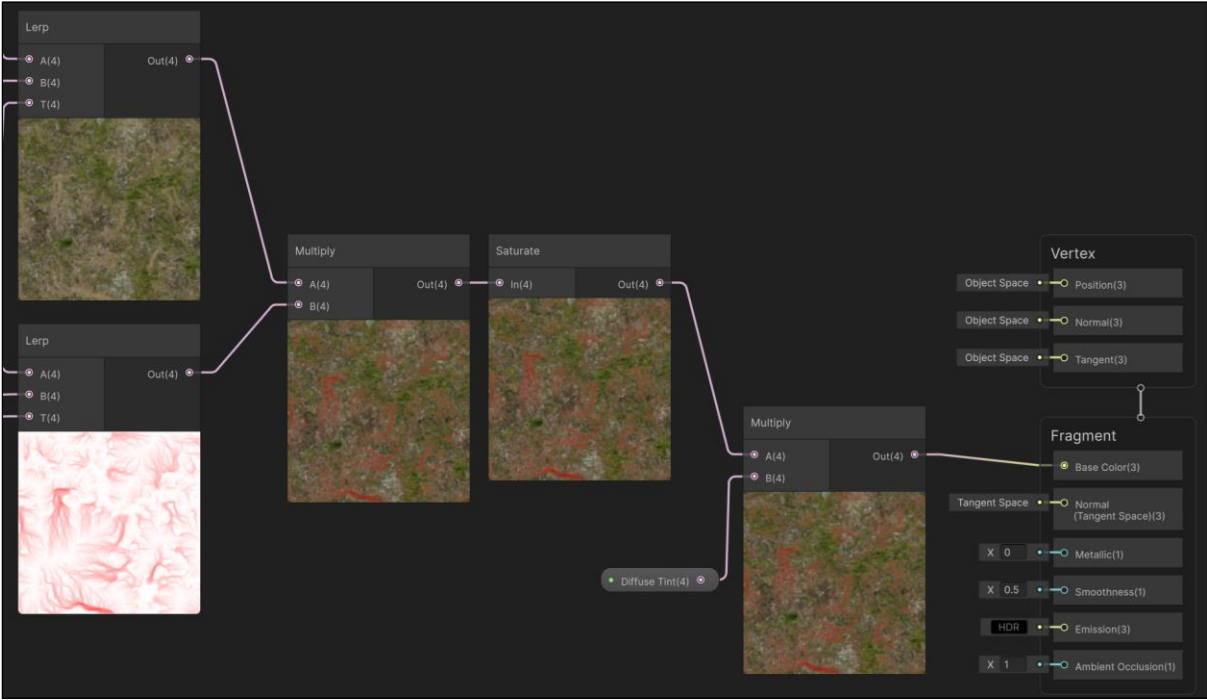
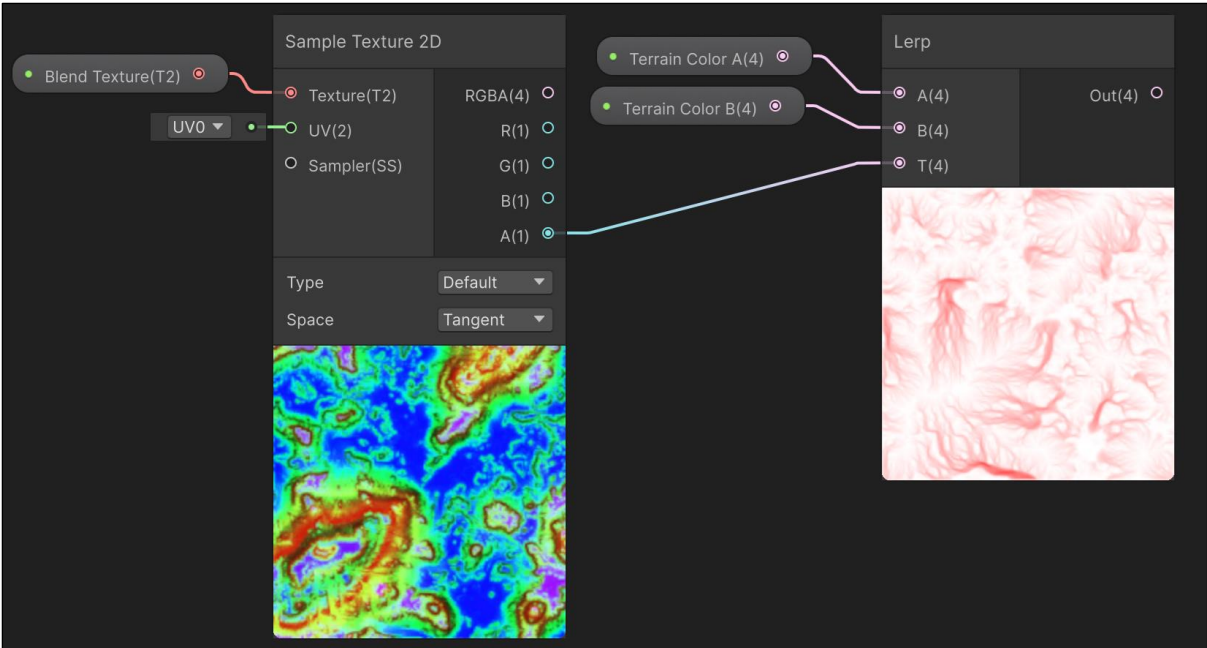
Shader Graphs/Chapter 04

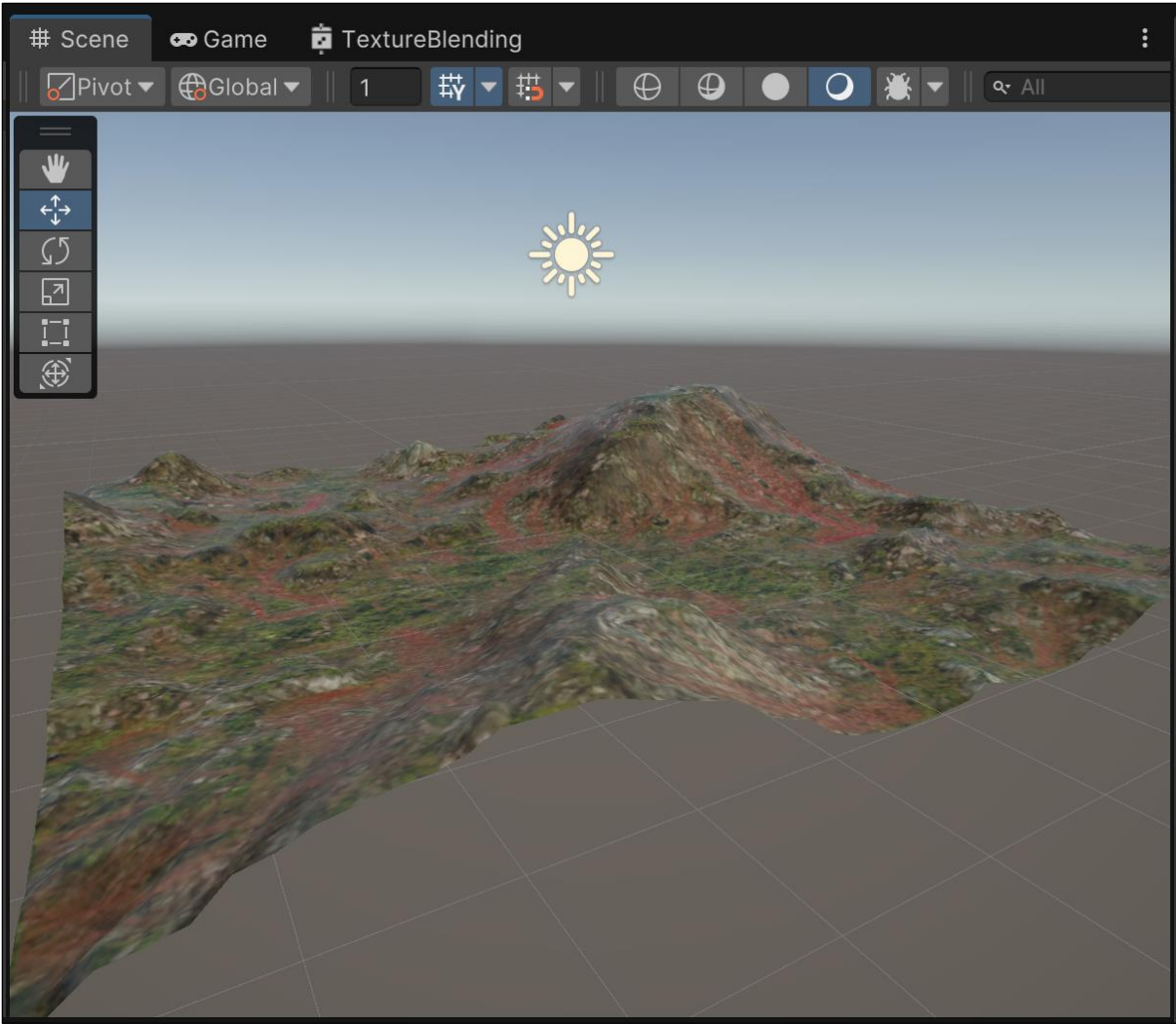


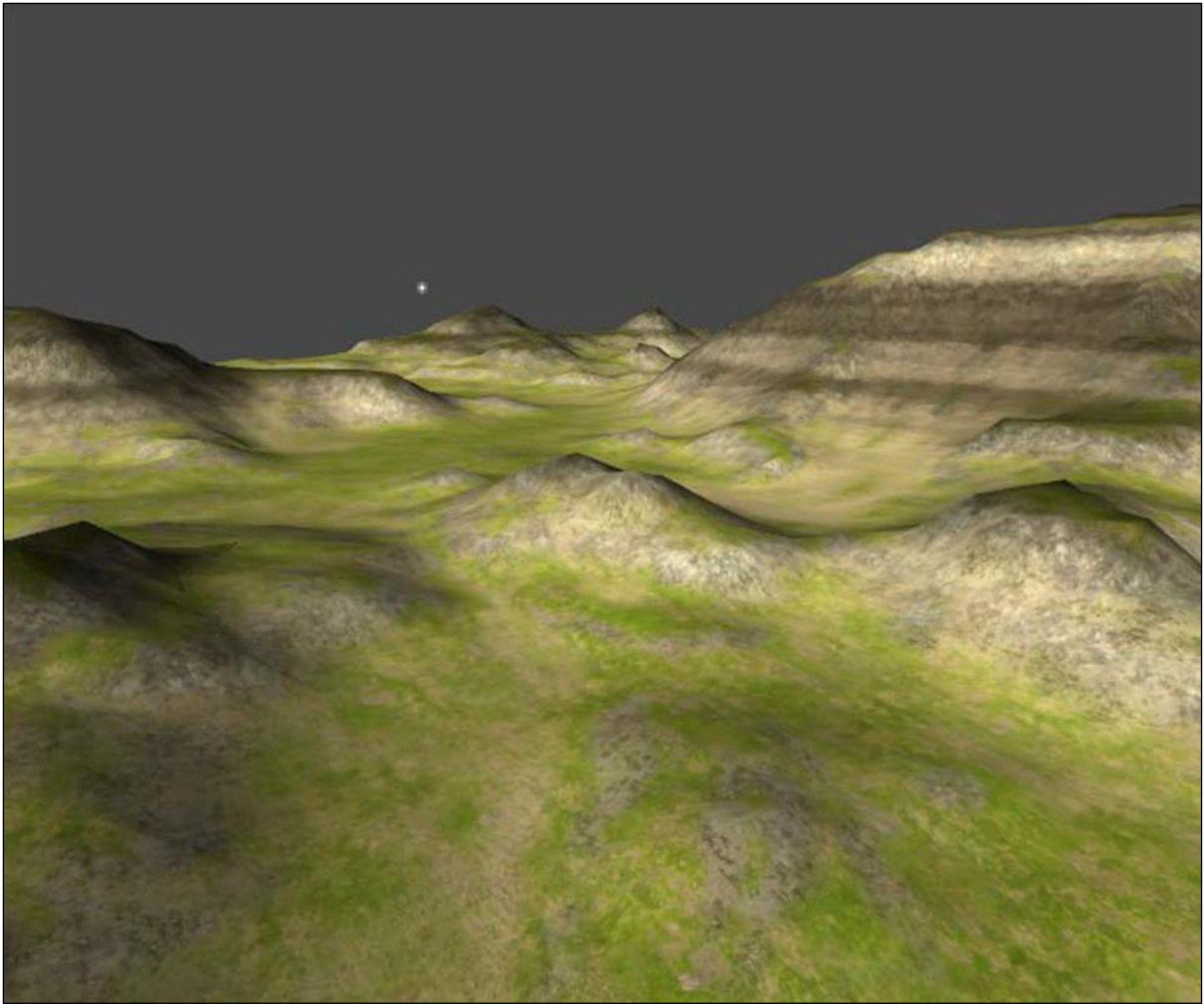
• Base Texture

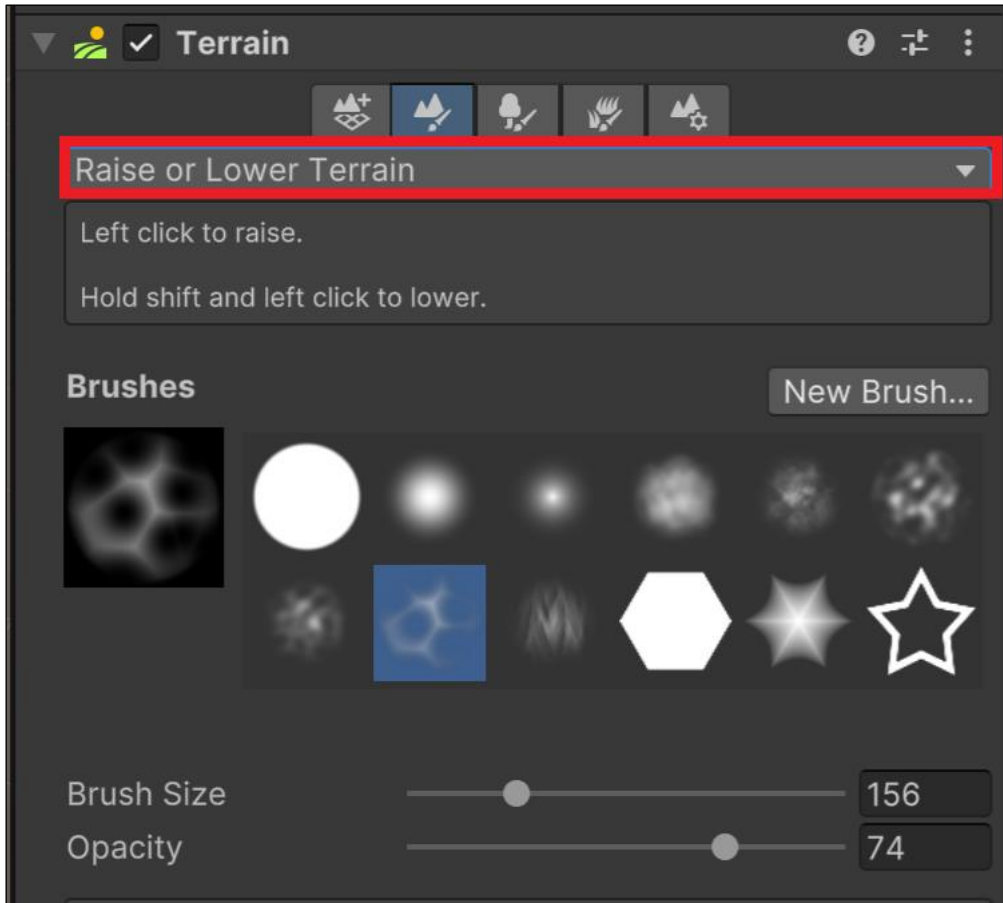
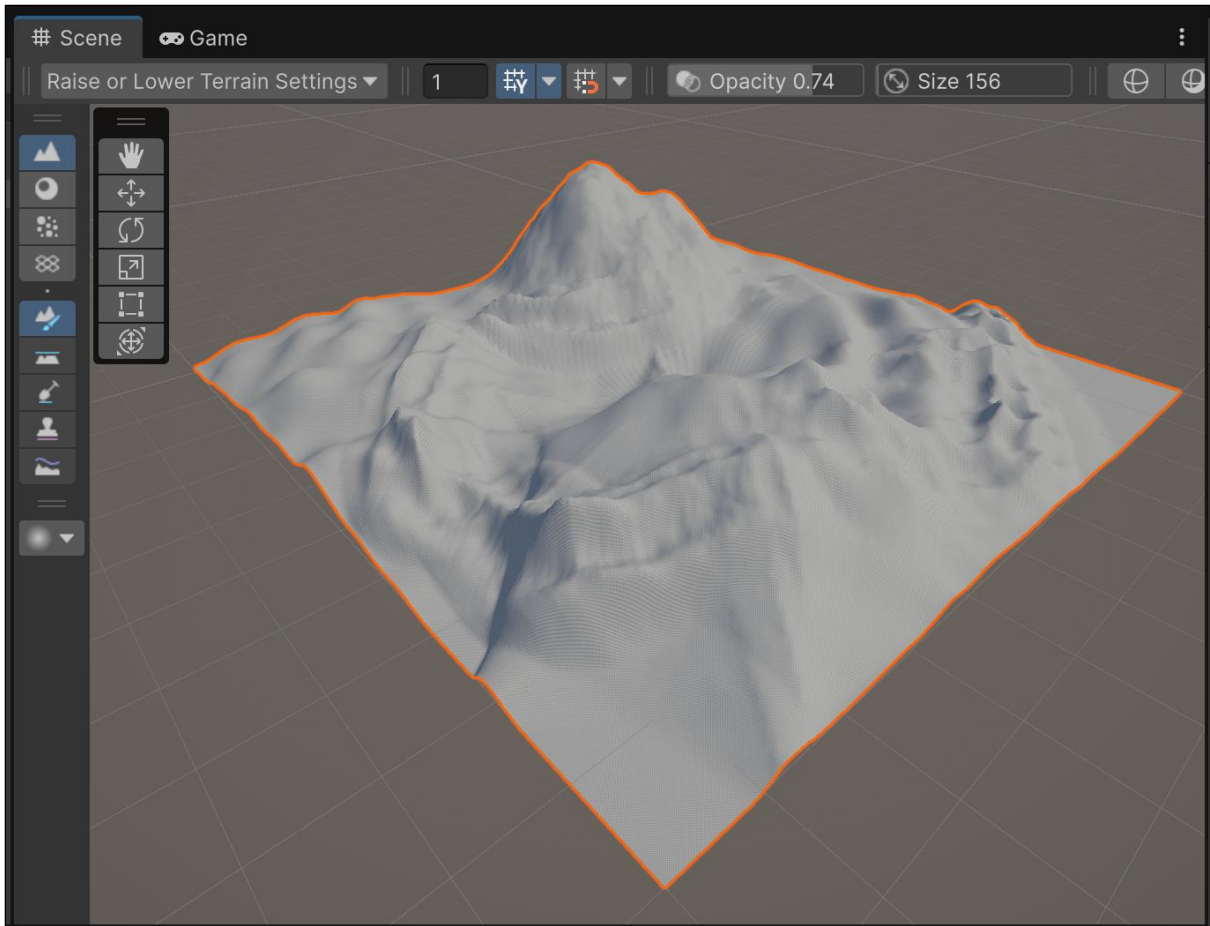
Texture2D

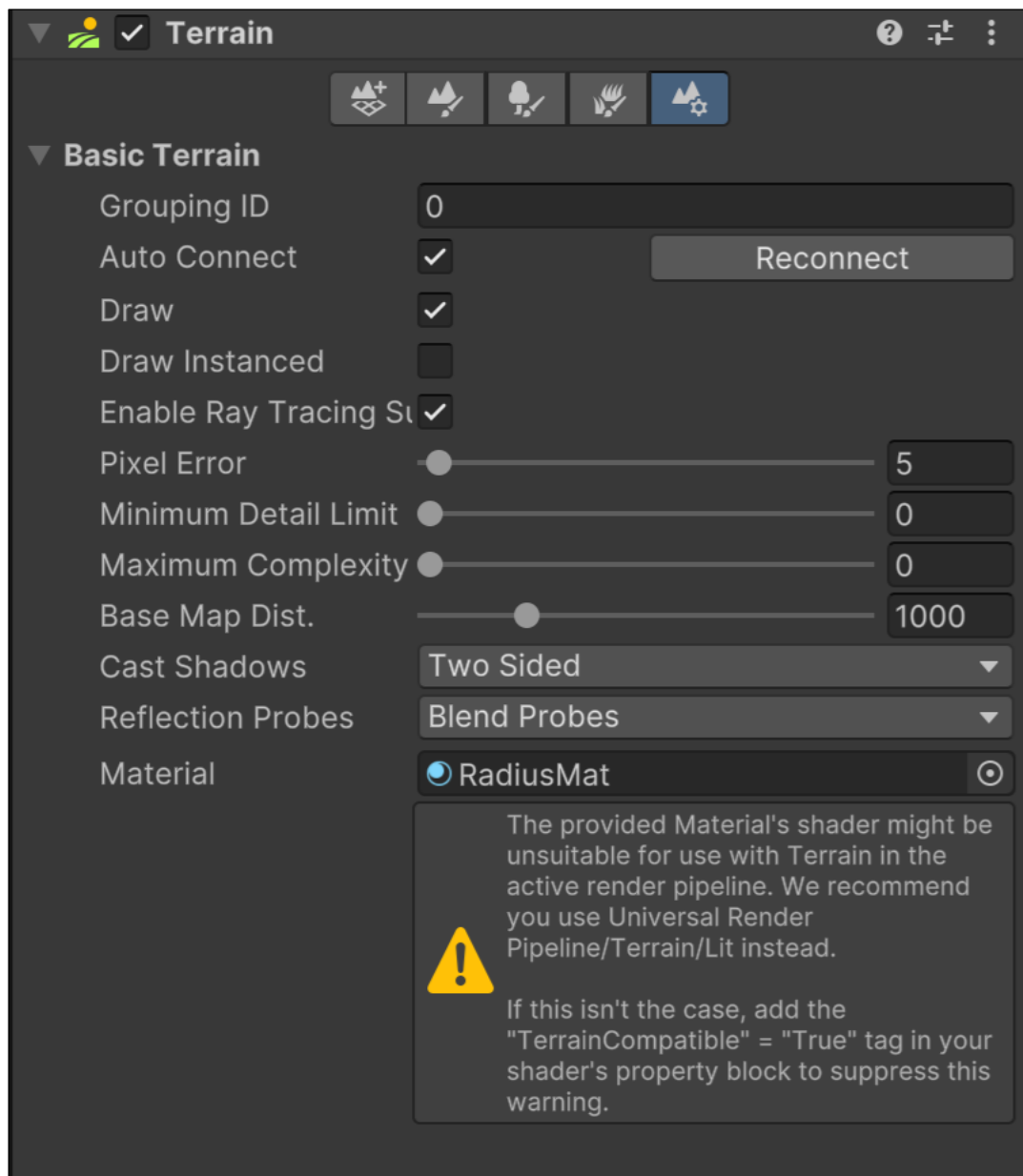
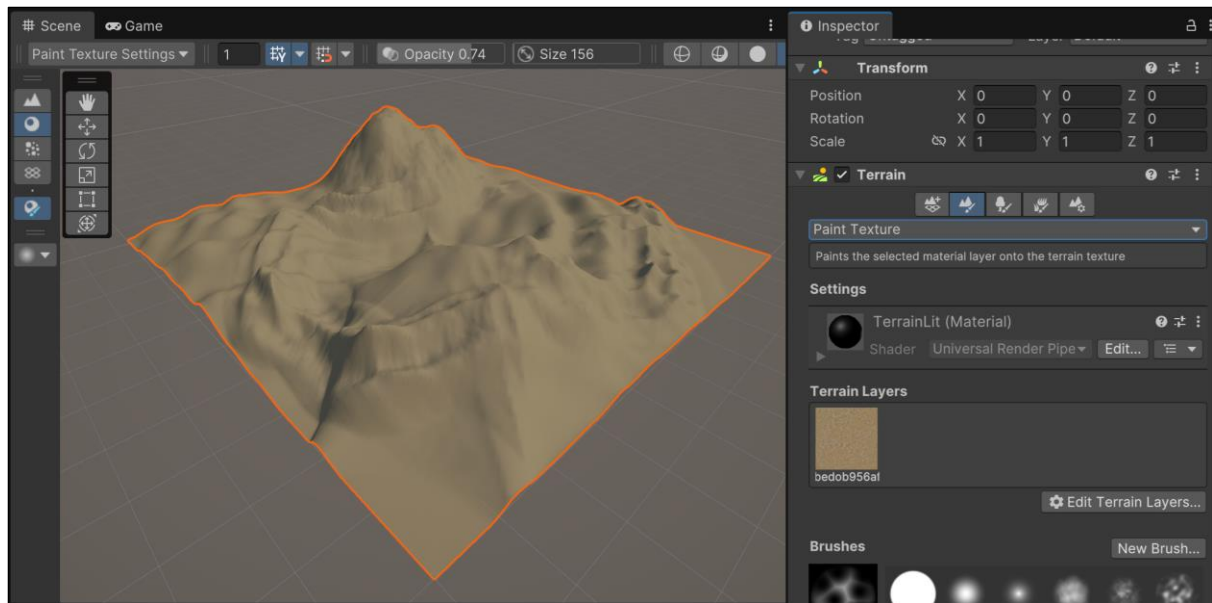


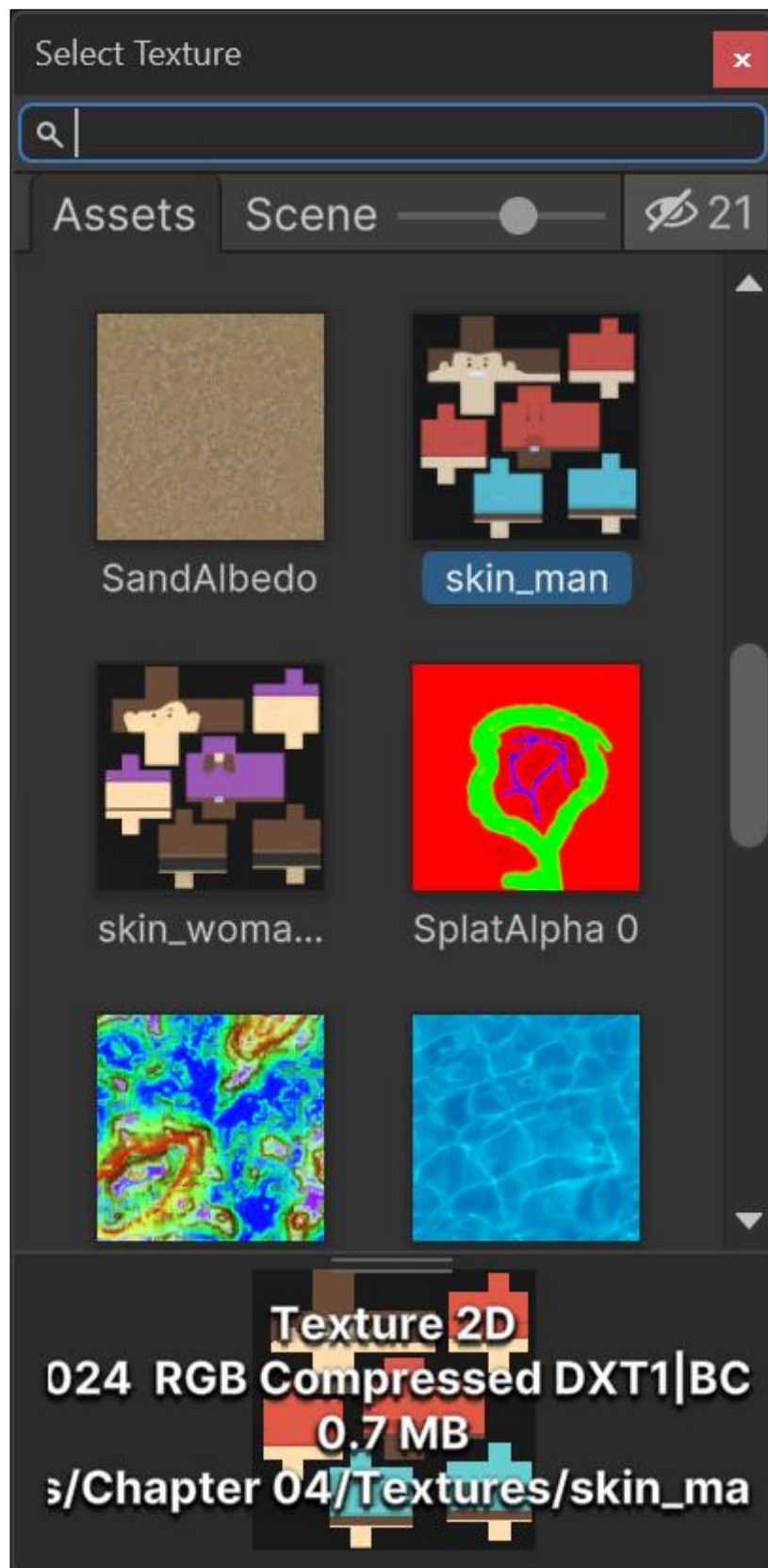












RadiusShader

Shader Graphs/Chapter 04

Center

Vector3

Radius

Float

Radius Color

Color

Radius Width

Float

Splat0

Texture2D

Graph Inspector

Node Settings

Graph Settings

Property: Splat0

Name

Splat0

Reference

_Splat0

Precision

Inherit

Scope

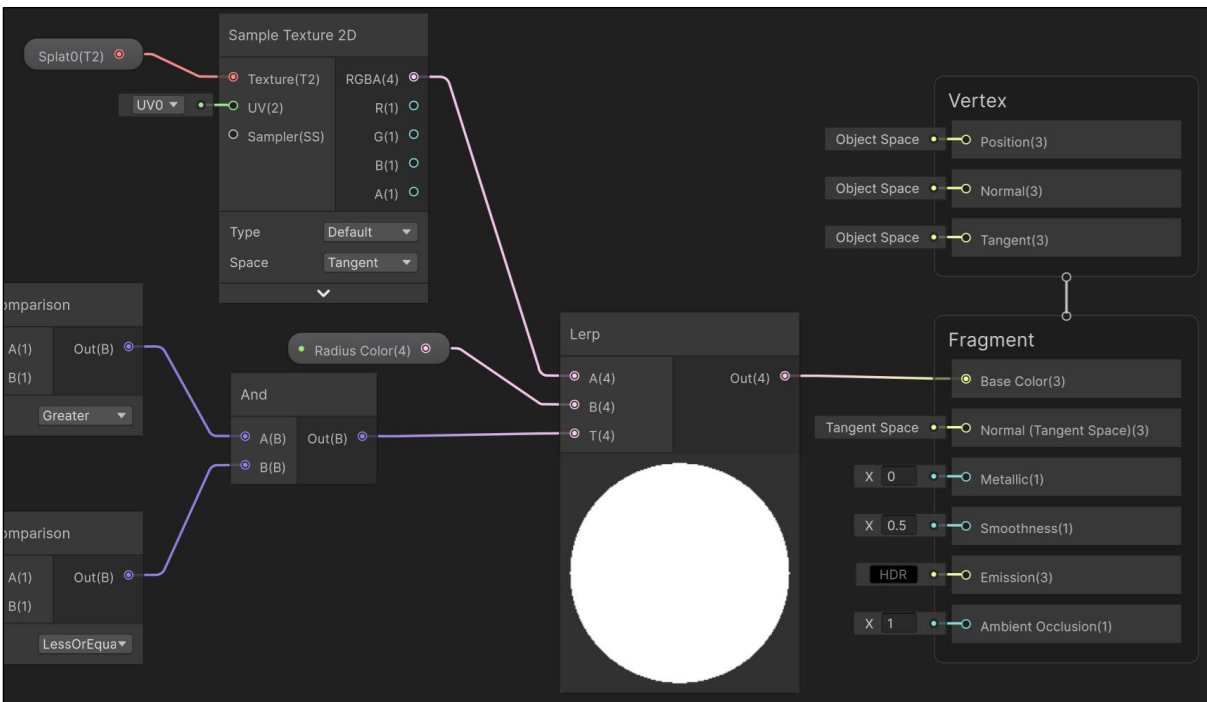
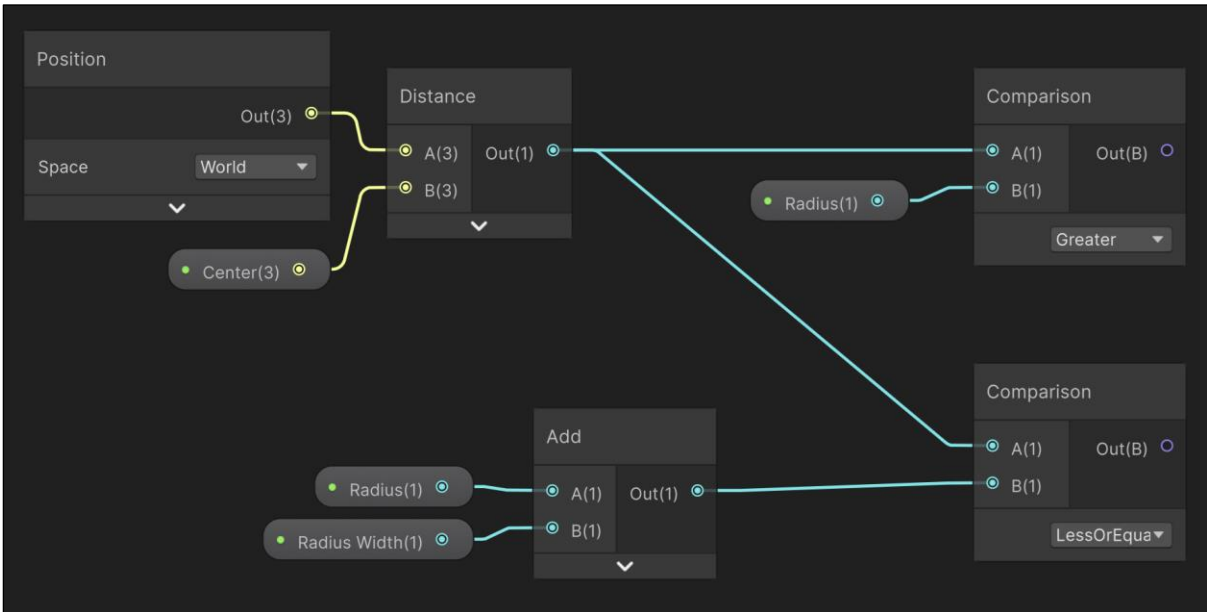
Global

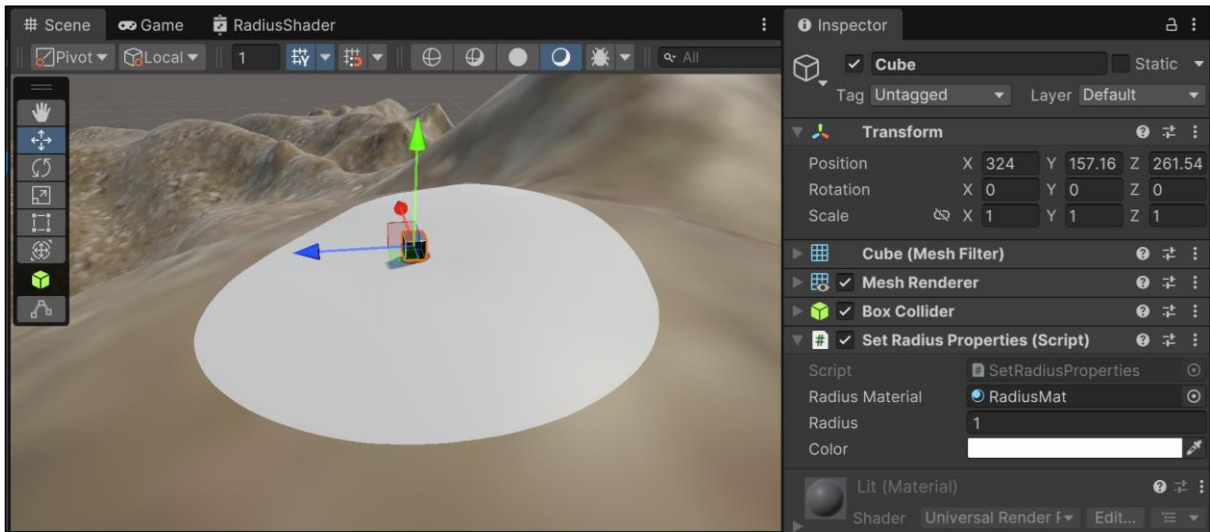
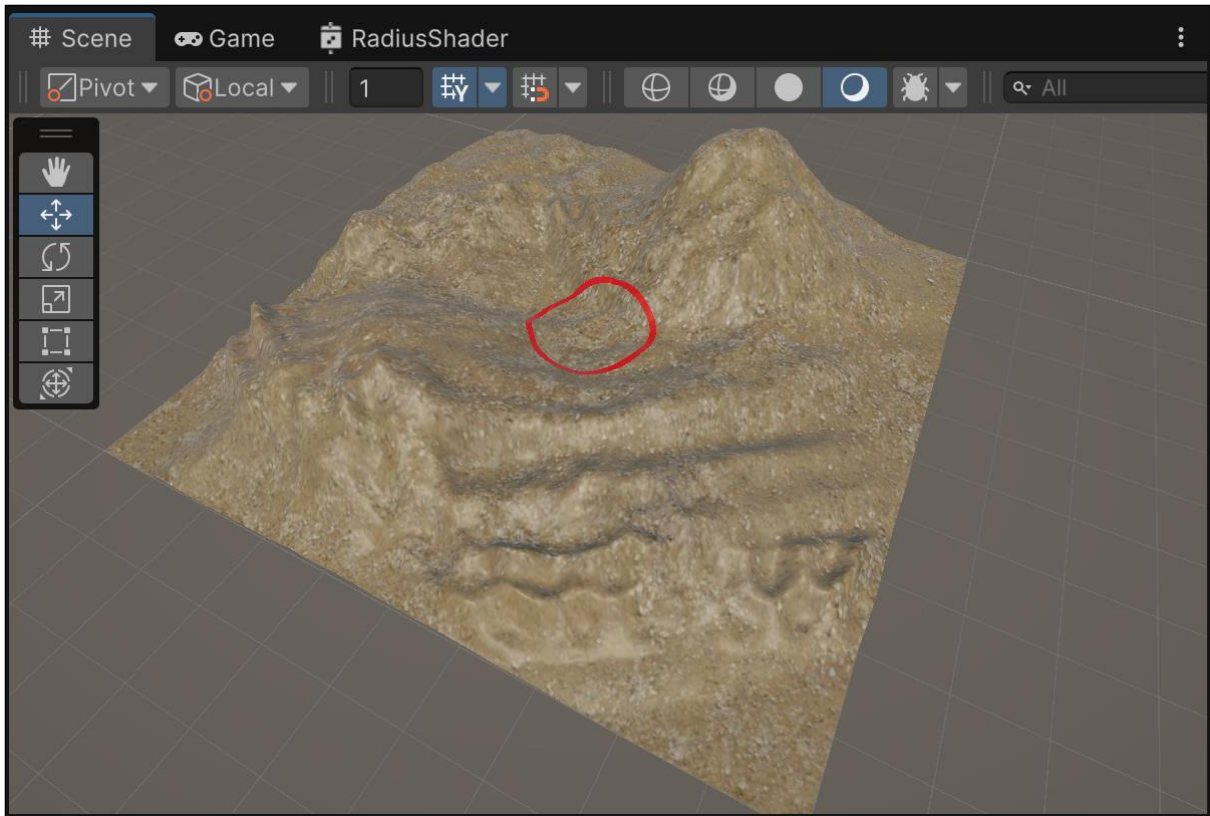
Show In Inspector

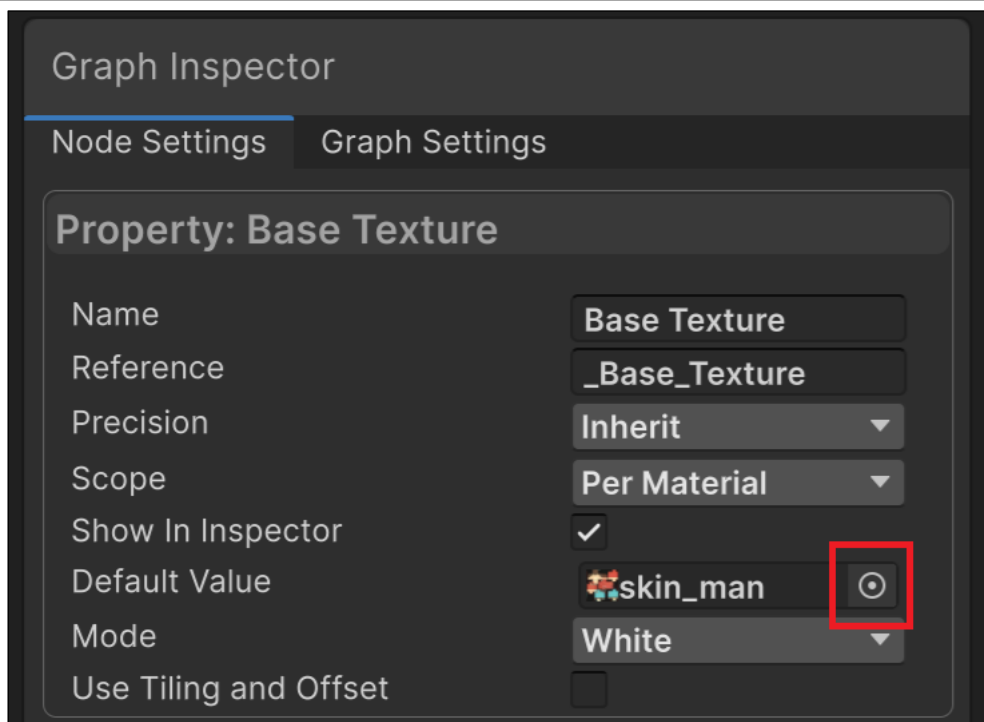
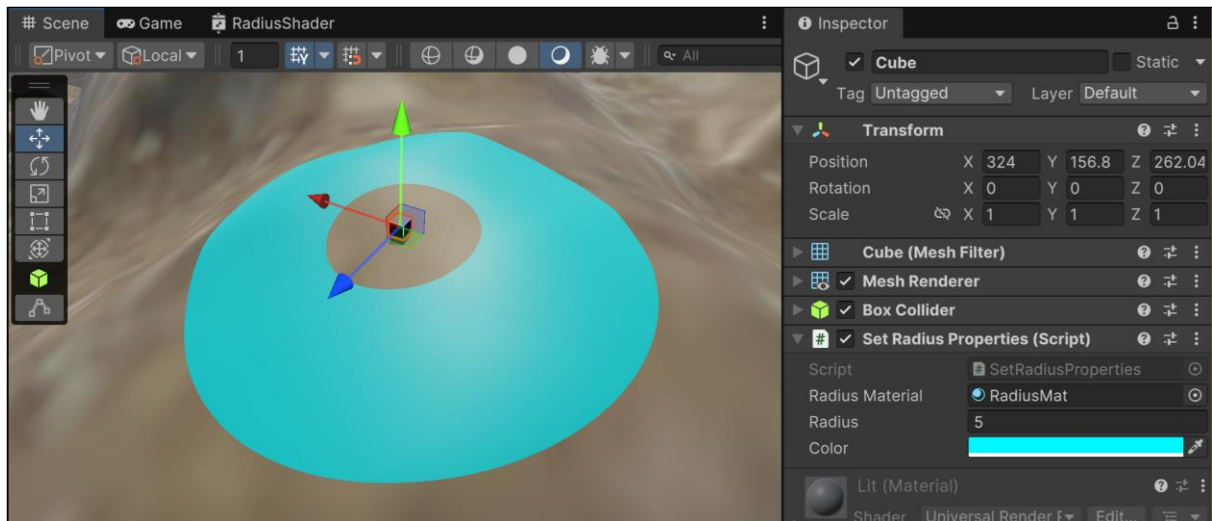
Preview Value

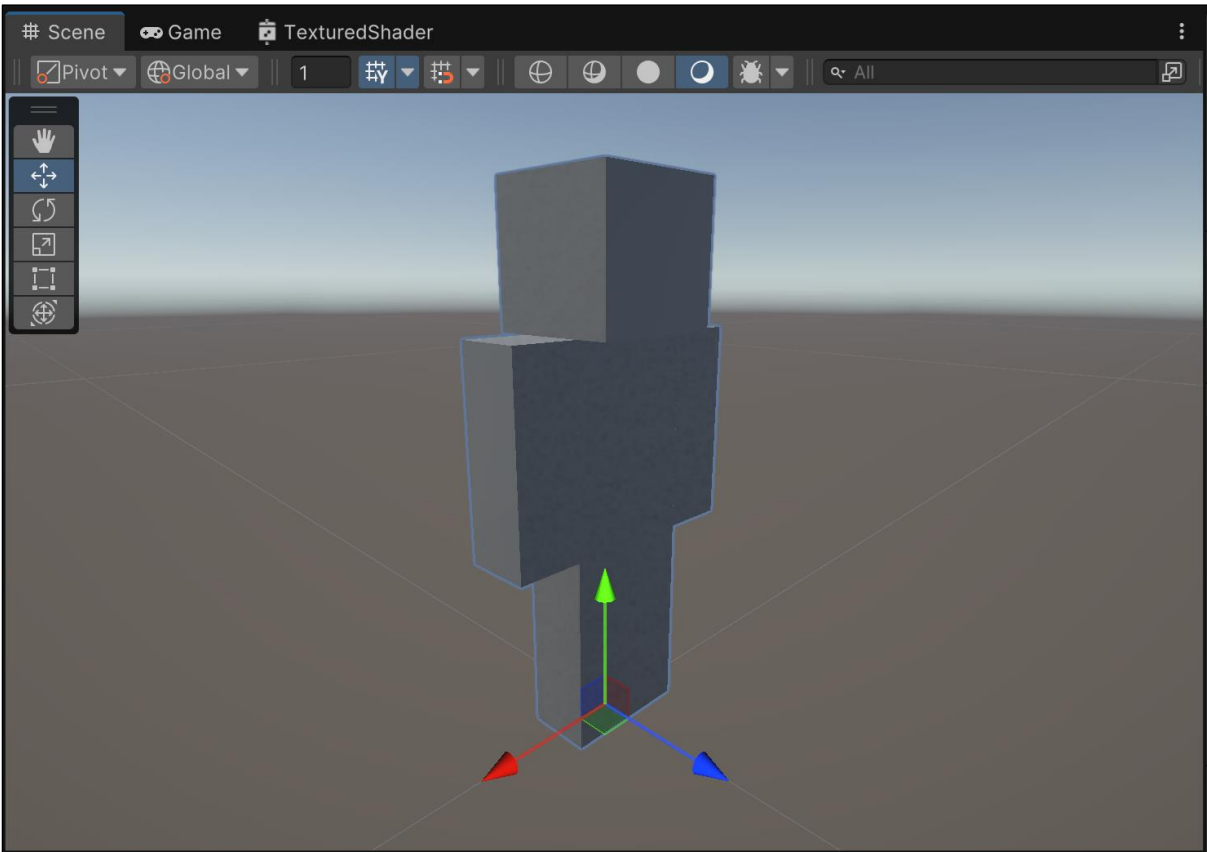
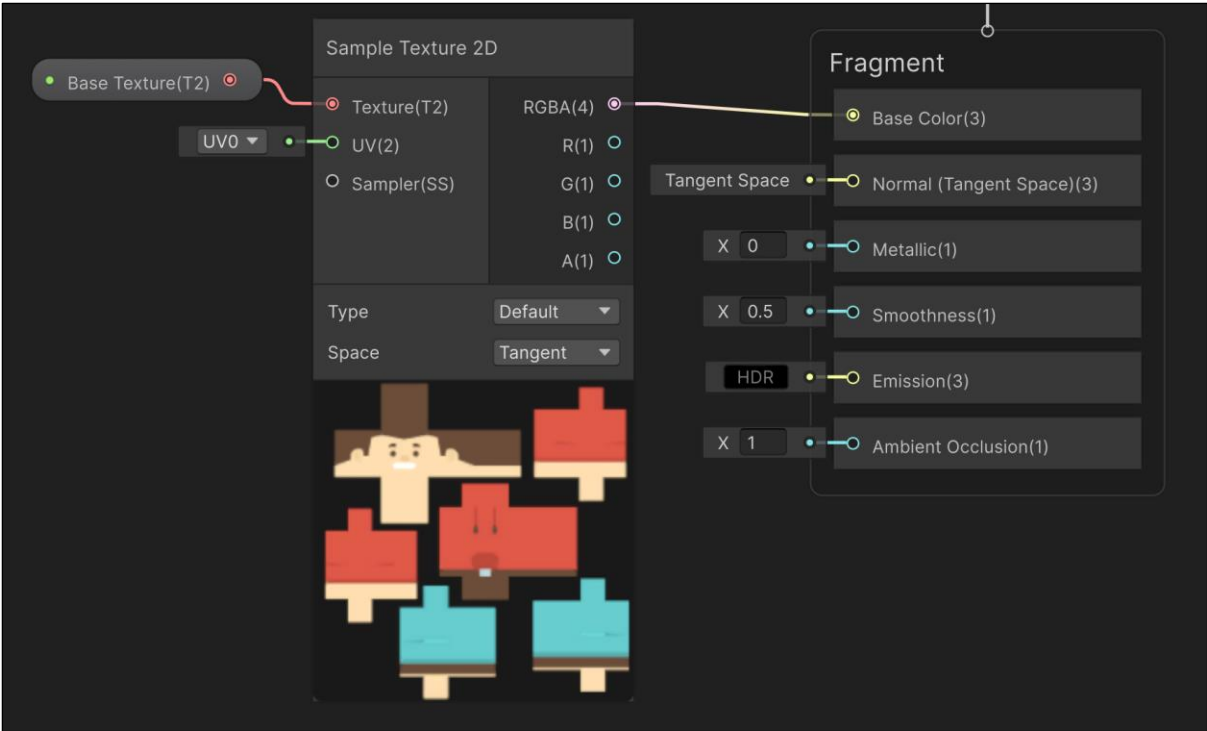
None (Texture)

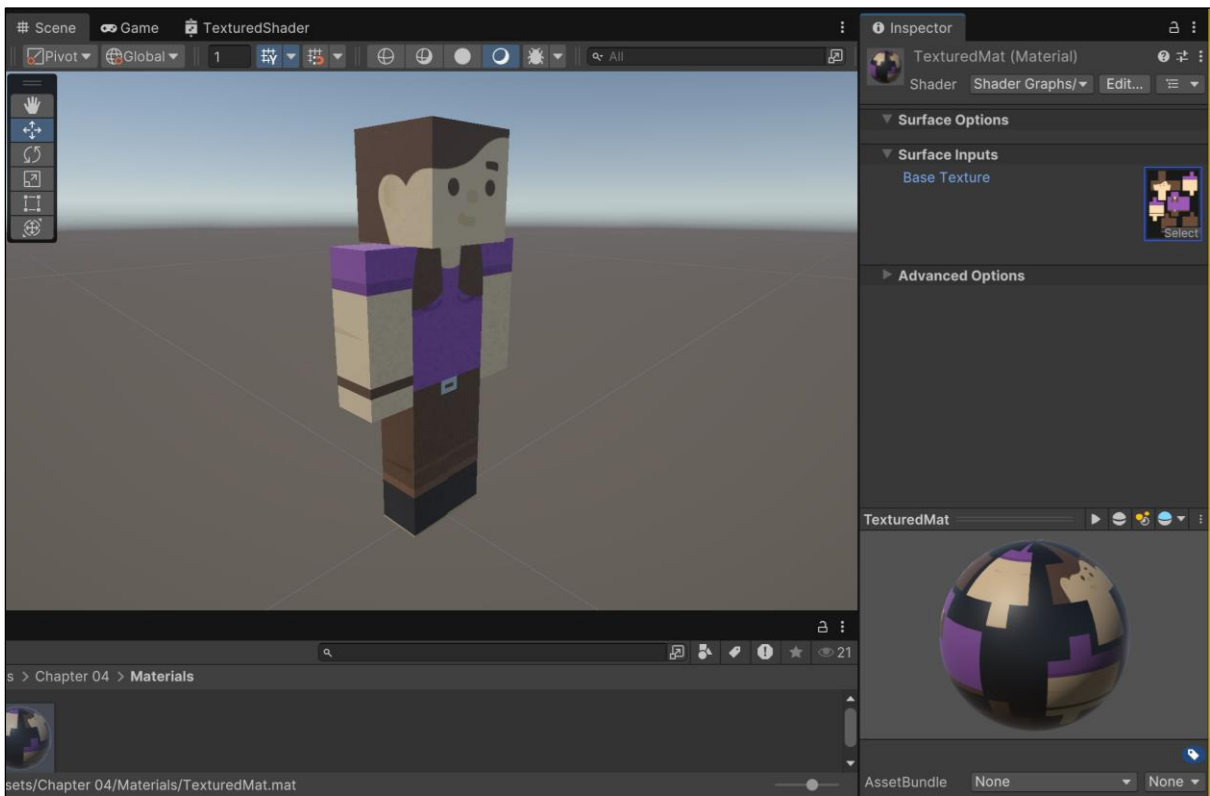
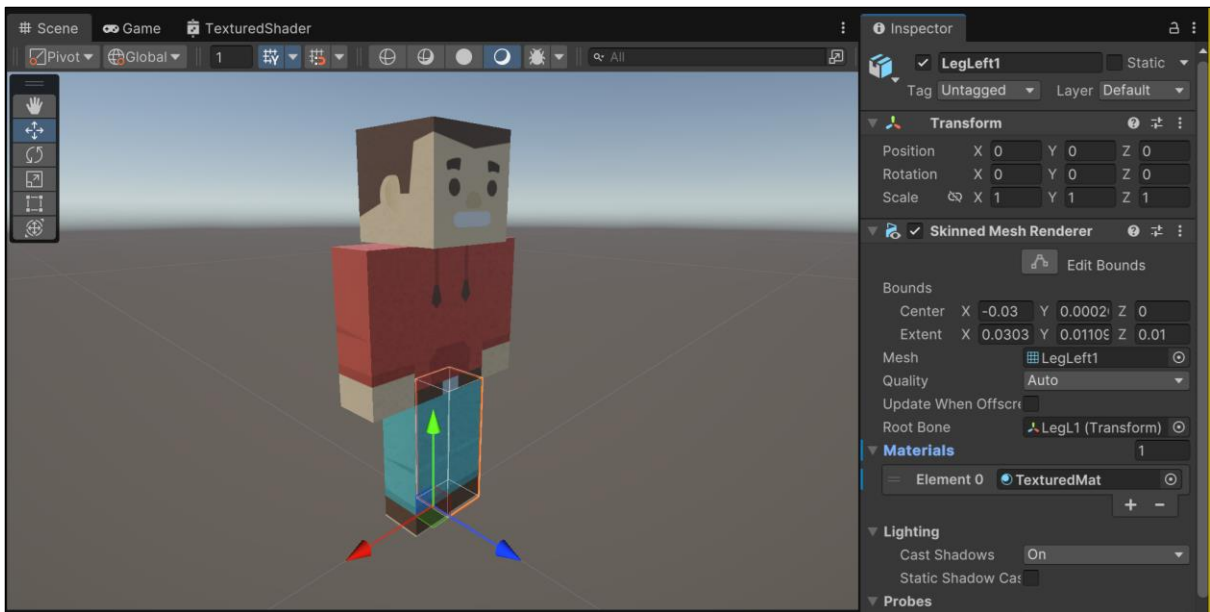
Use Tiling and Offset



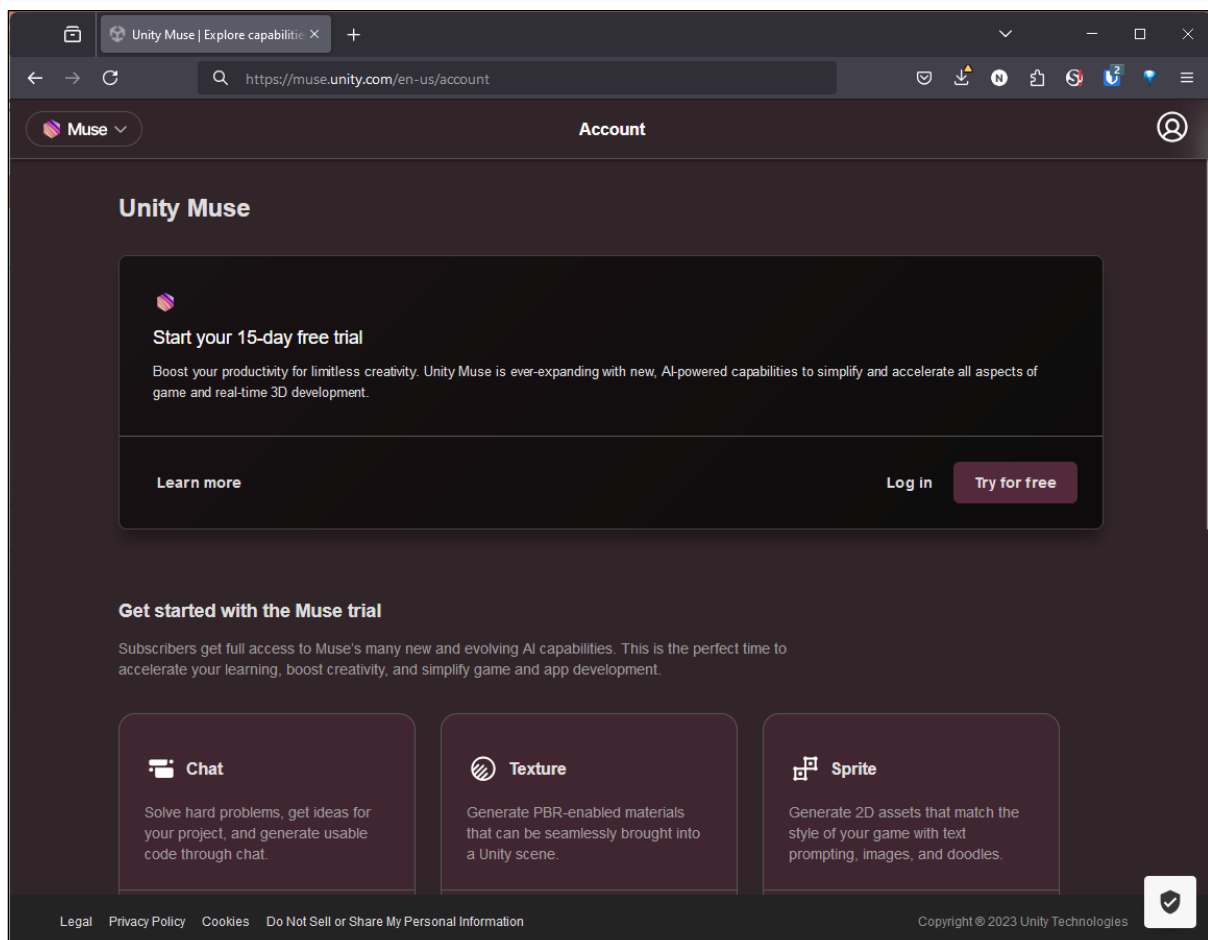
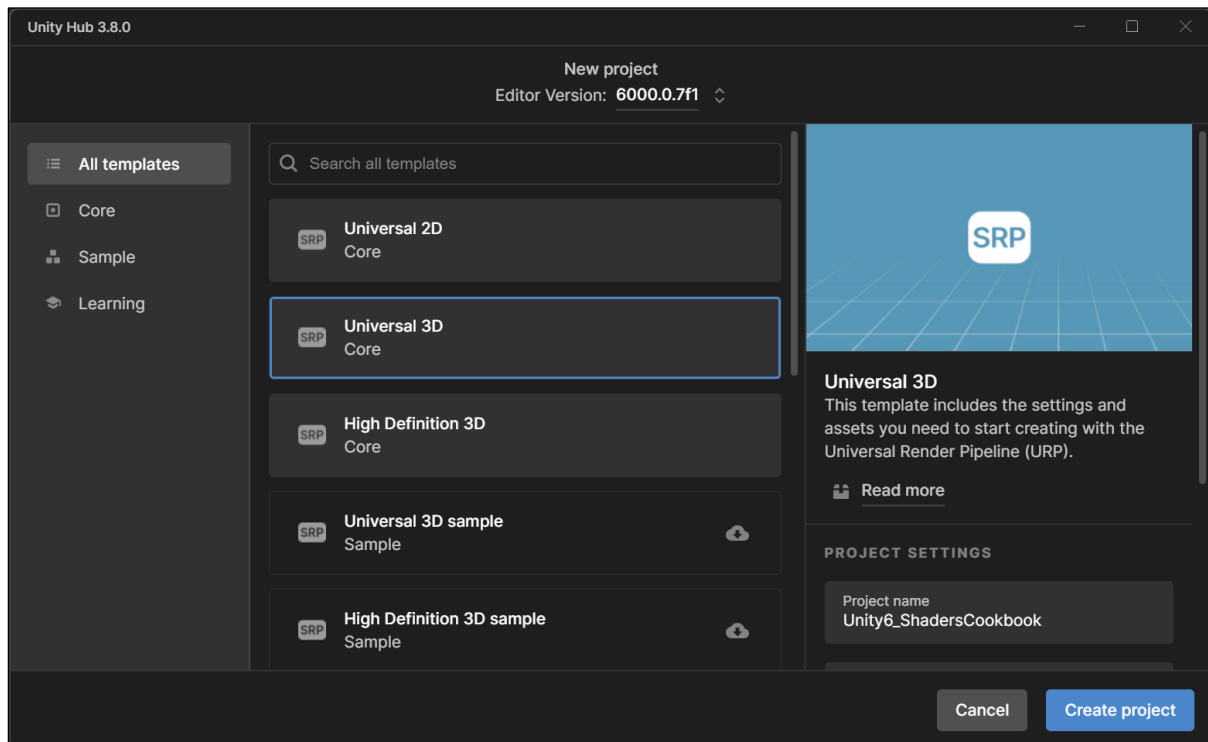


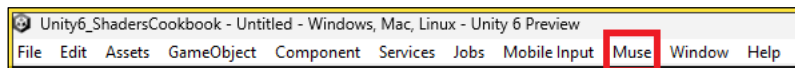
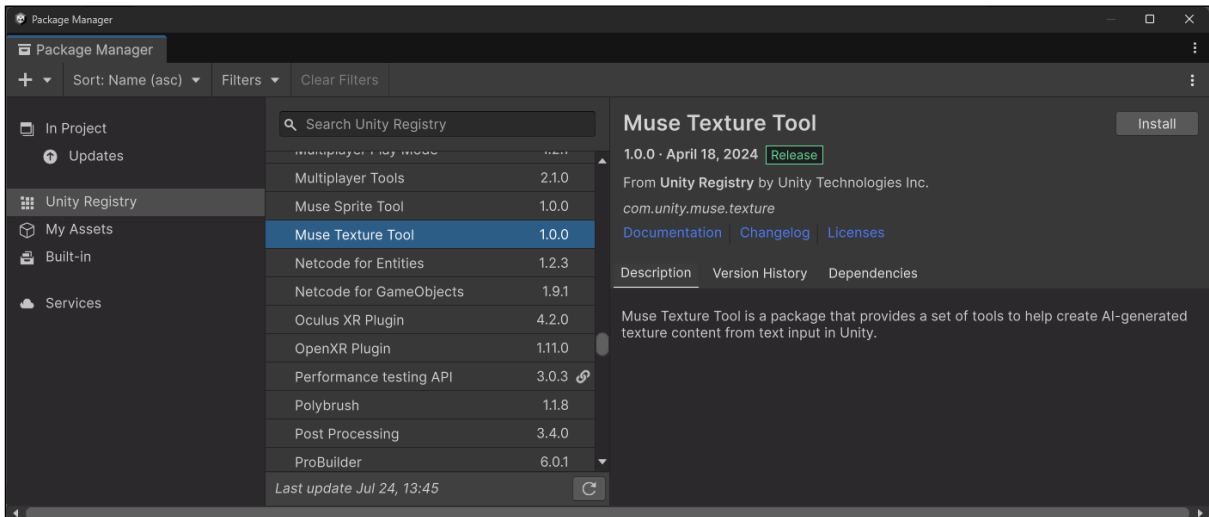
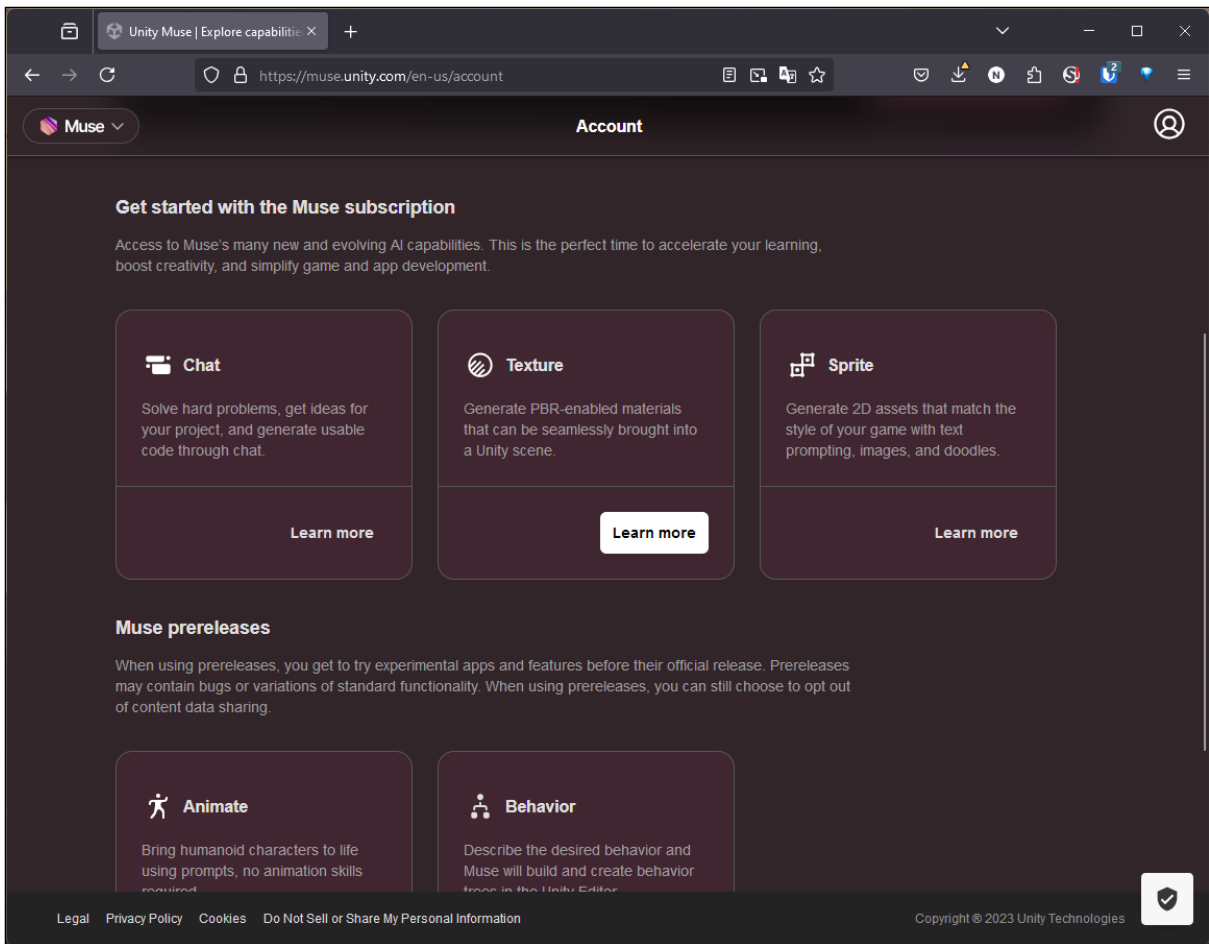


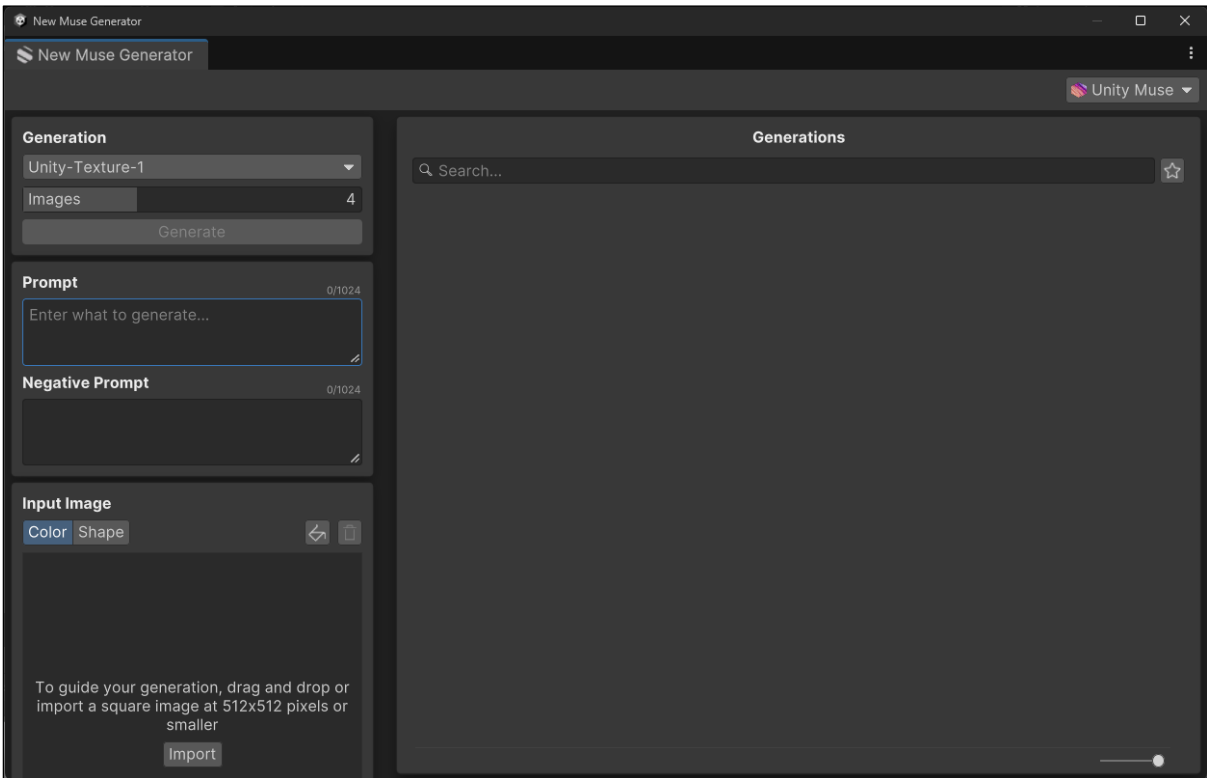
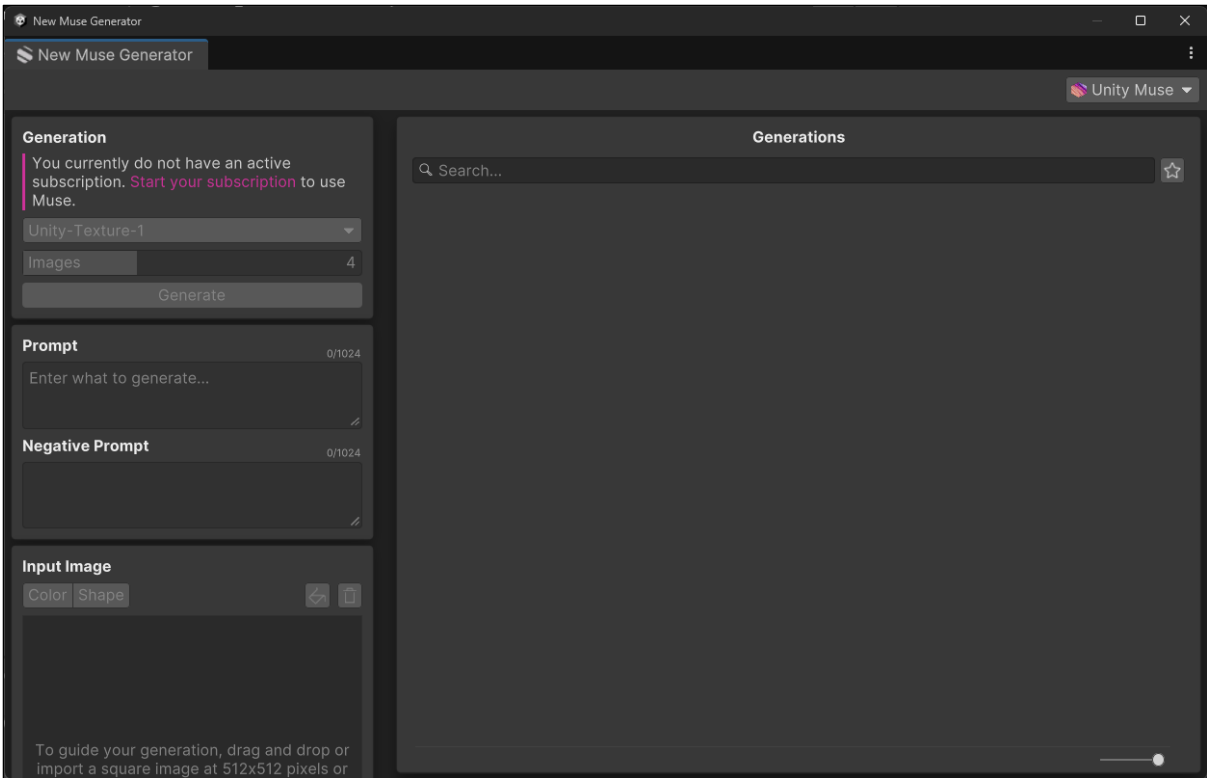


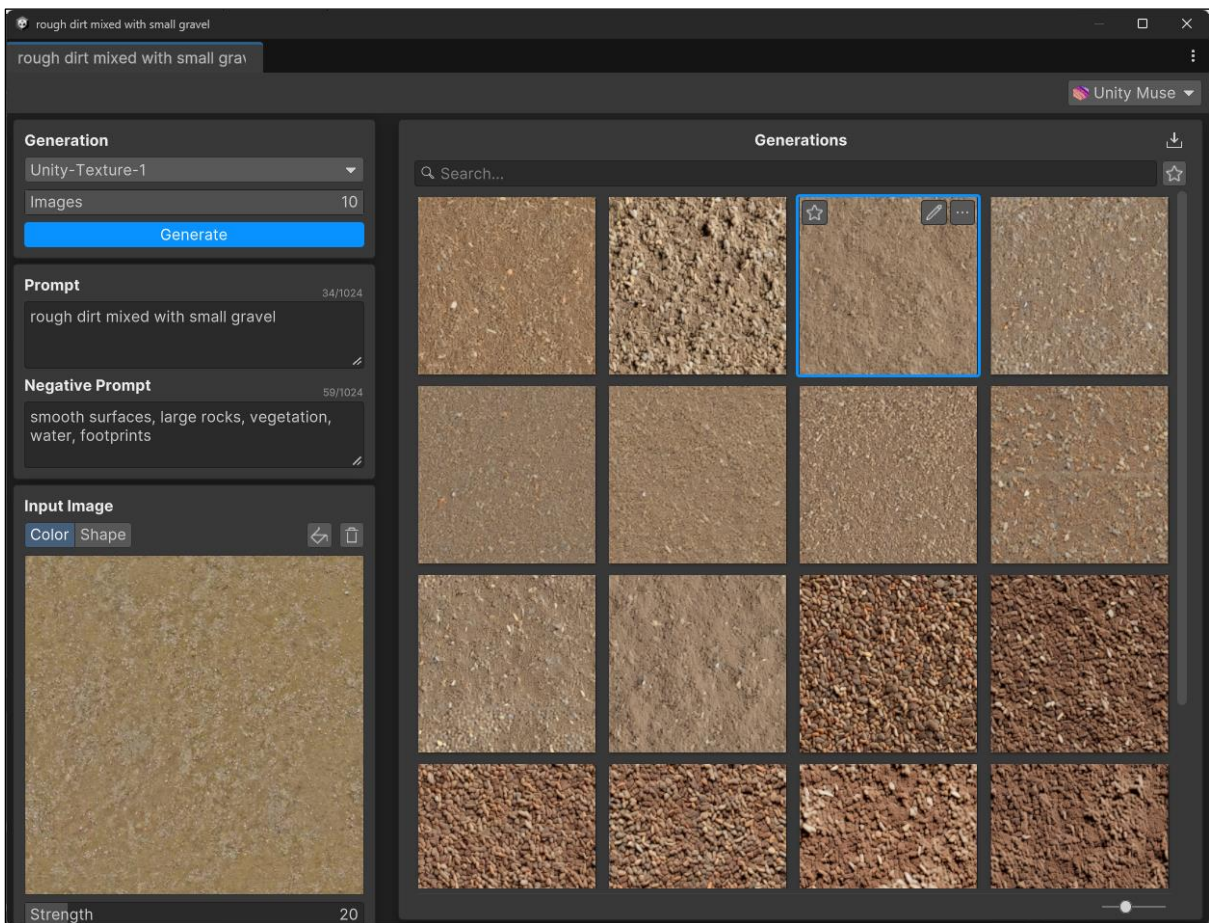
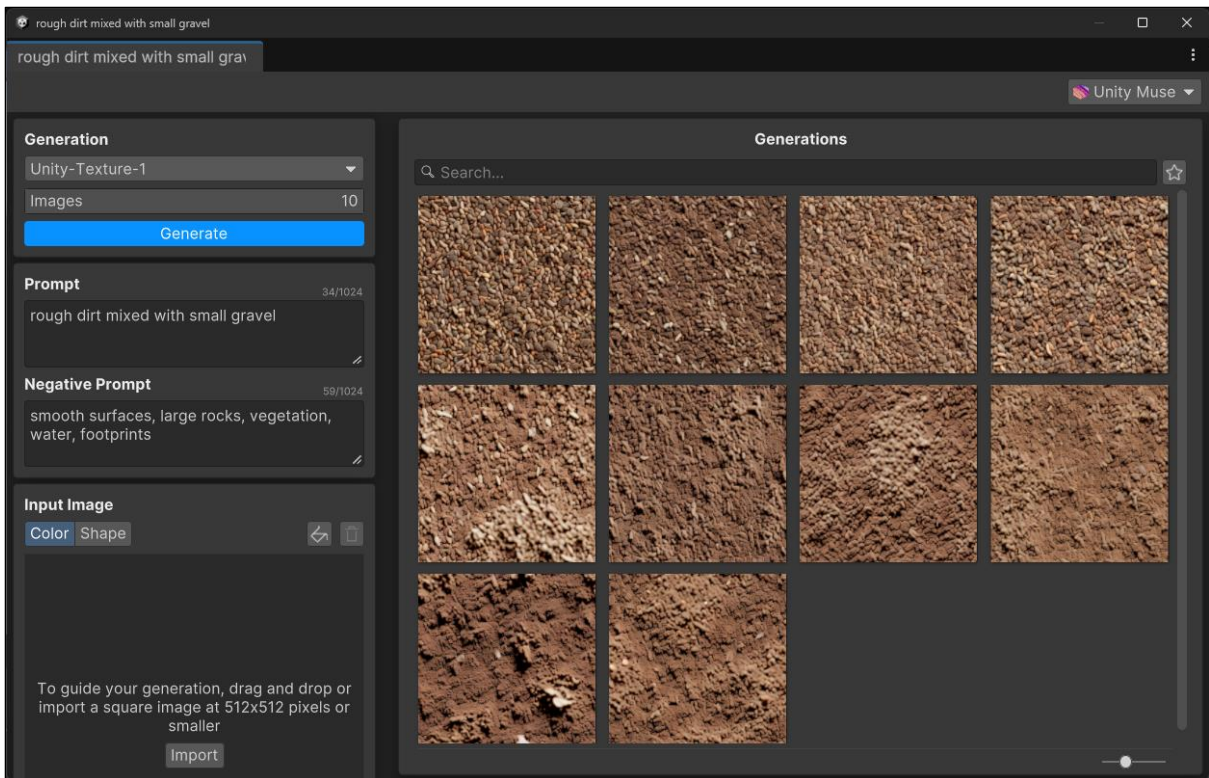


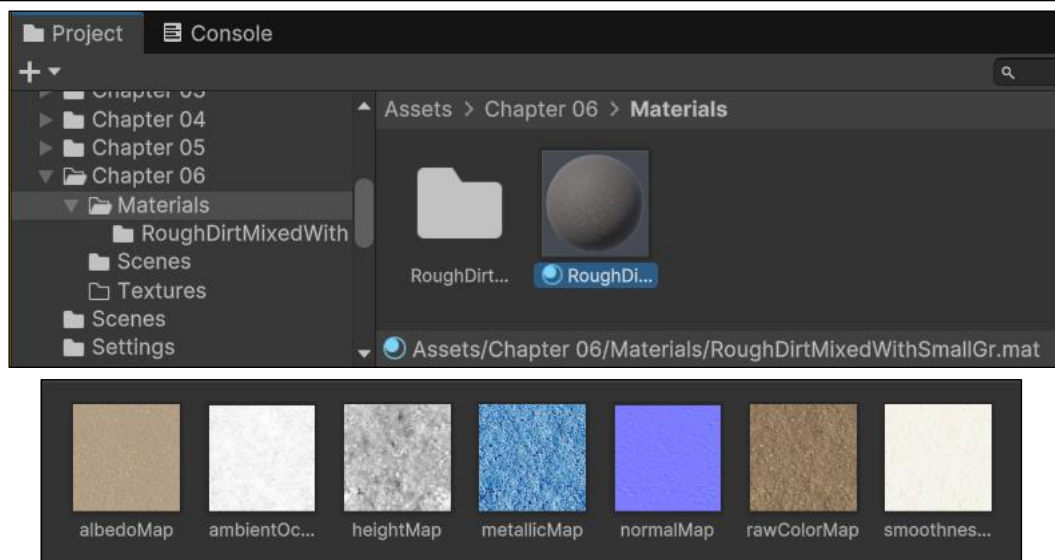
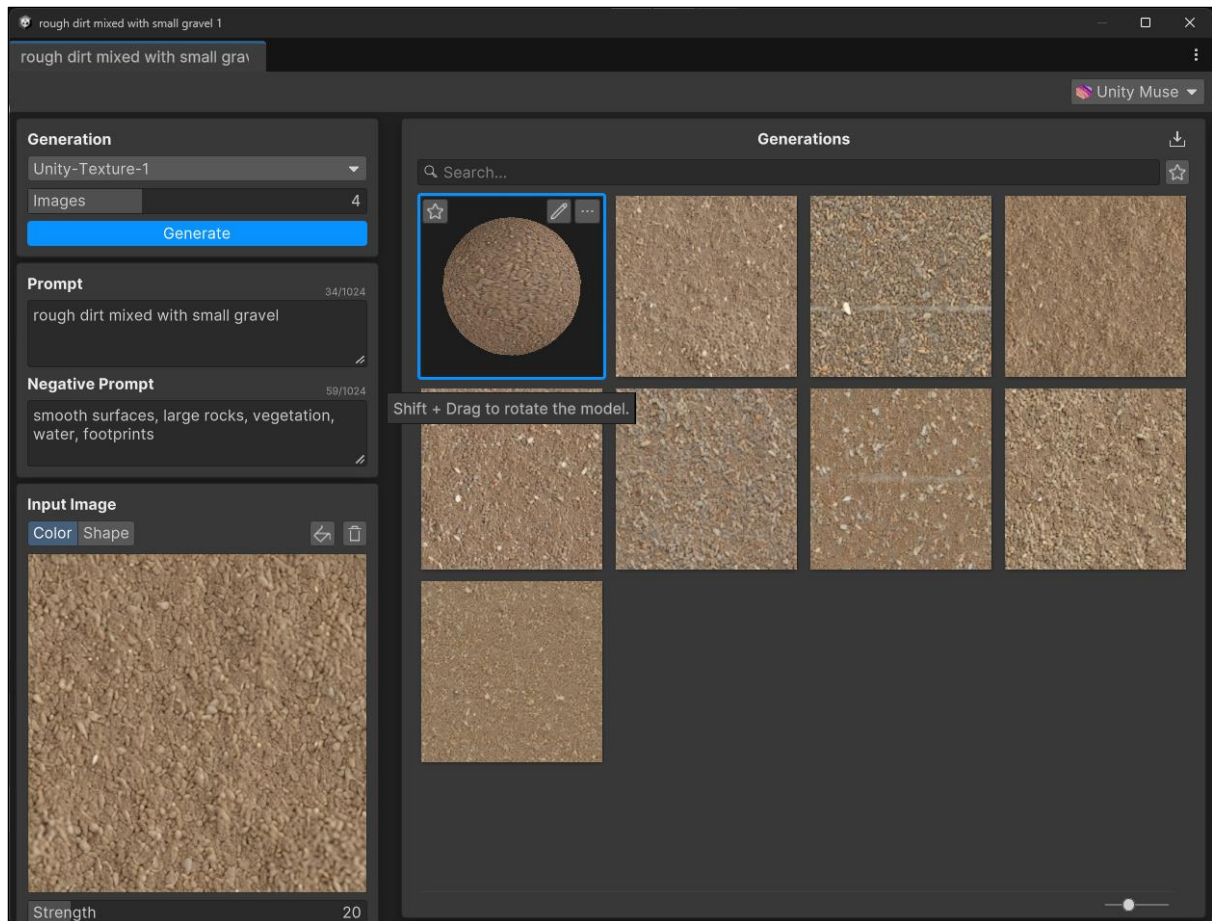
Chapter 5: Enhancing Realism: Unity Muse and Physically Based Rendering

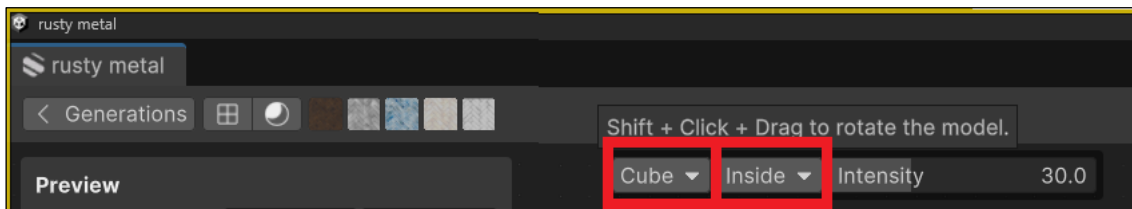
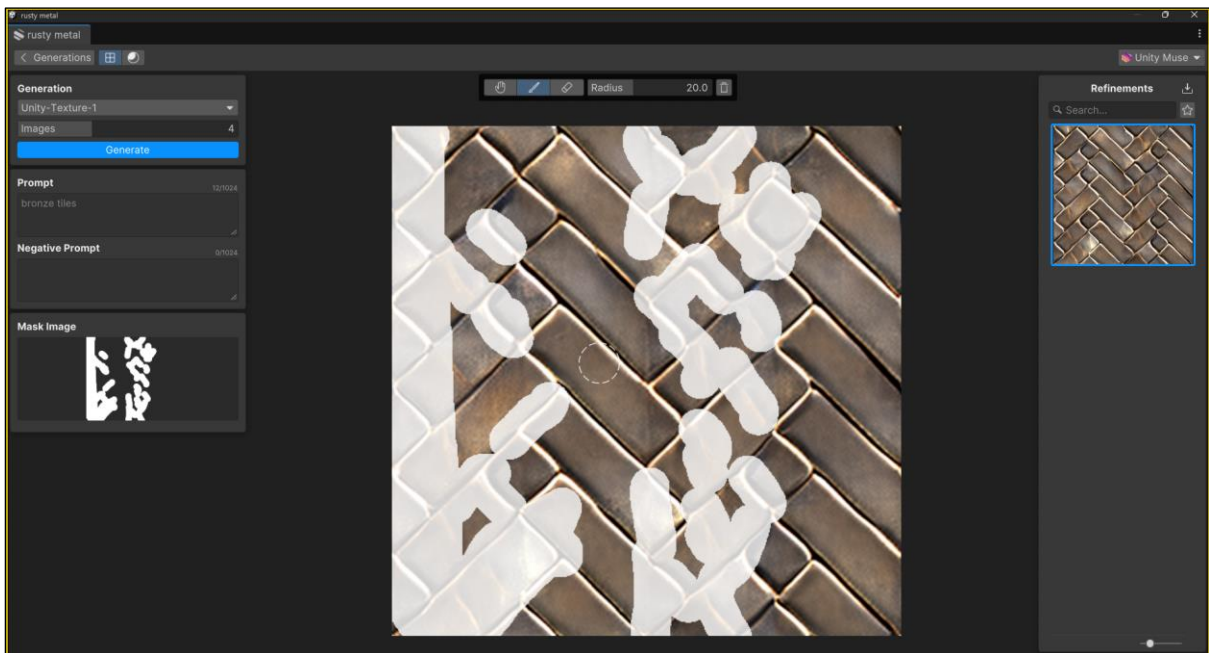
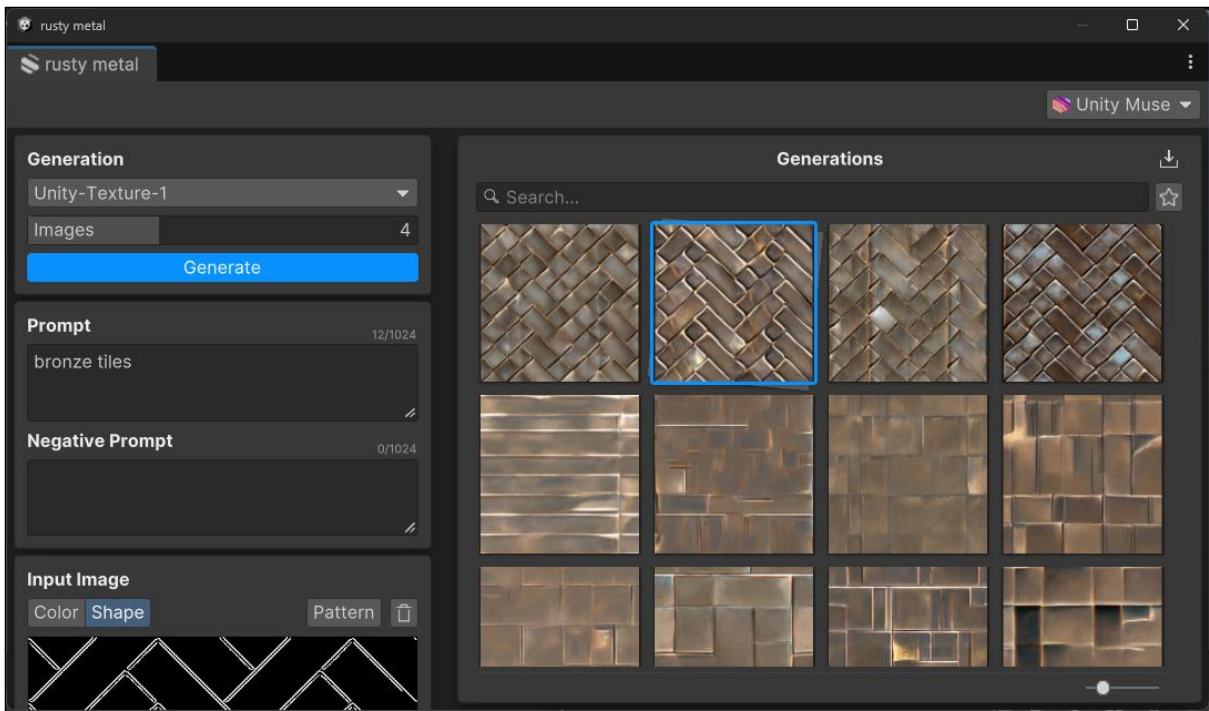


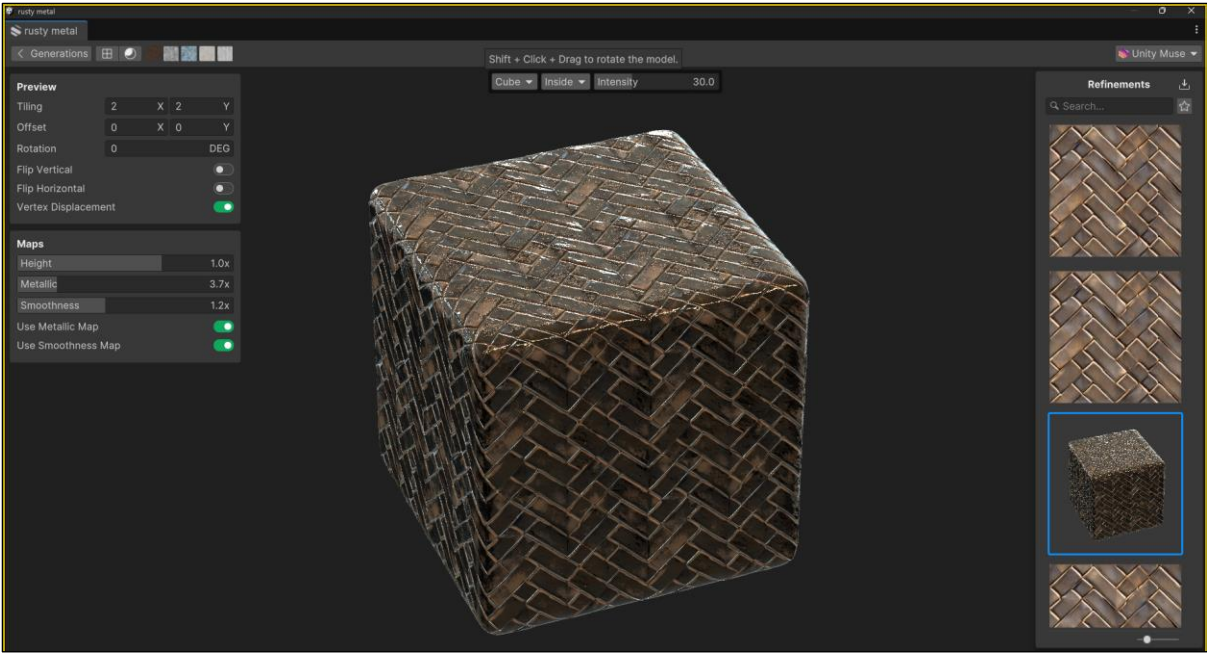












Inspector

Inspector

Select

Select

Select

Select

Select

Tiling

X

4

Y

4

Offset

X

0

Y

0

Rotation

0

FlipVertical

FlipHorizontal

HeightIntensity

3.74

MetallicIntensity

3.66279

SmoothnessIntensity

0.65

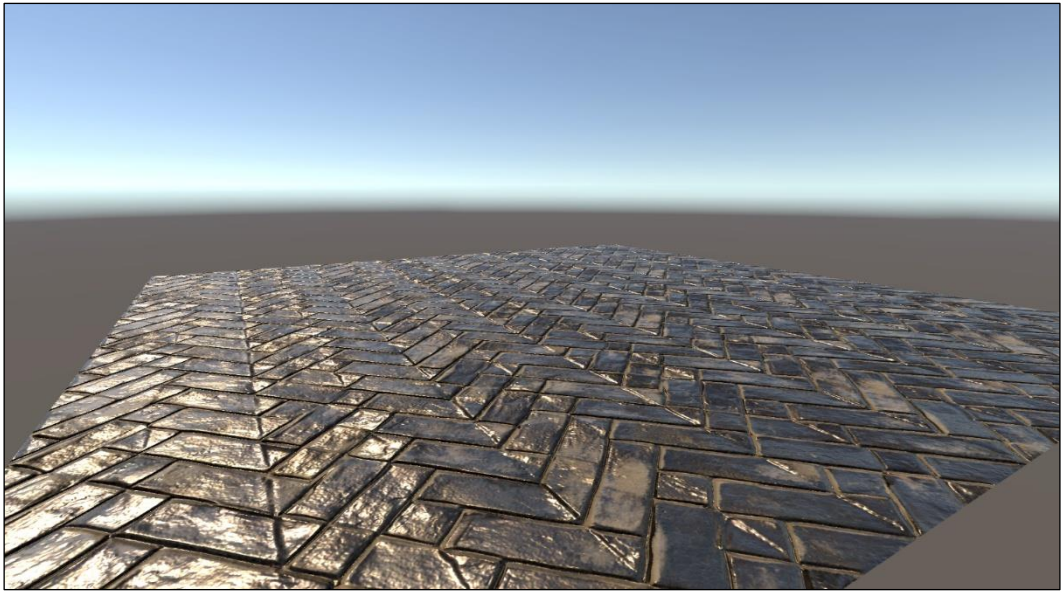
VertexDisplacement

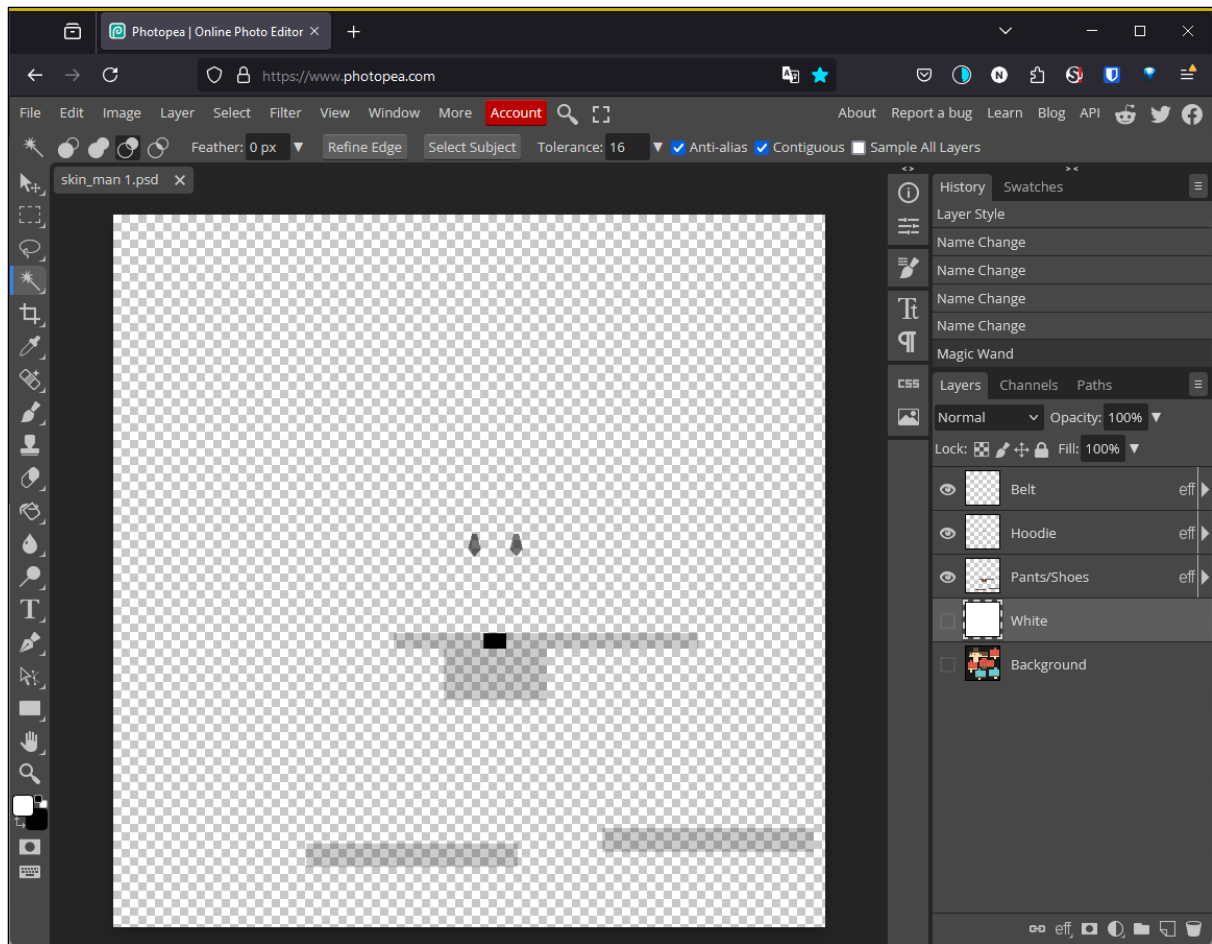
UseMetallicMap

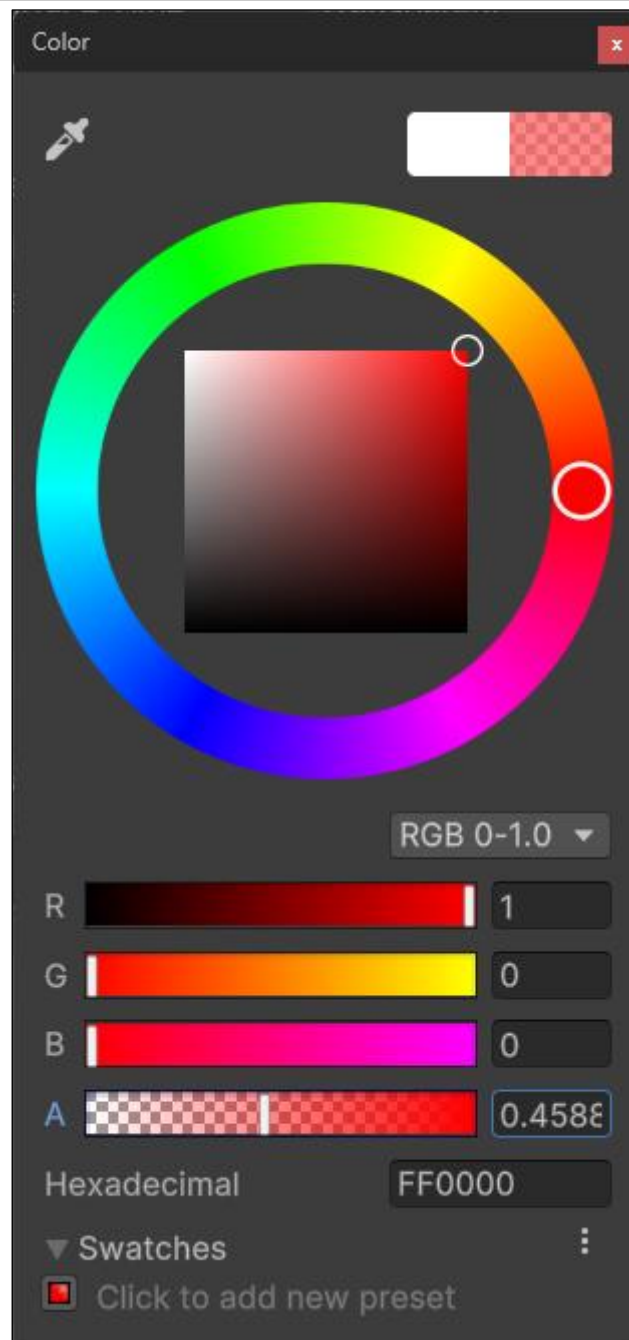
UseSmoothnessMap

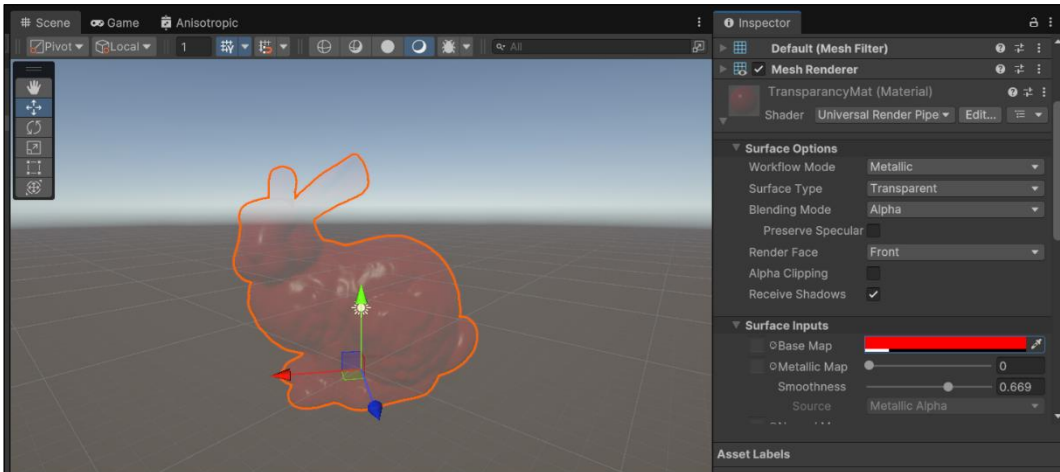
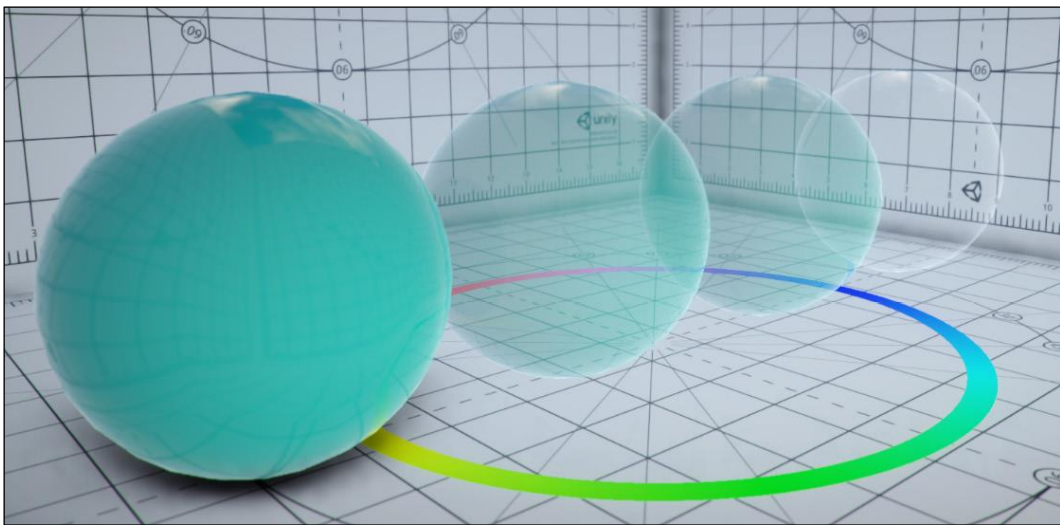
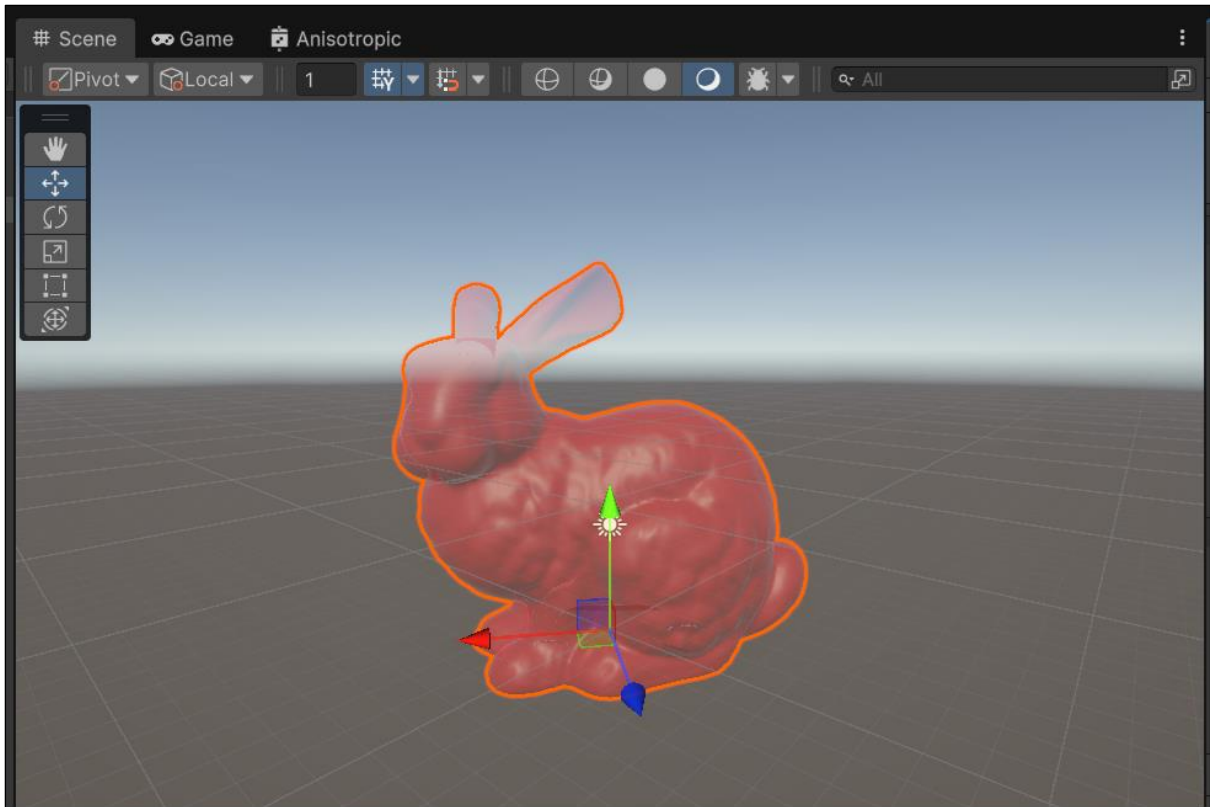
Advanced Options

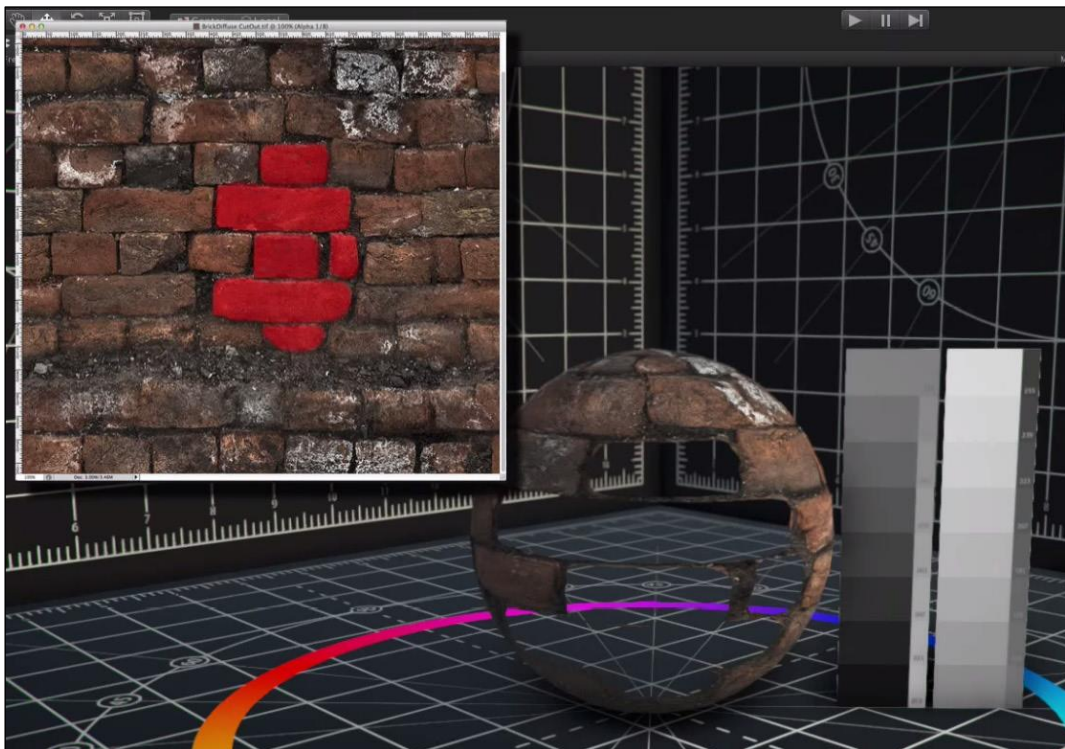
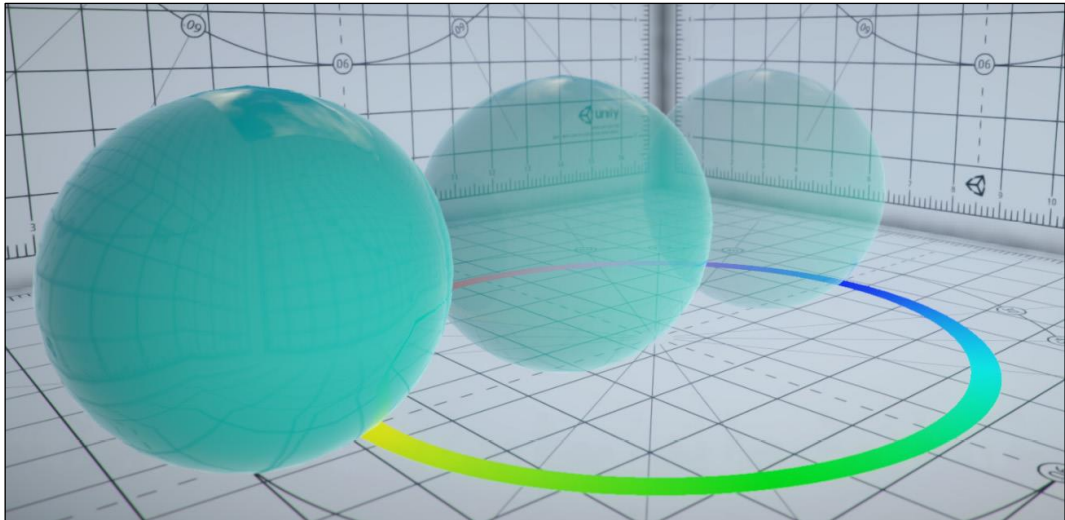
Asset Labels

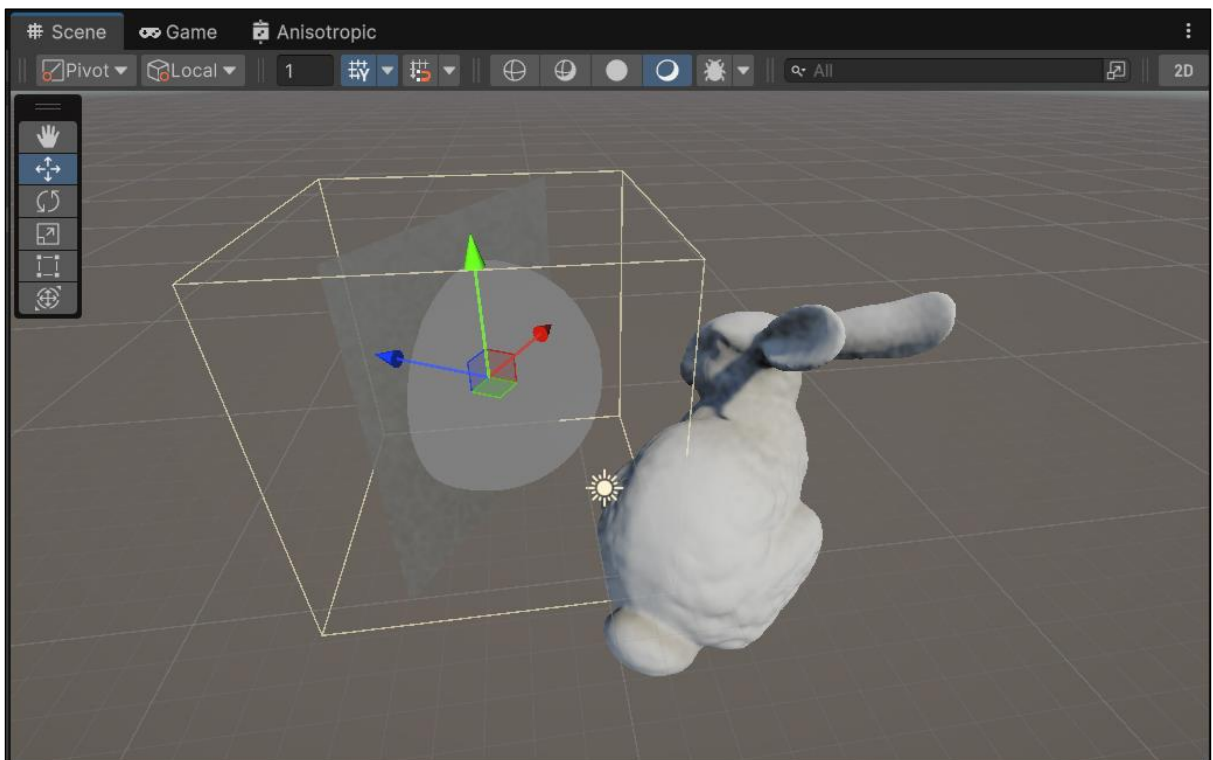
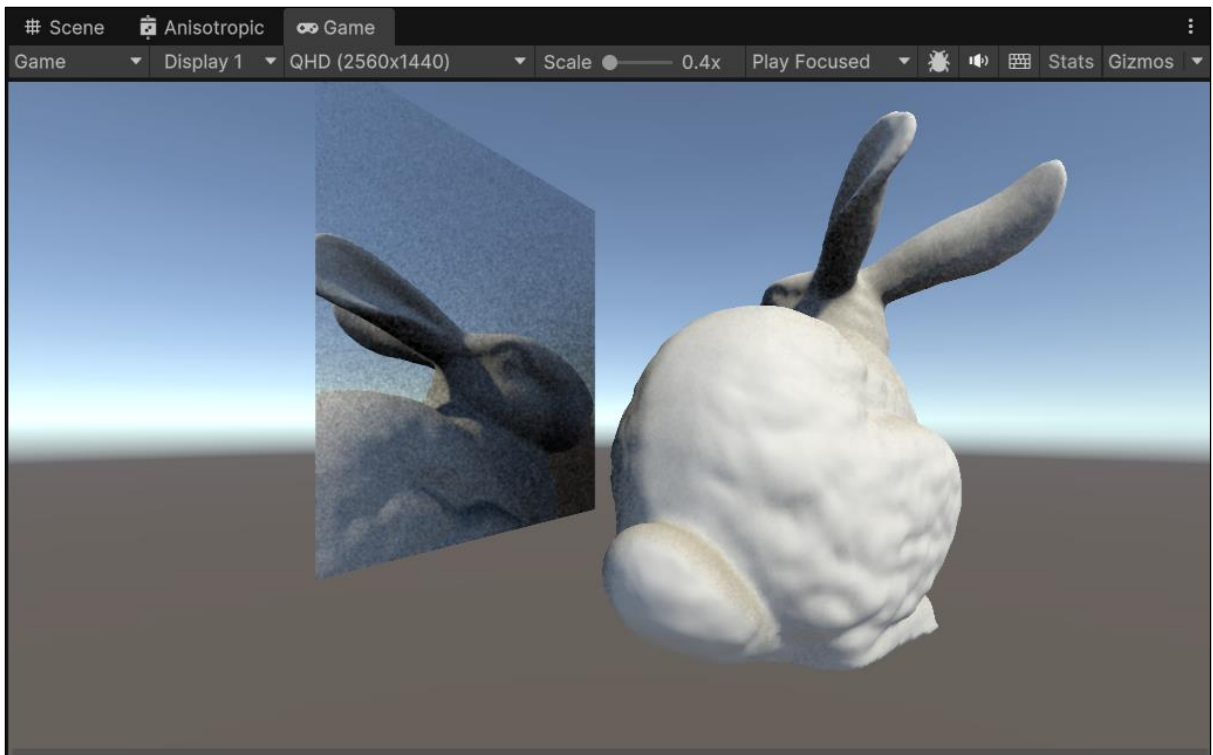


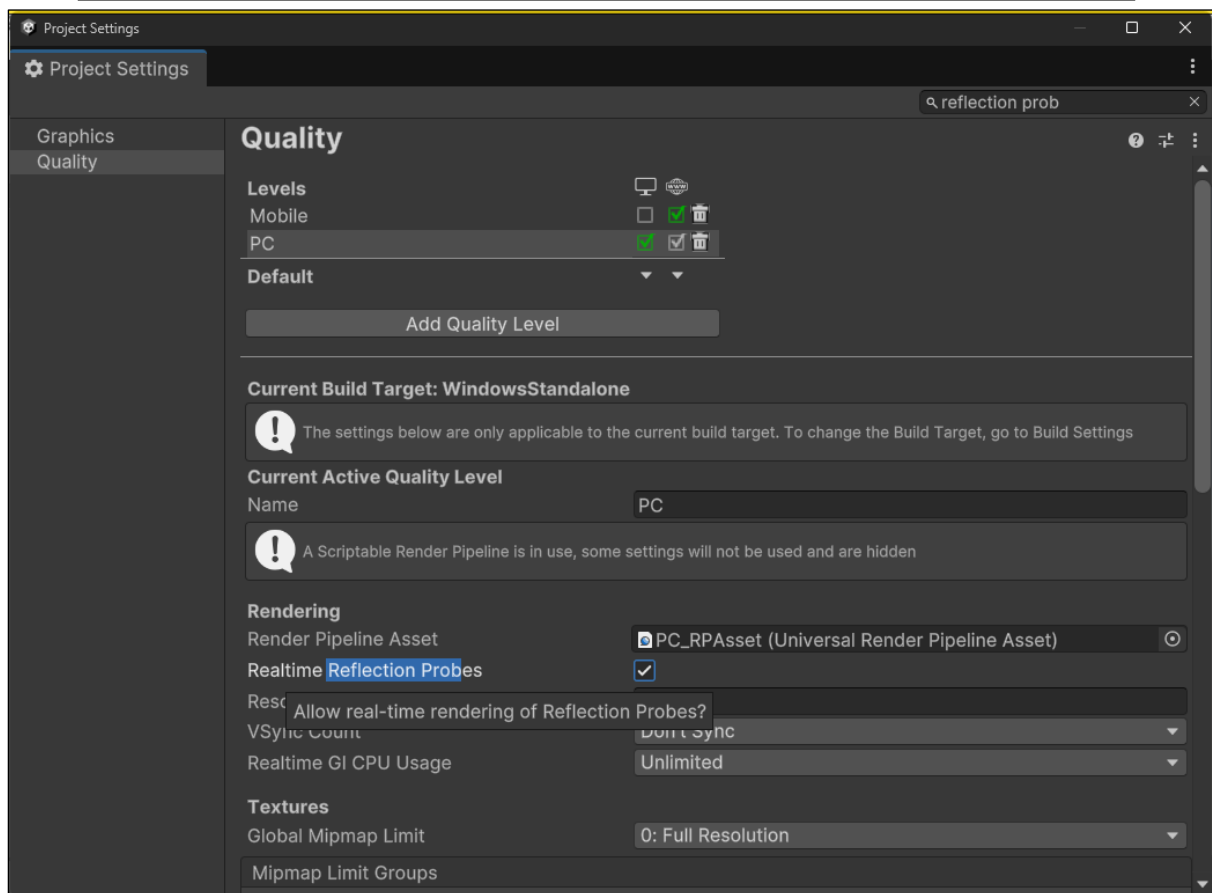
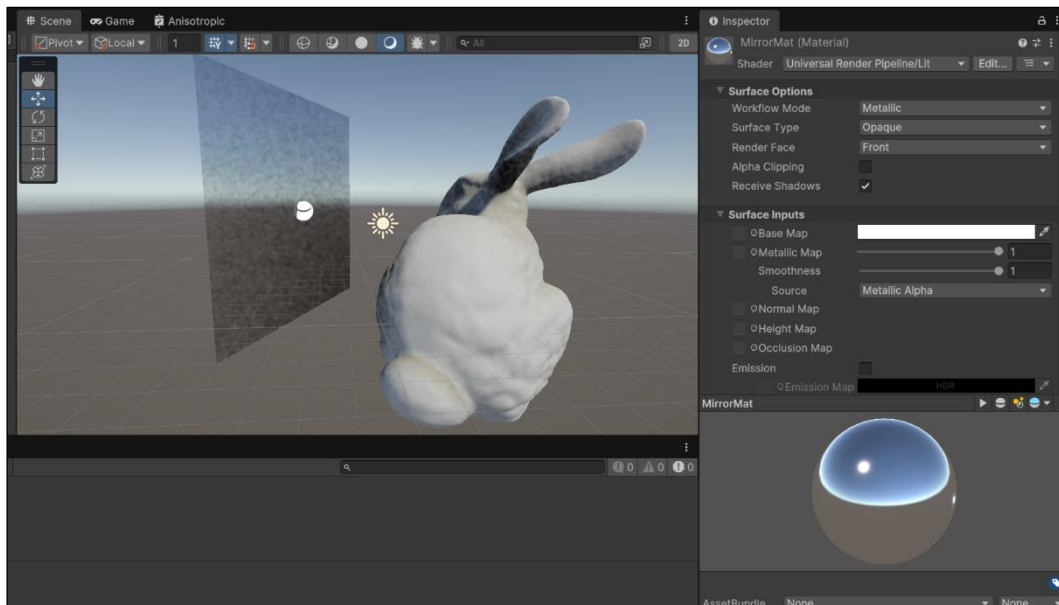


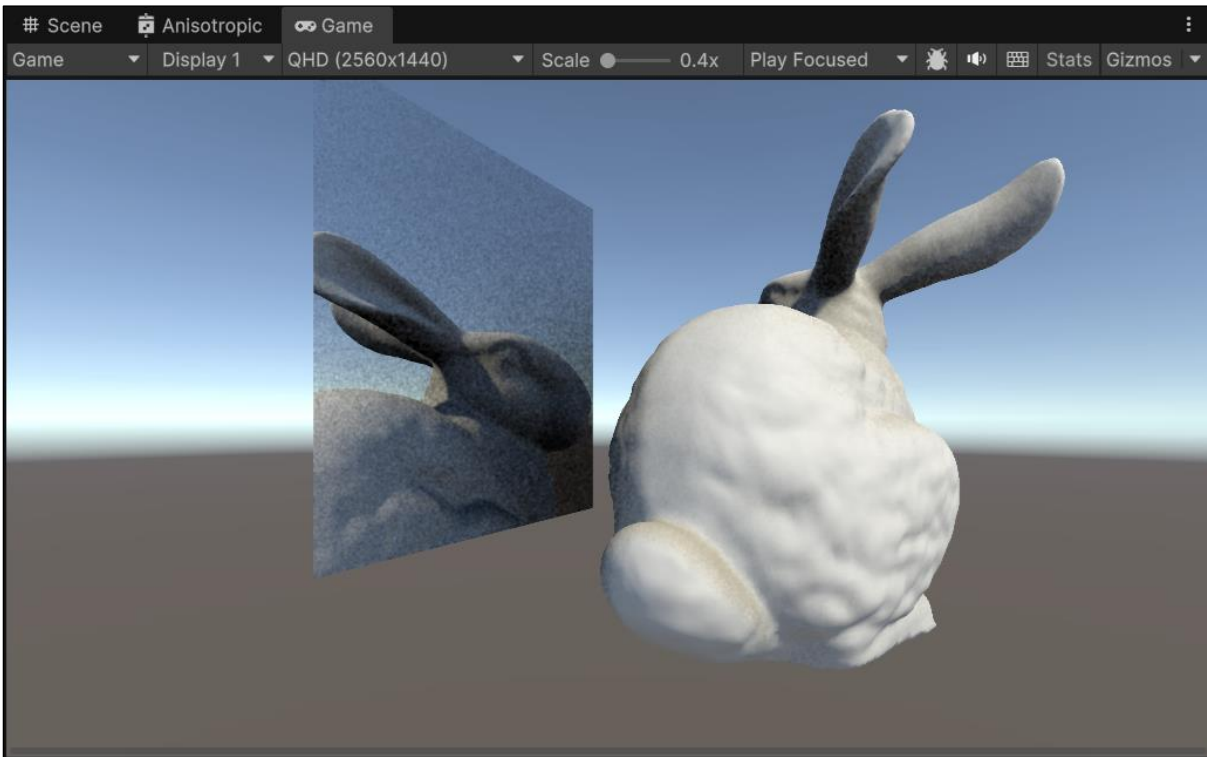
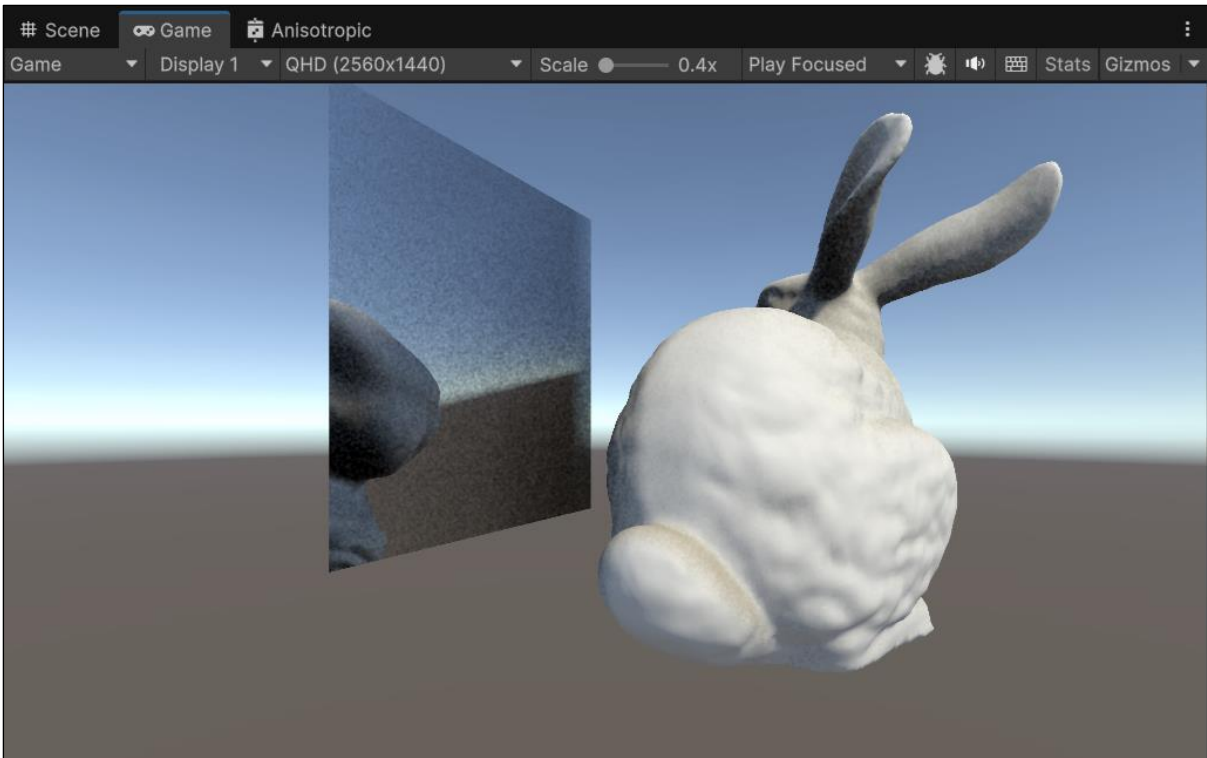


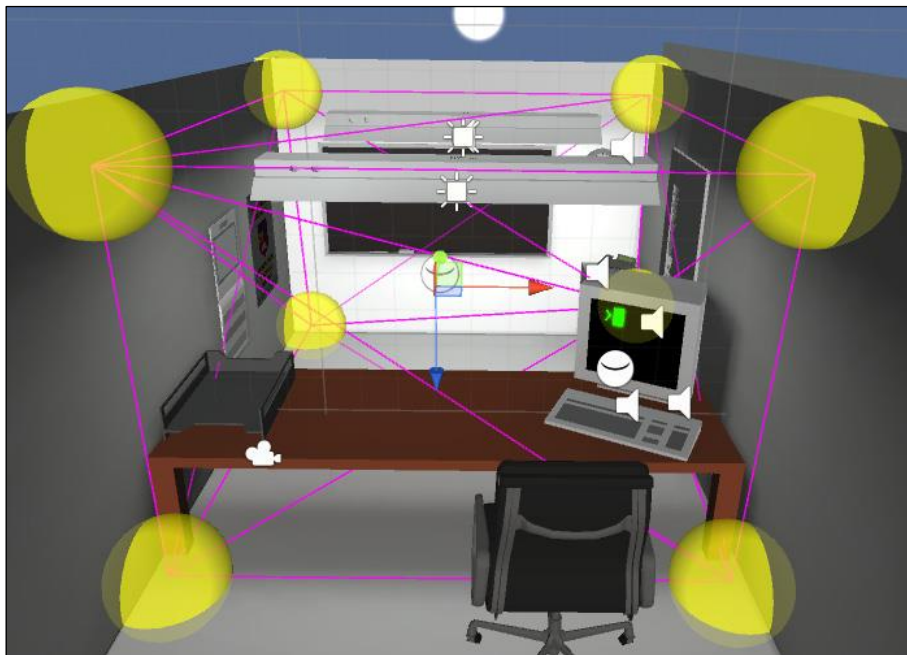
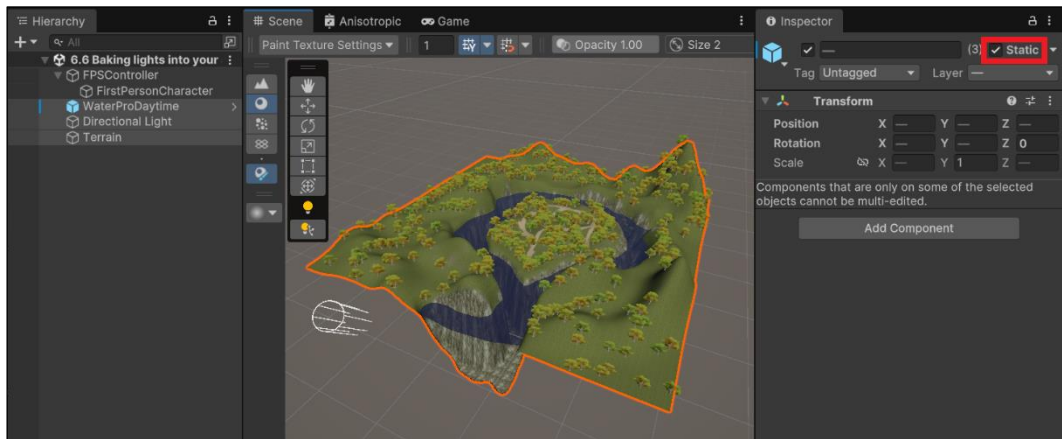
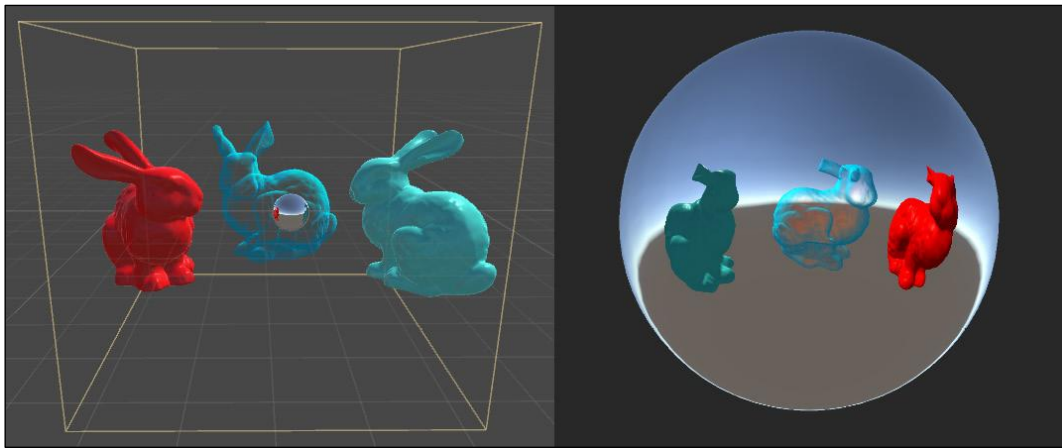


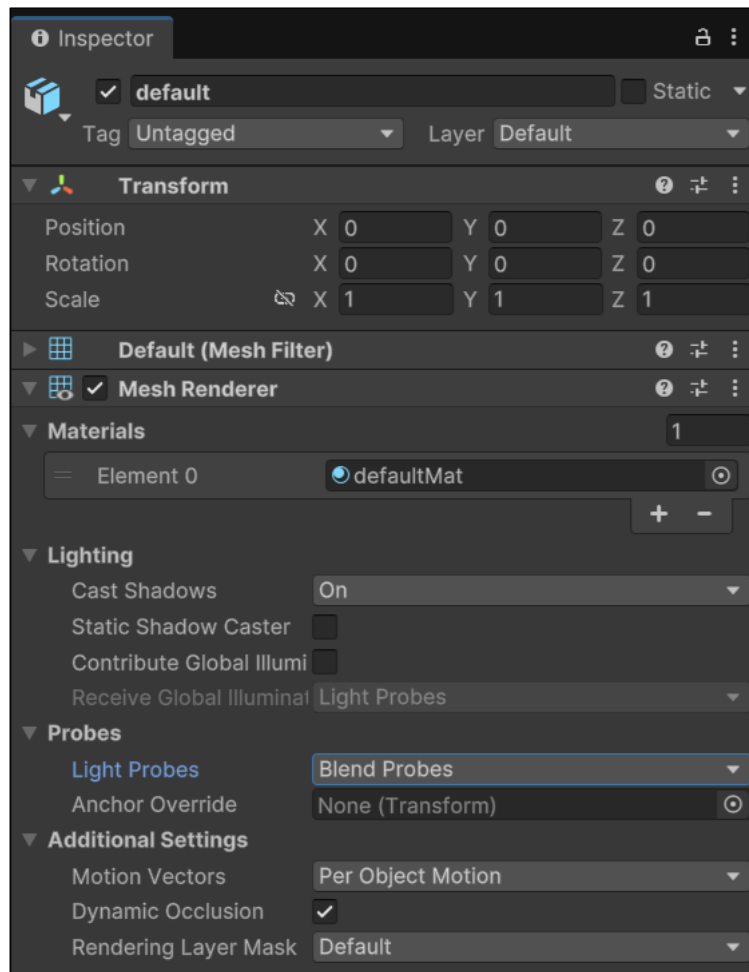
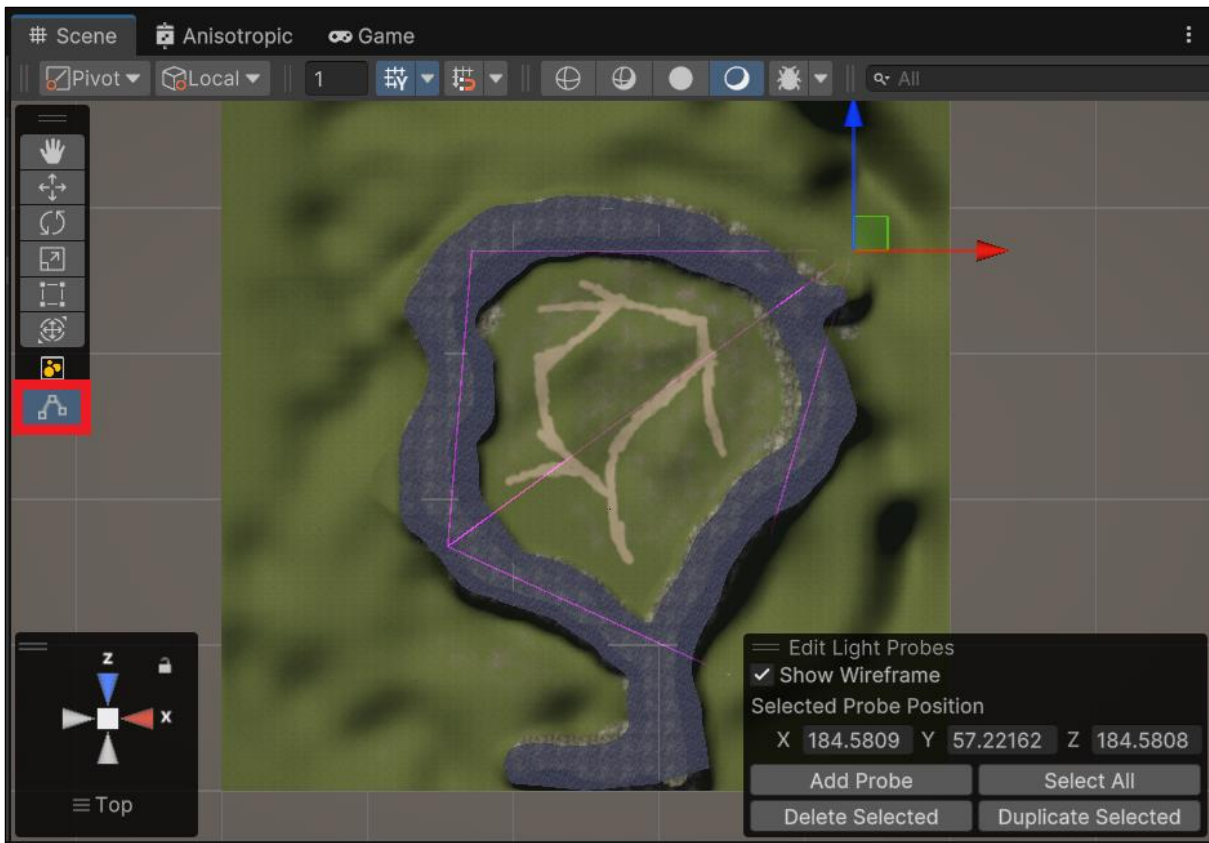


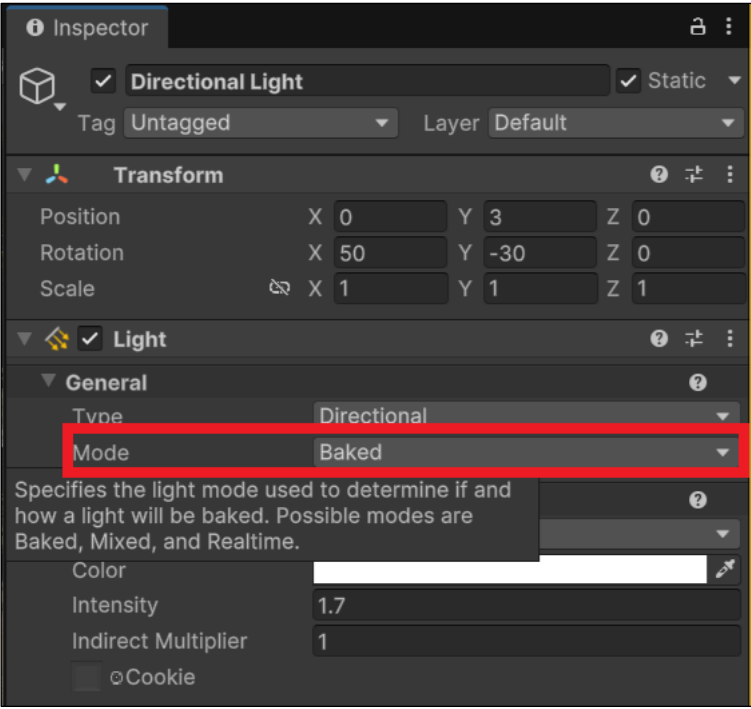












Lighting

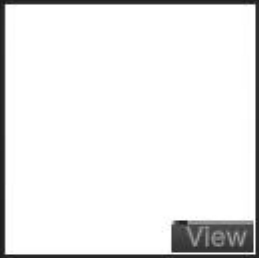
Lighting

SceneAdaptive Probe VolumesEnvironment

Realtime LightmapsBaked Lightmaps

Lighting Data AssetLightingData

▼ Baked Lightmaps



View

Index: 0

Size: 1024x1024

Format: BC6H (compressed)



View

Index: 1

Size: 1024x1024

Format: BC6H (compressed)

GPU Baking ProfileAutomatic

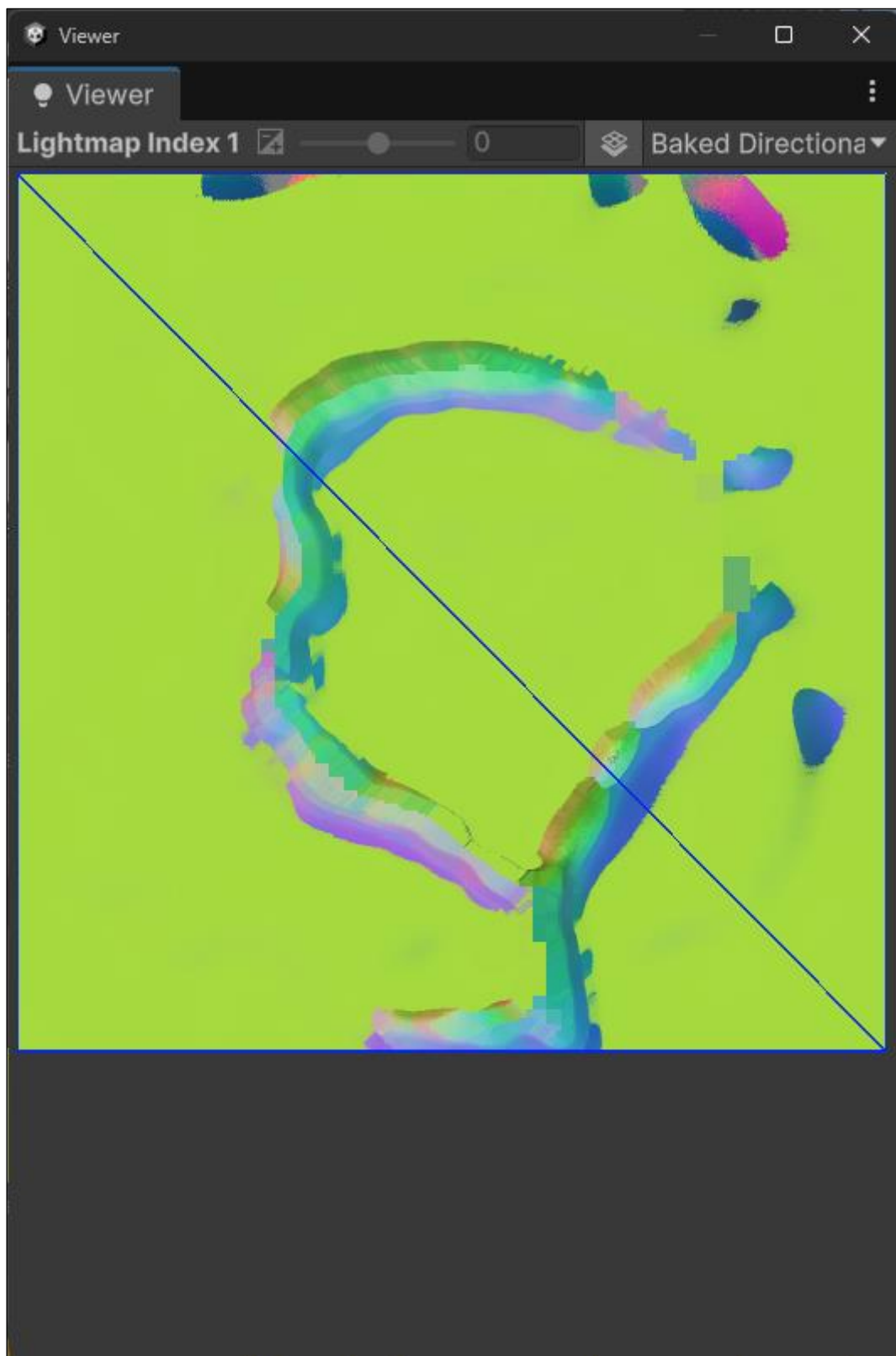
Generate Lighting

2 baked lightmaps: 2x(1024x1024px)5.3 MB

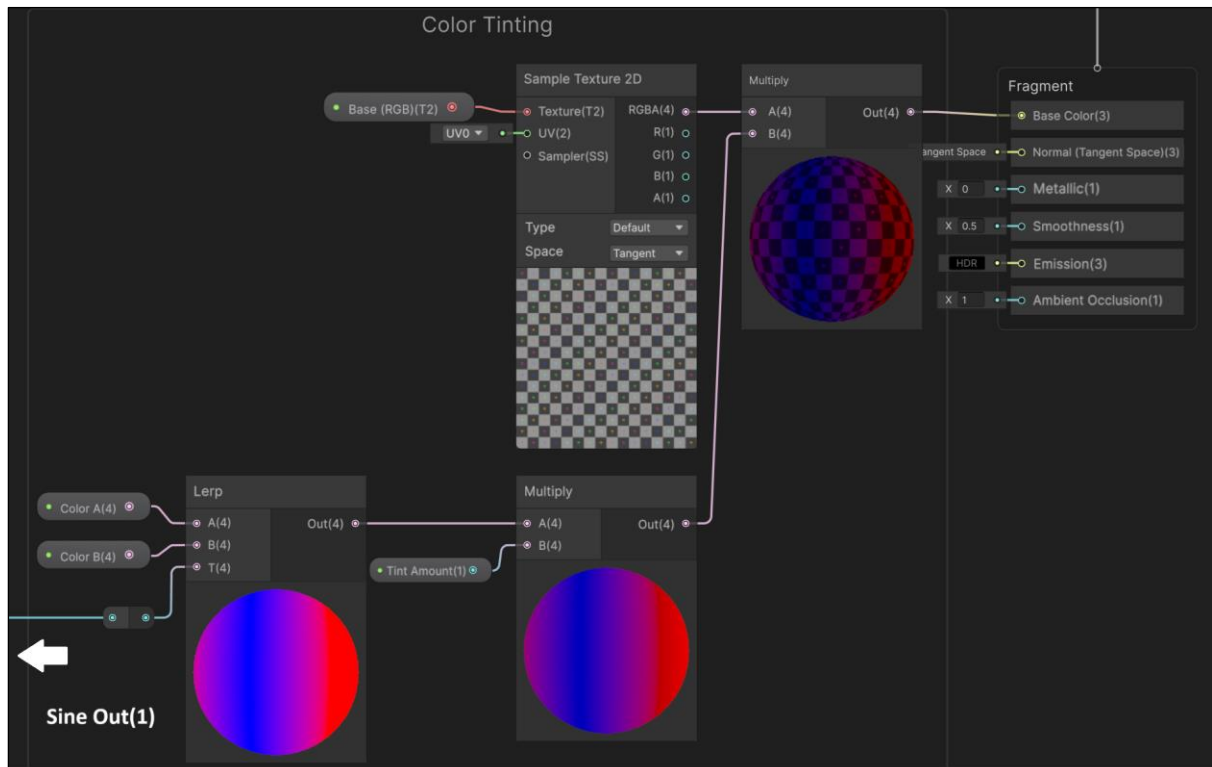
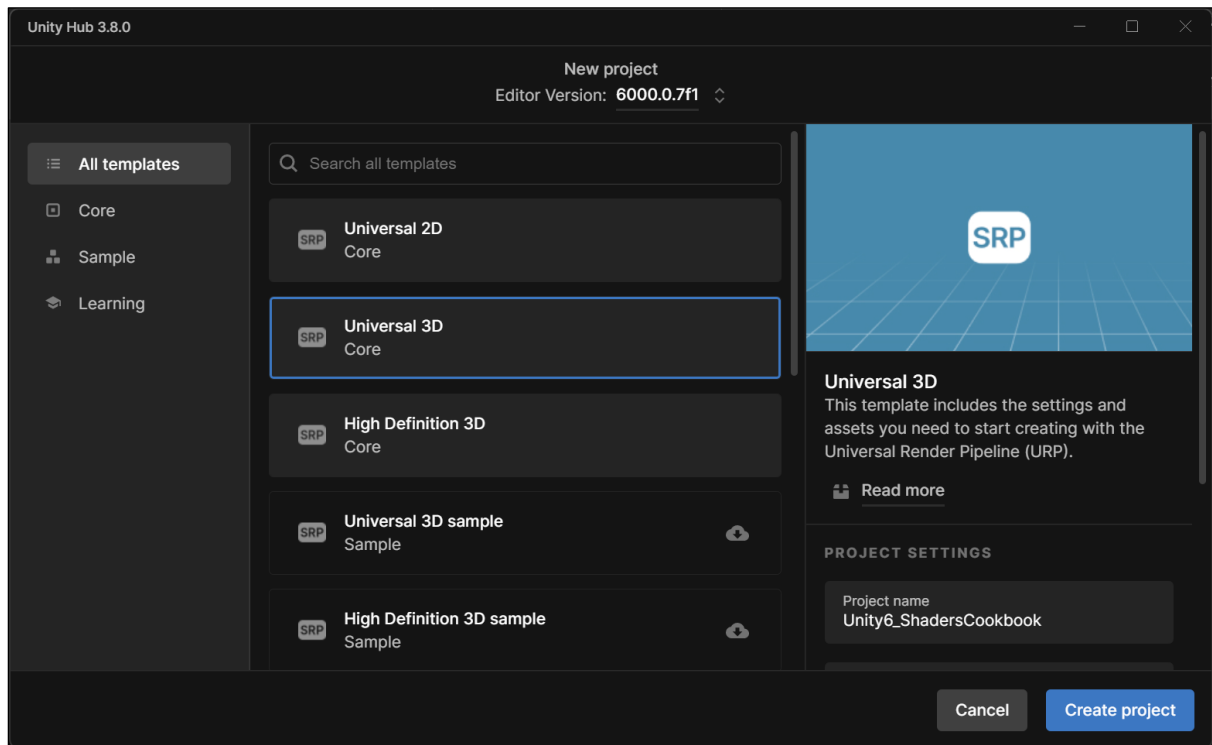
2 realtime lightmaps: 1x(512x512px), 1x(127x127px)1.1 MB

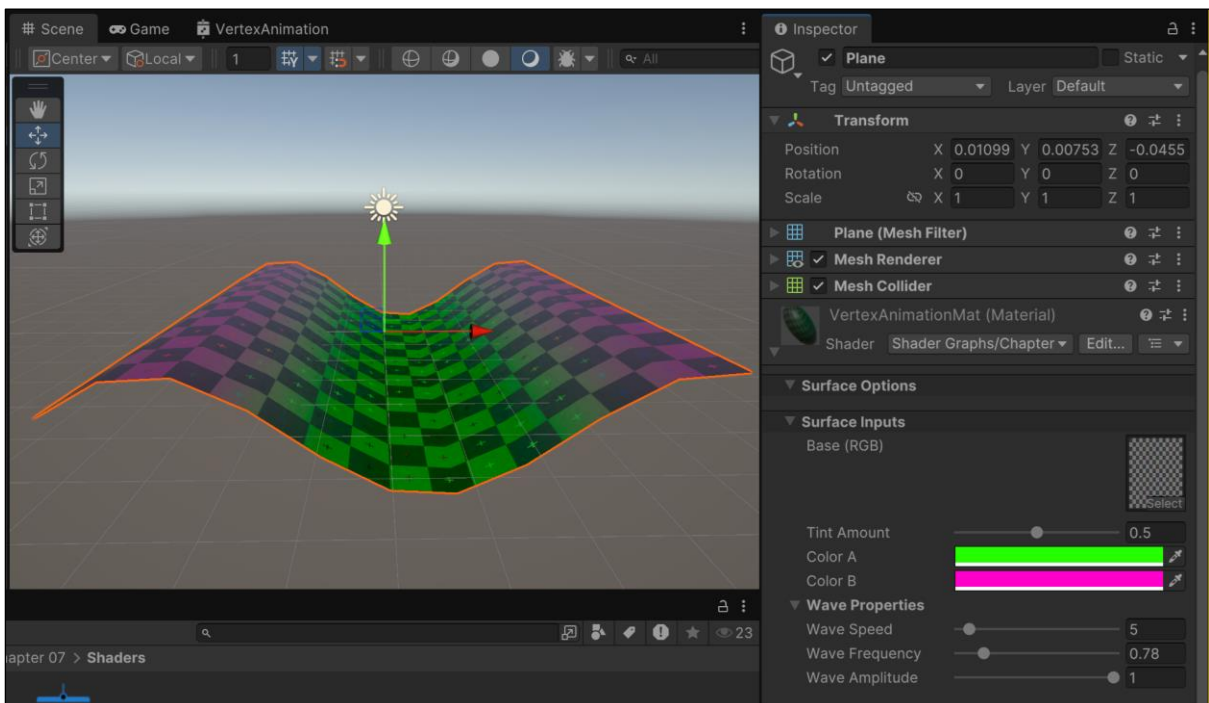
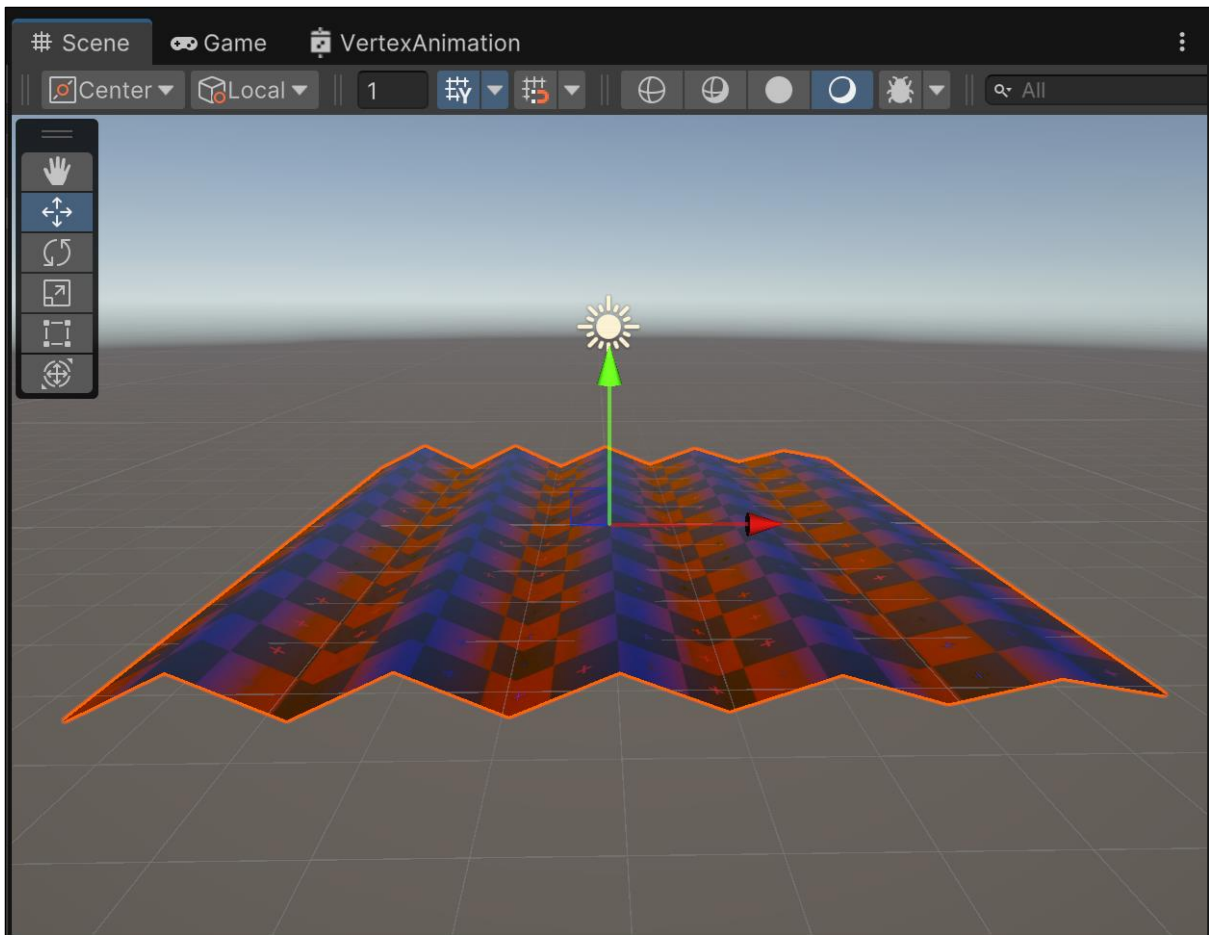
Bake Performance: 11.93 mrays/sec

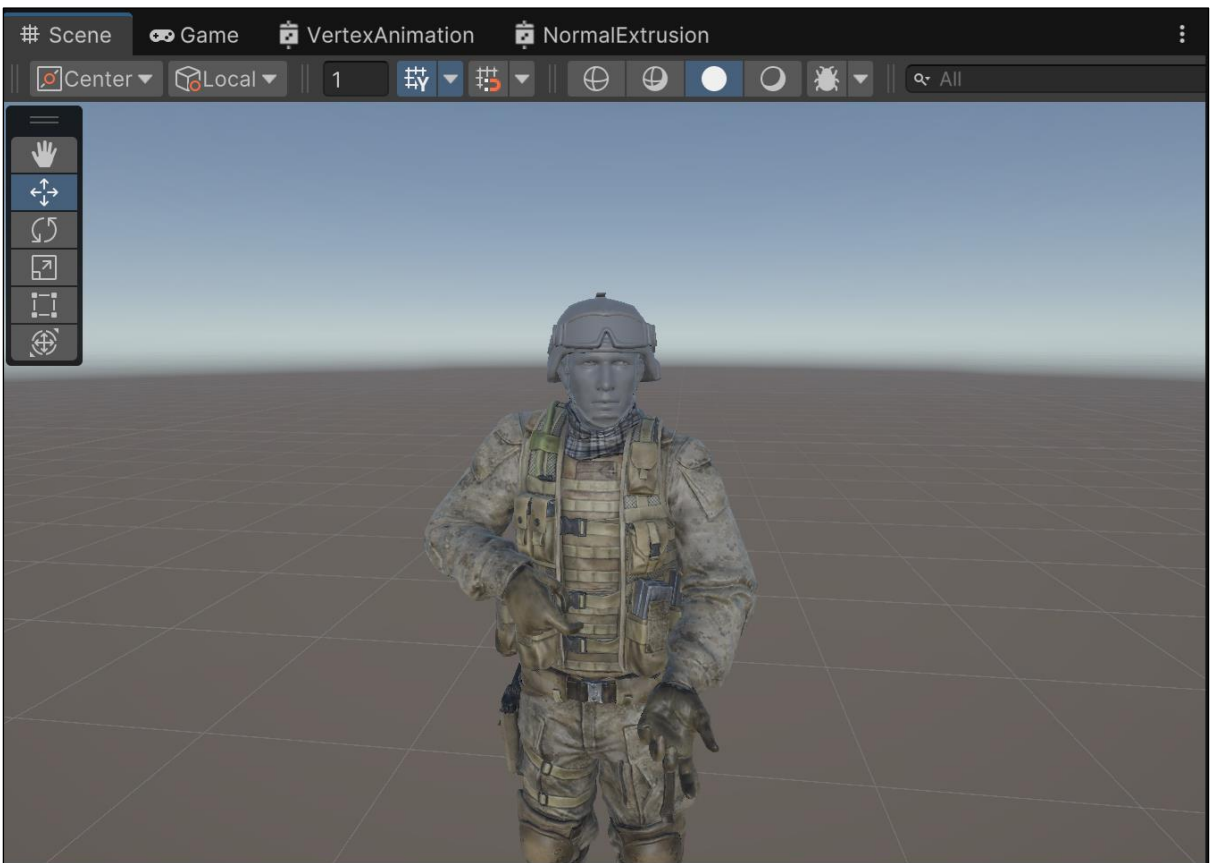
Total Bake Time: 00:08:20.94

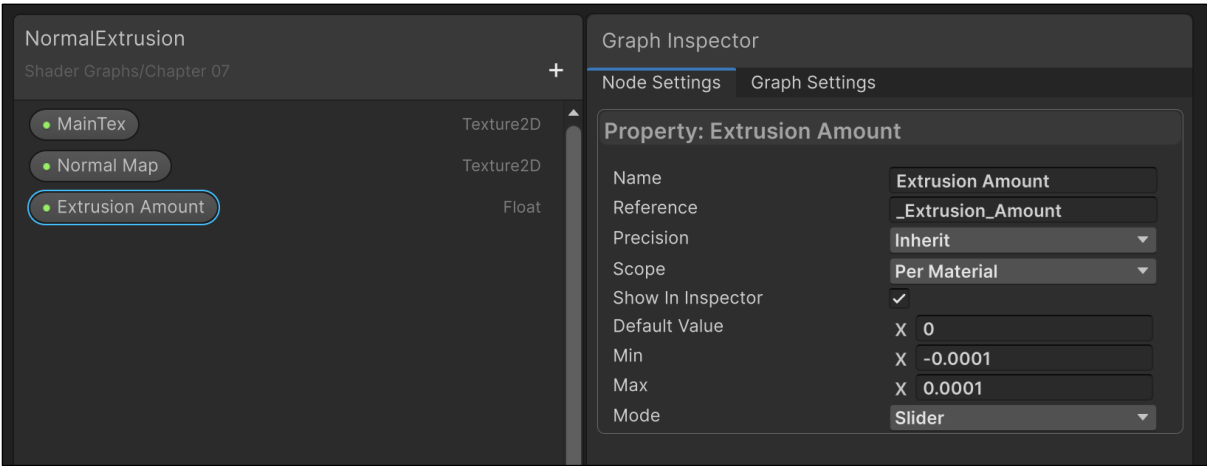
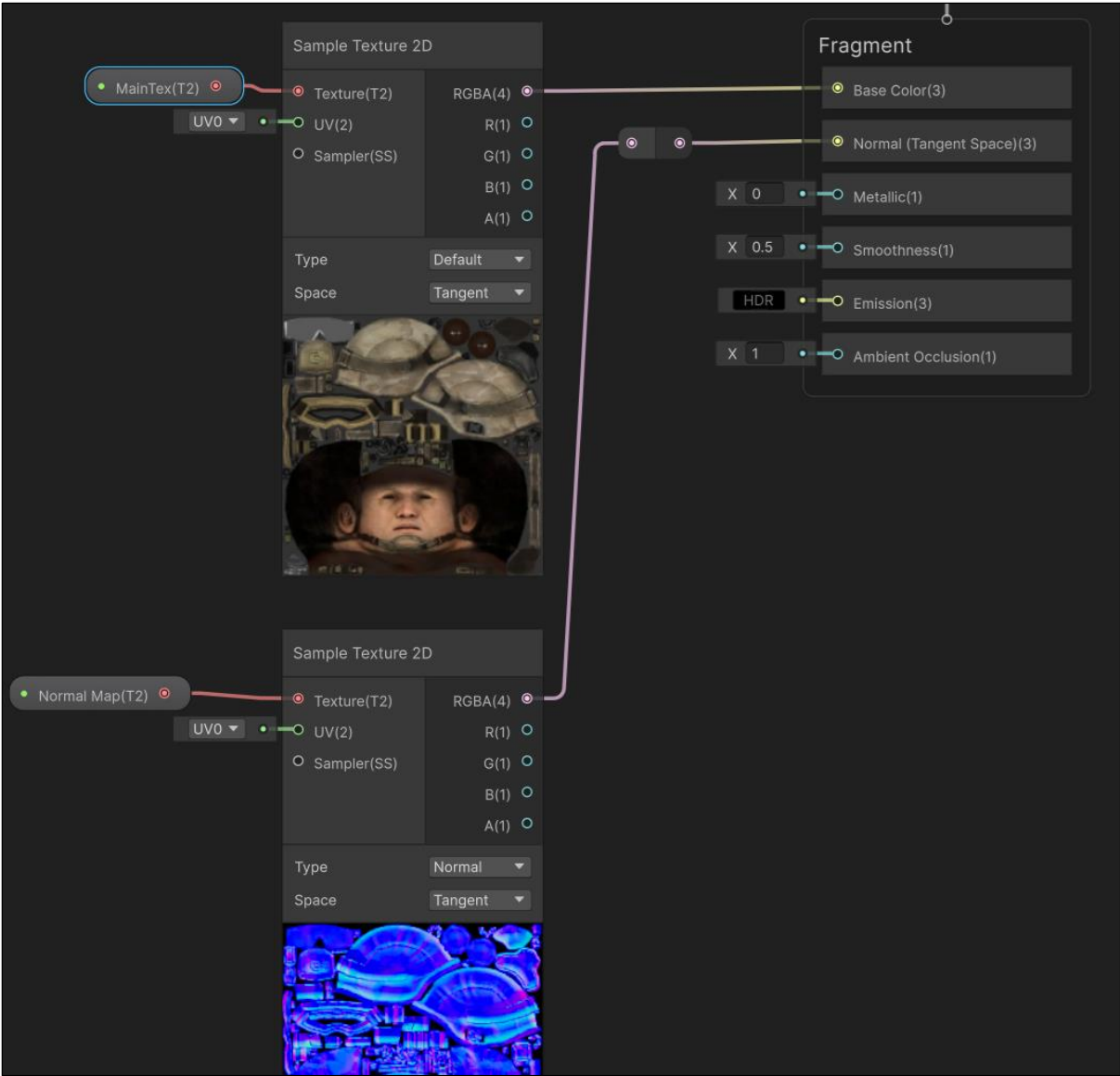


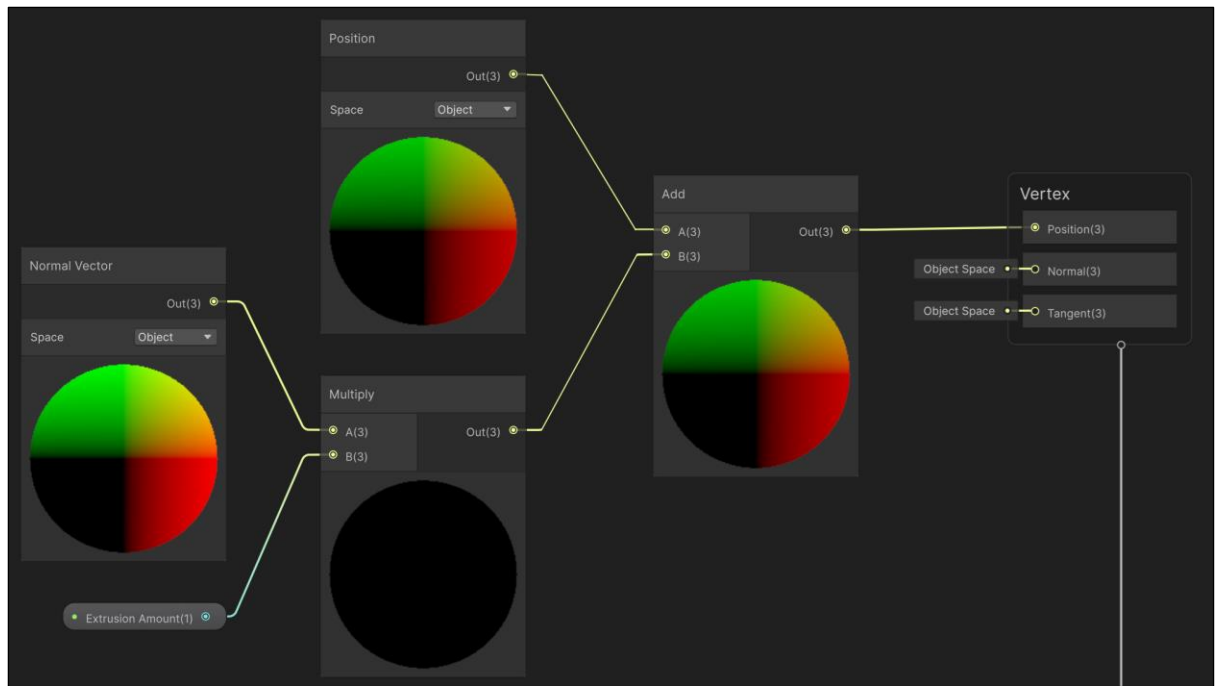
Chapter 6: Using Vertex Functions

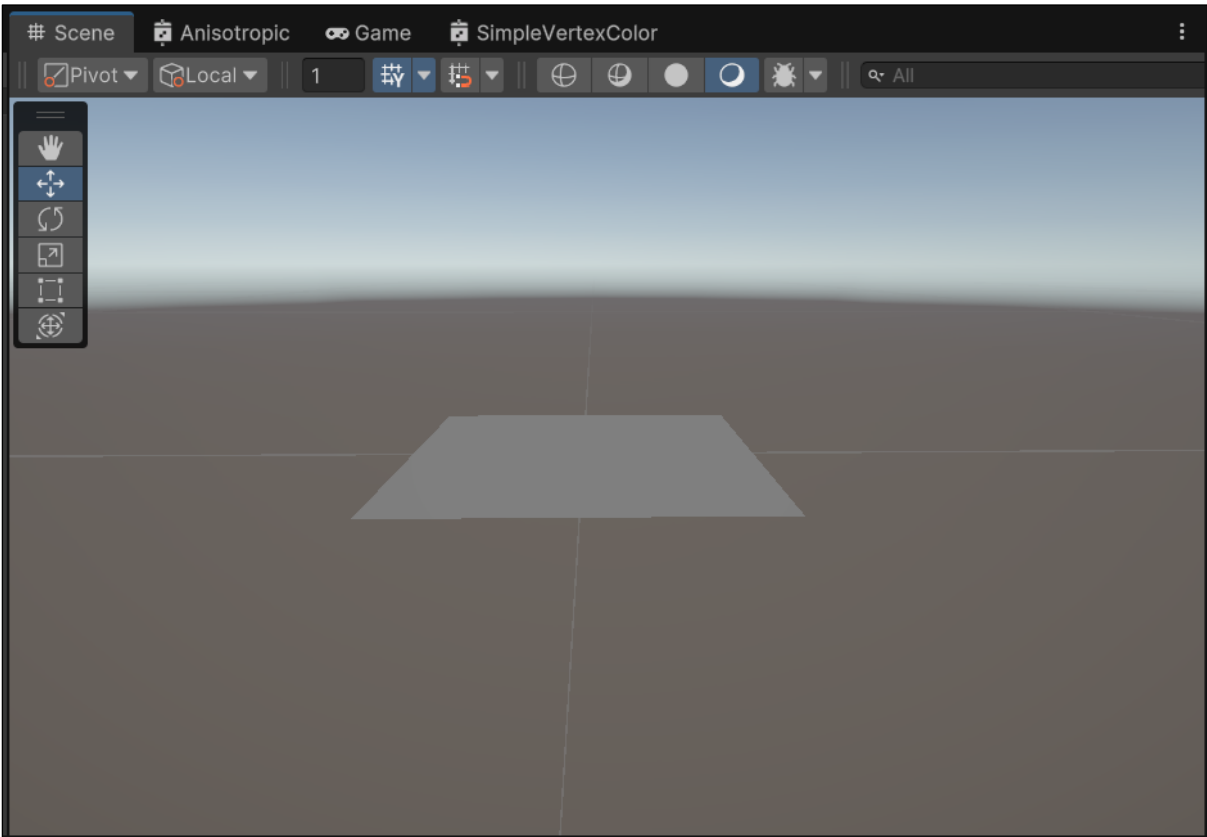
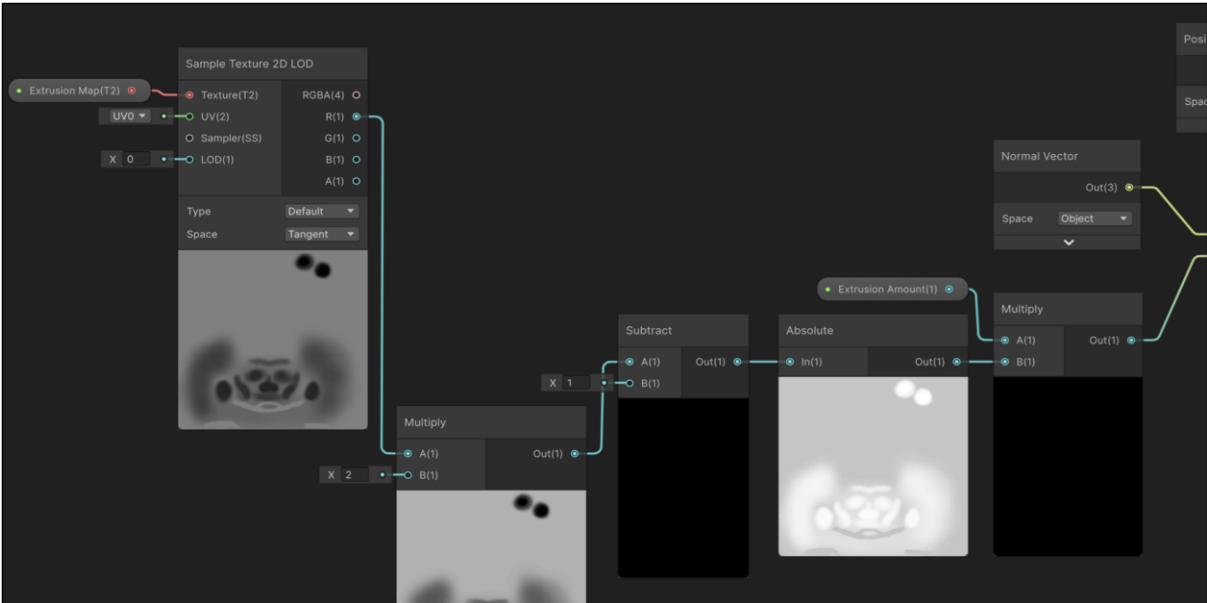


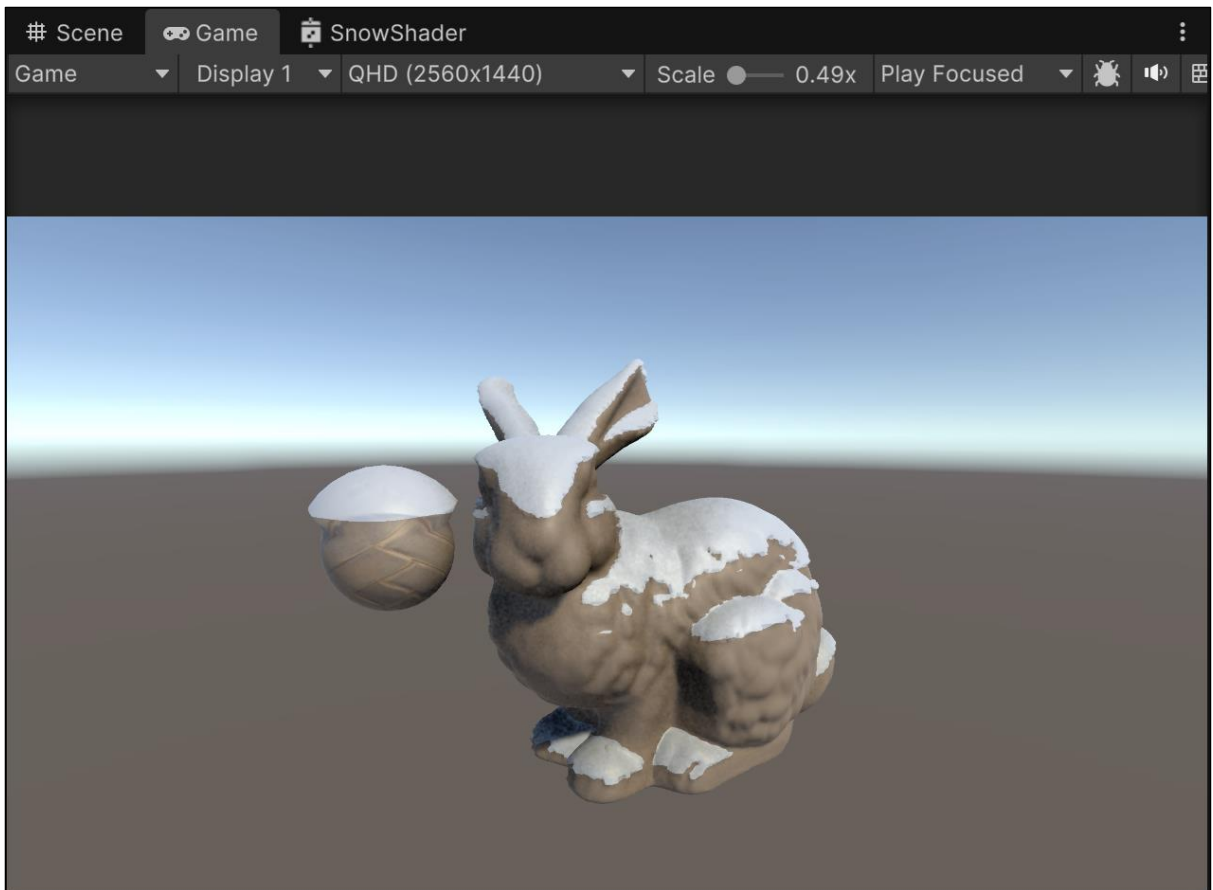


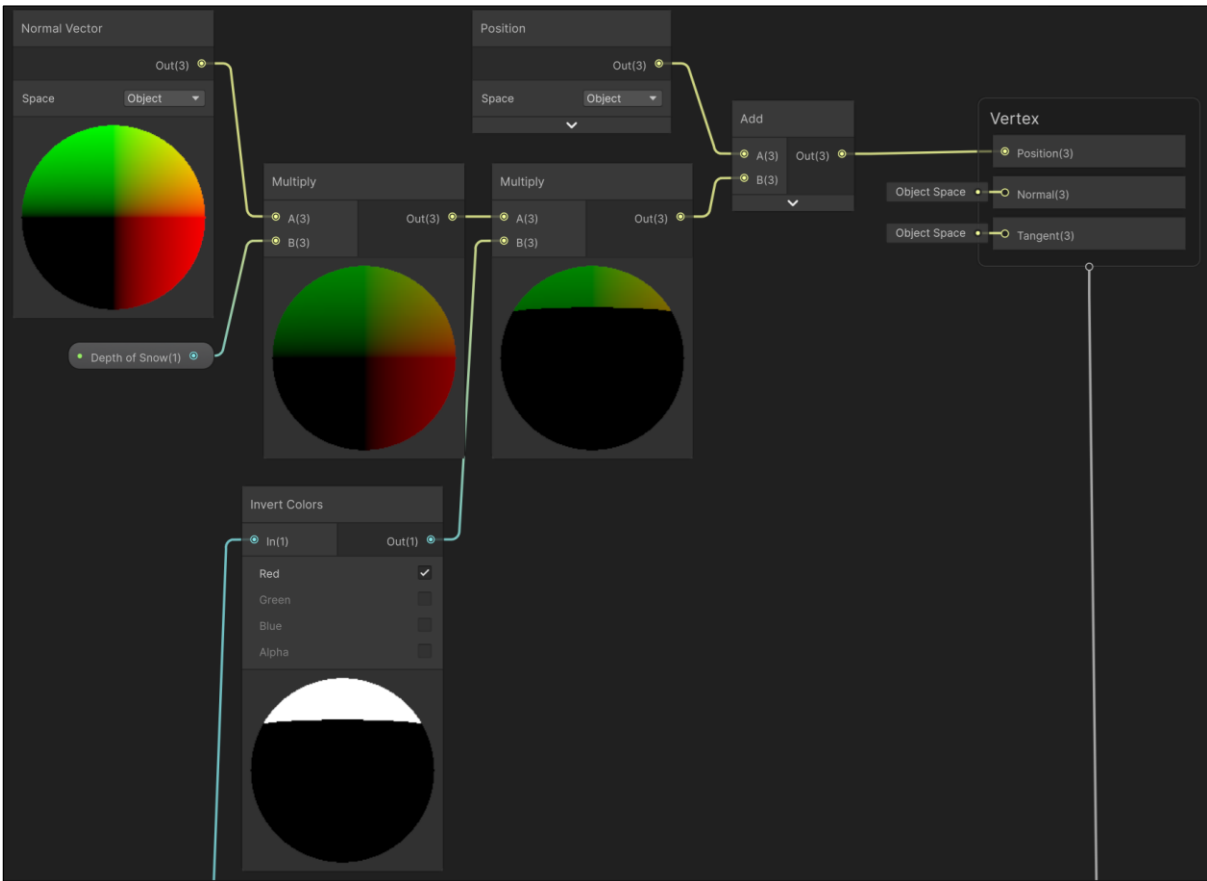
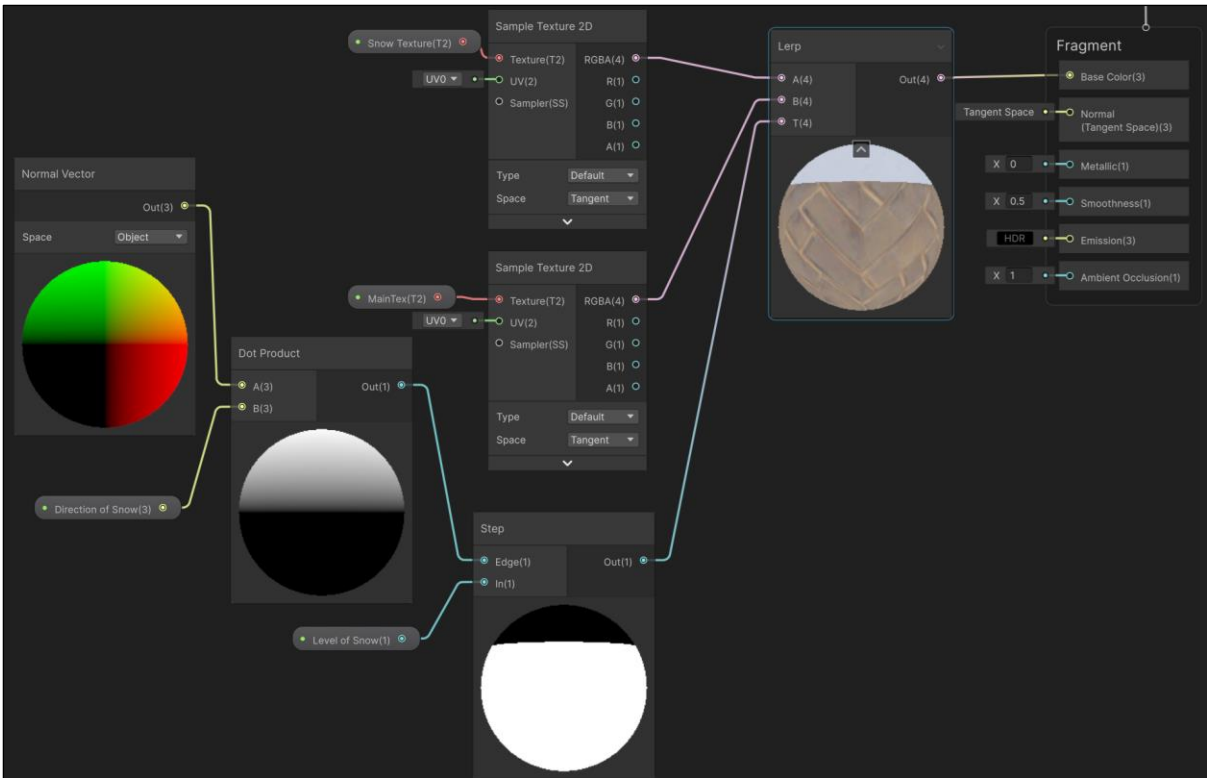


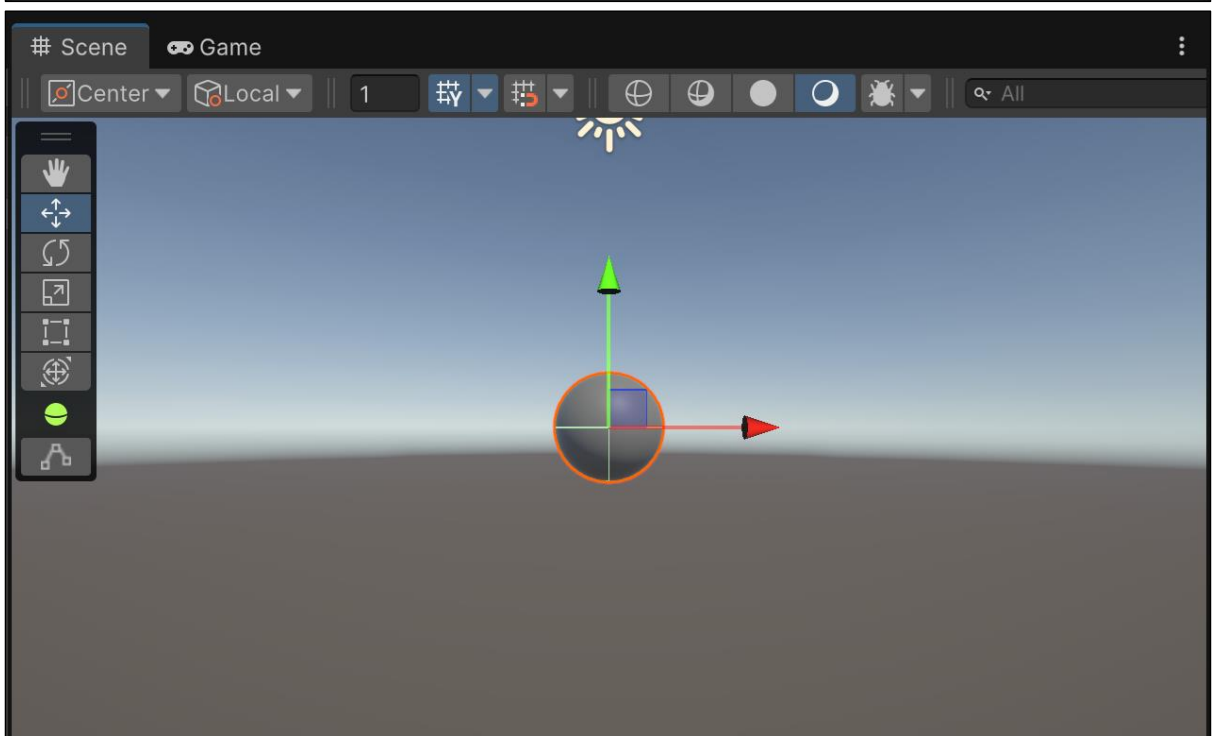
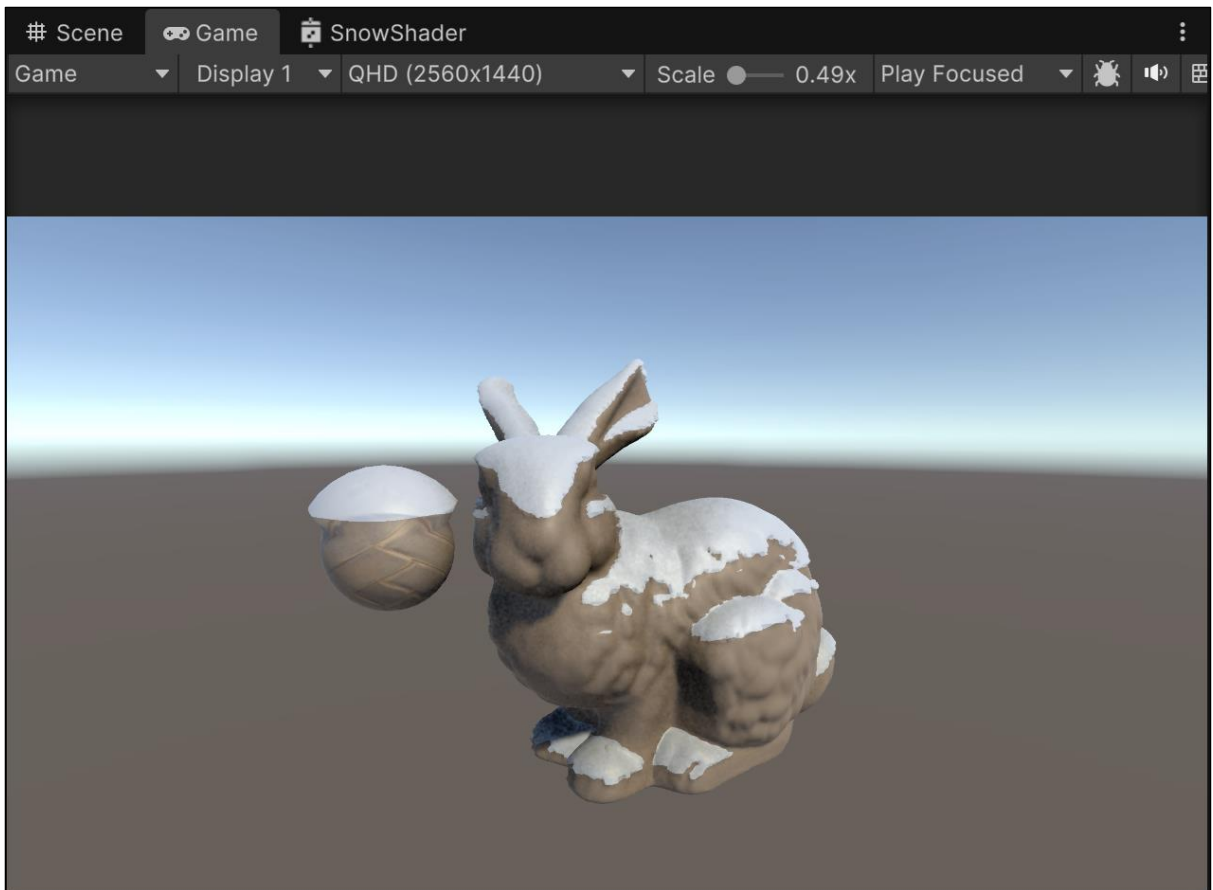


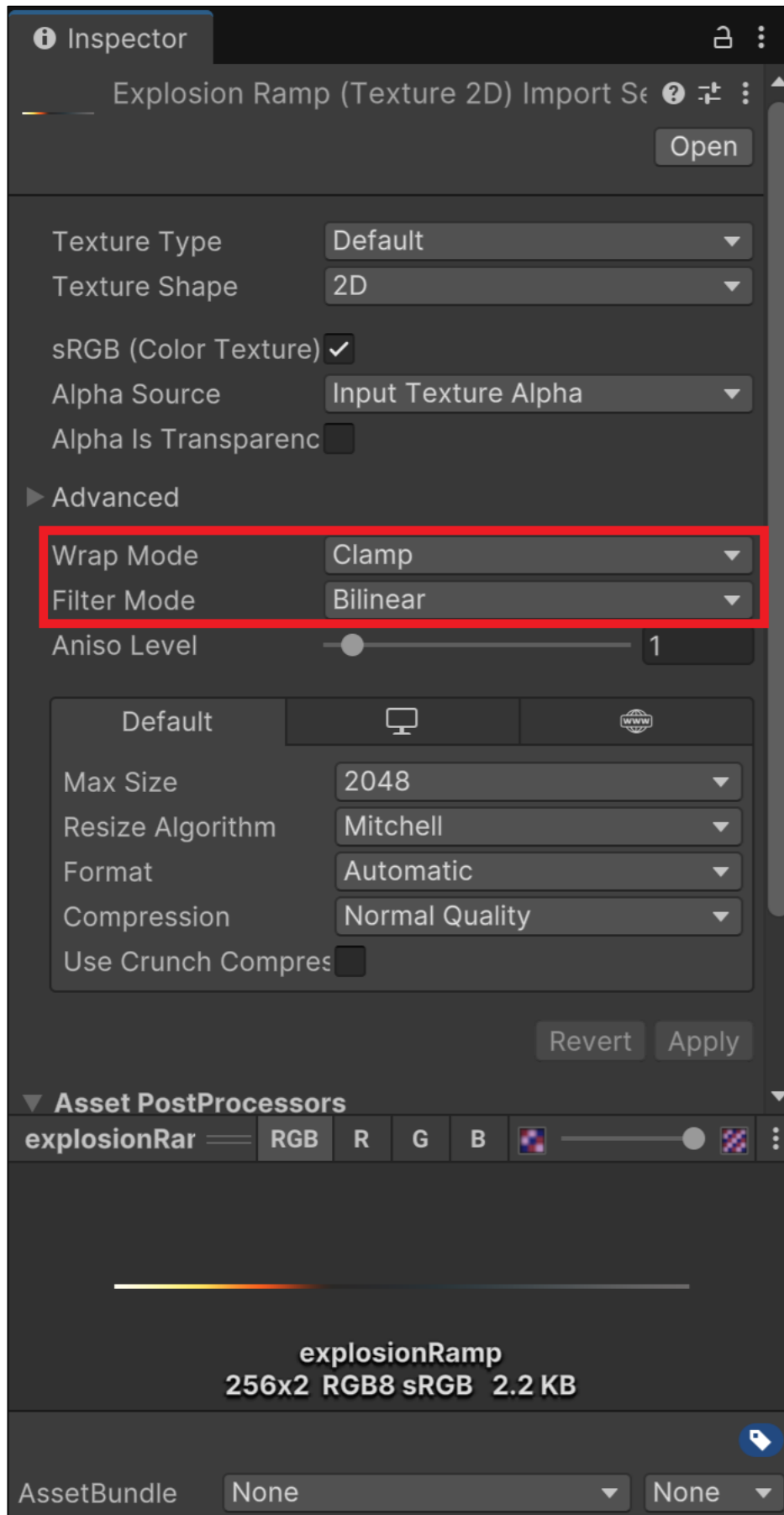


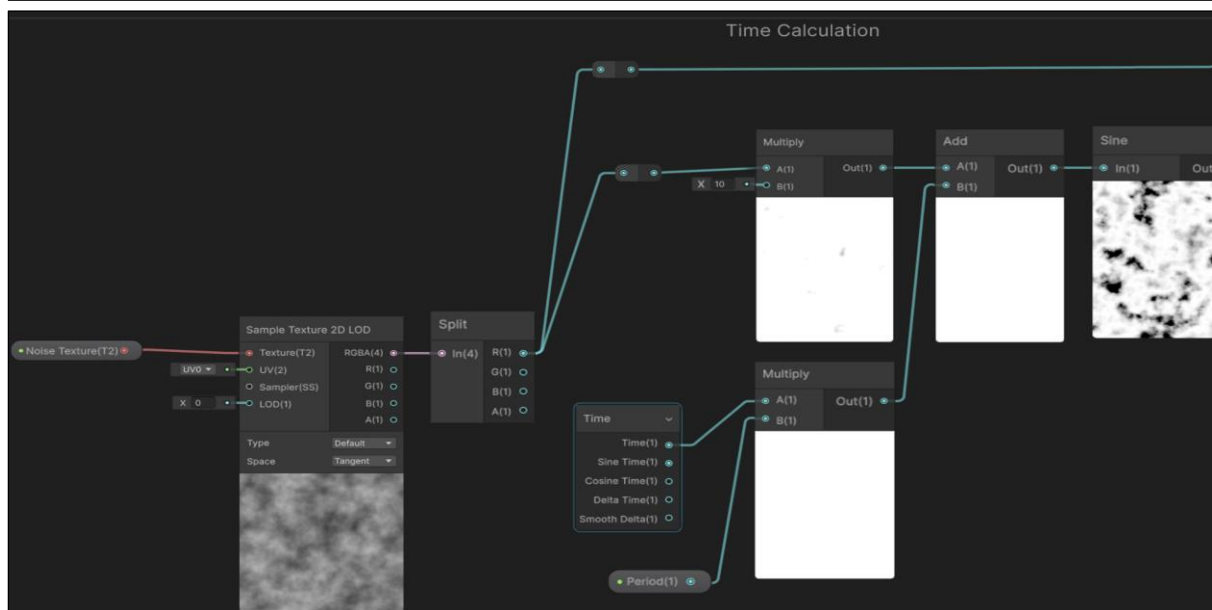
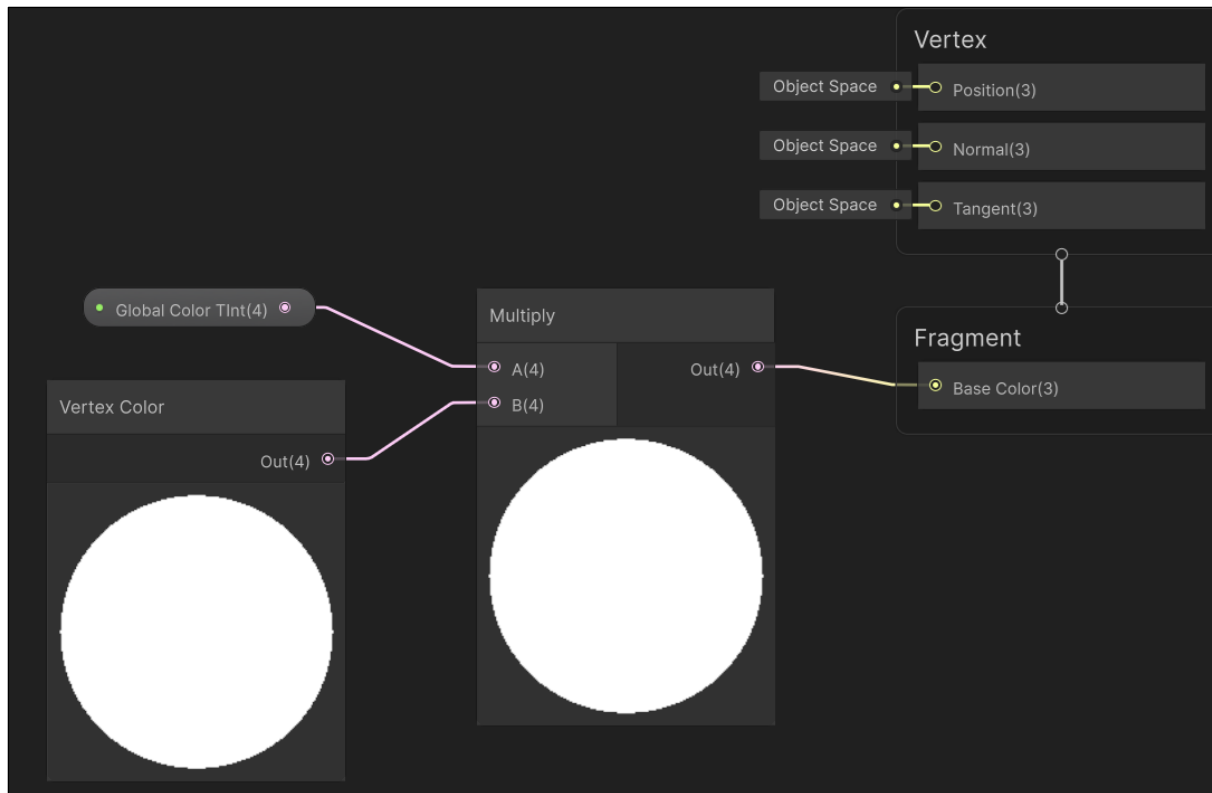


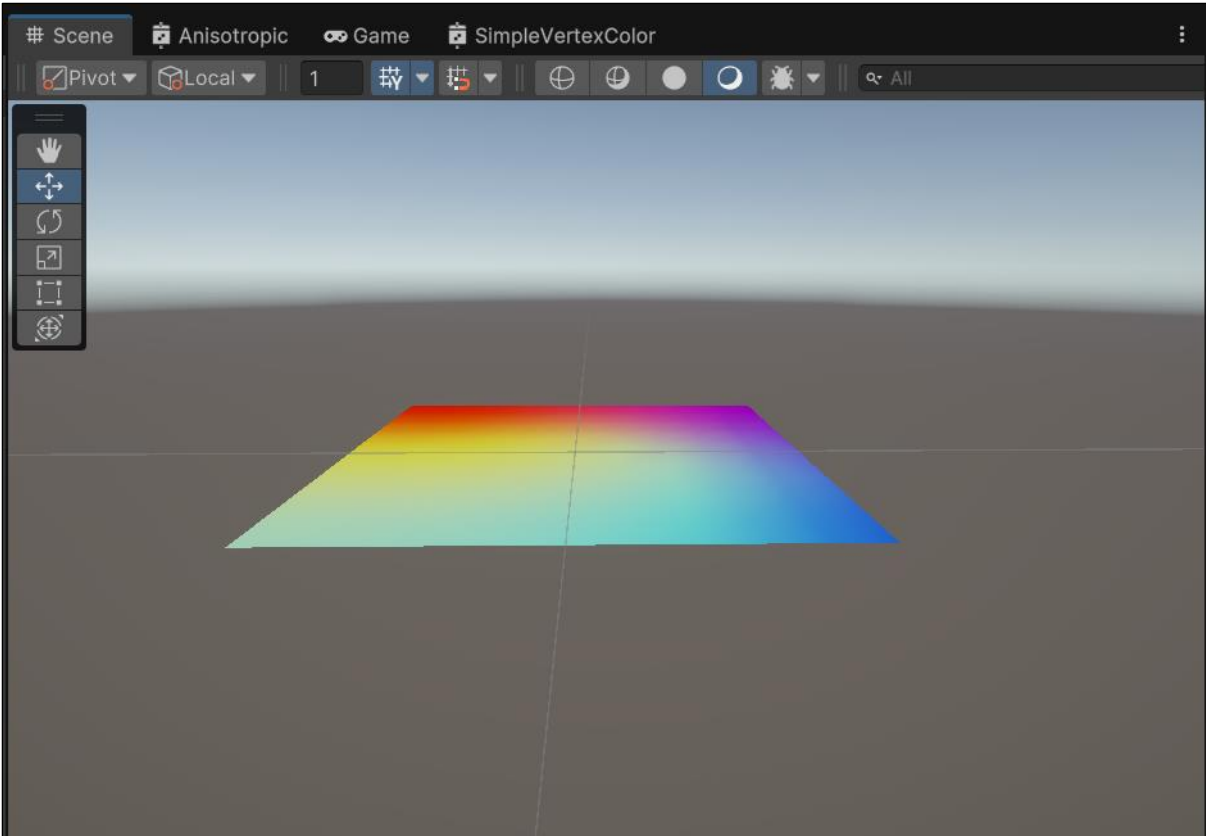


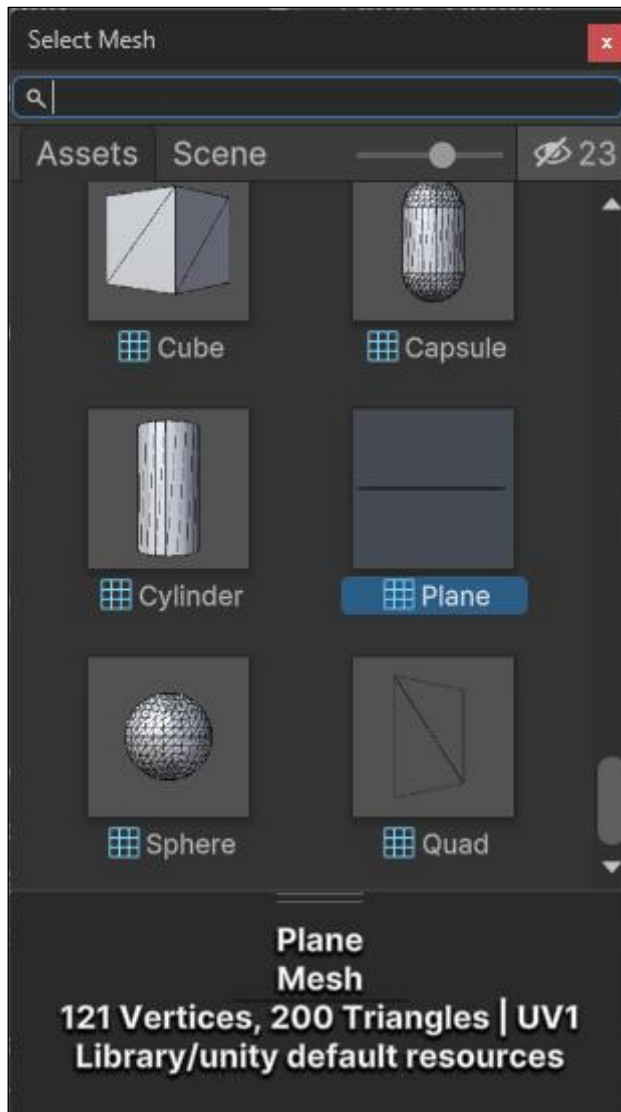


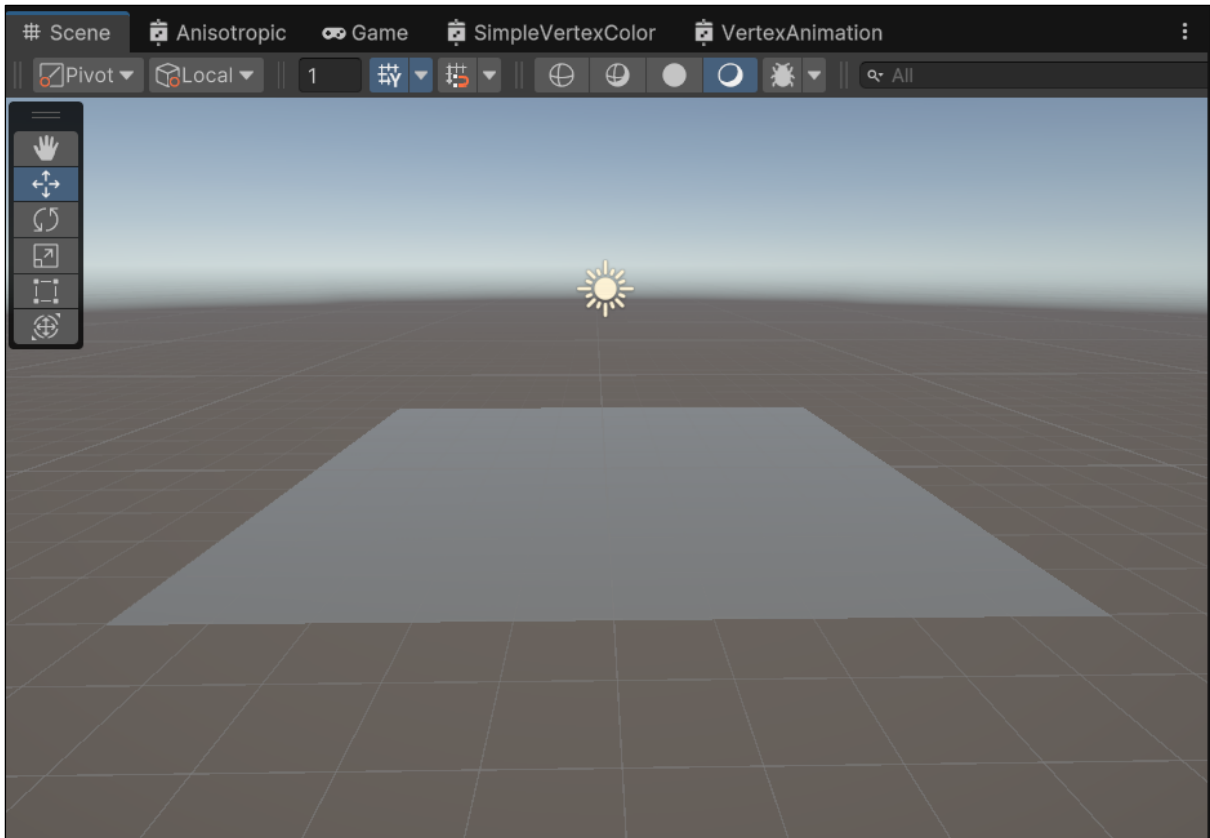












VertexAnimation

Shader Graphs/Chapter 07

- Base (RGB) Texture2D
- Tint Amount Float
- Color A Color
- Color B Color

Wave Properties

- Wave Speed Float
- Wave Frequency Float
- Wave Amplitude Float

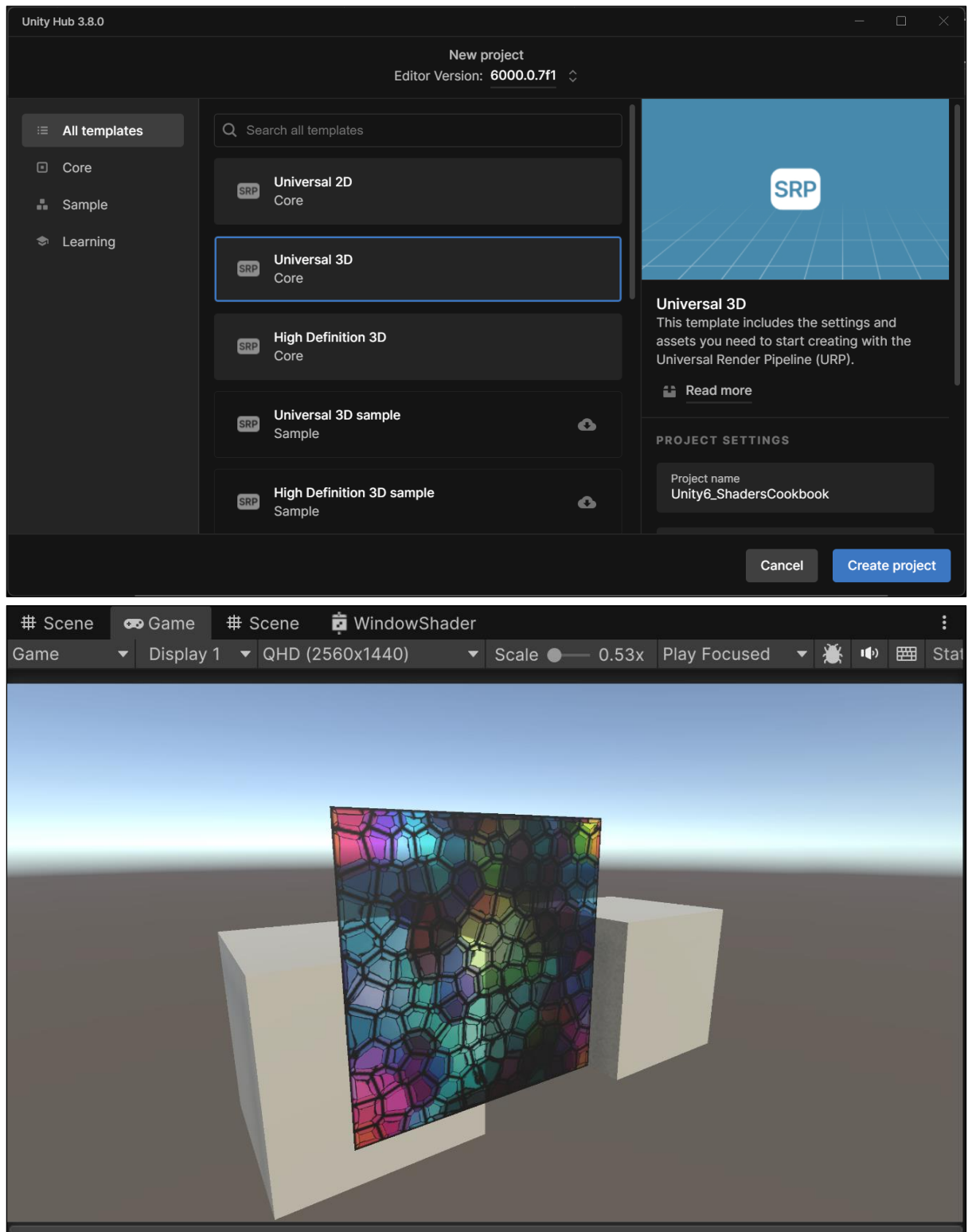
Graph Inspector

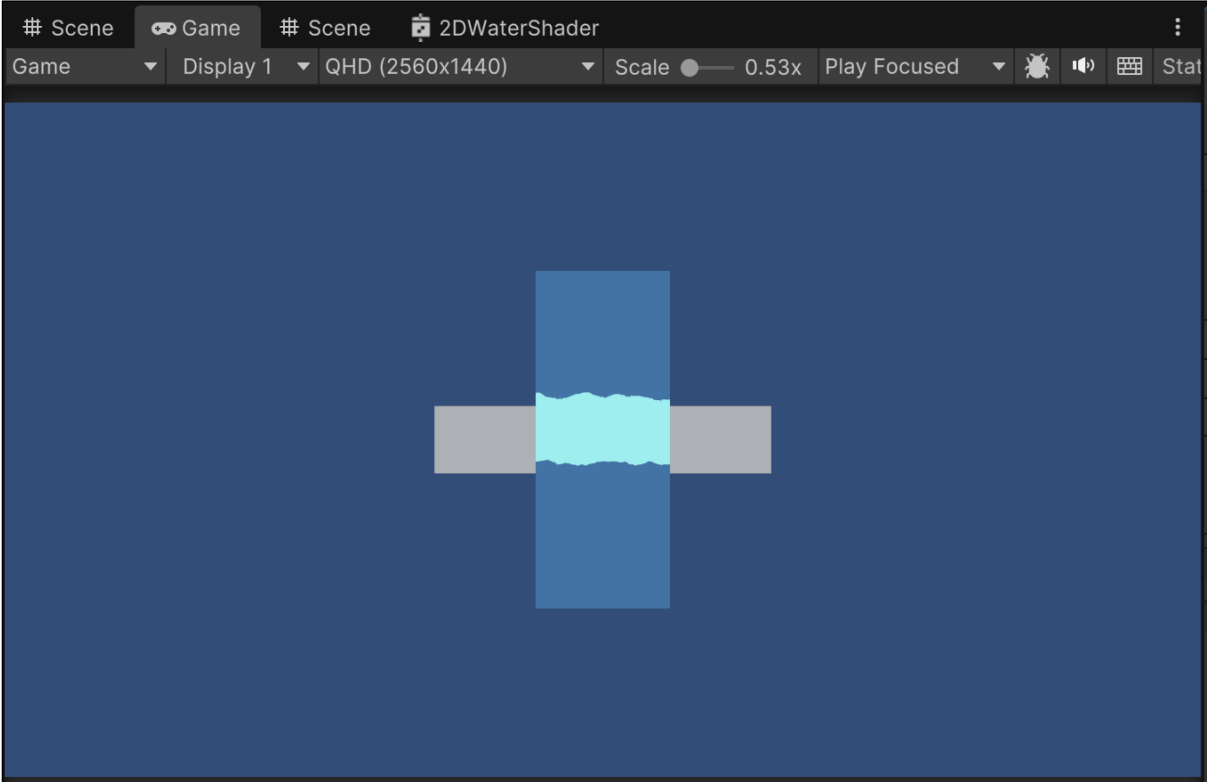
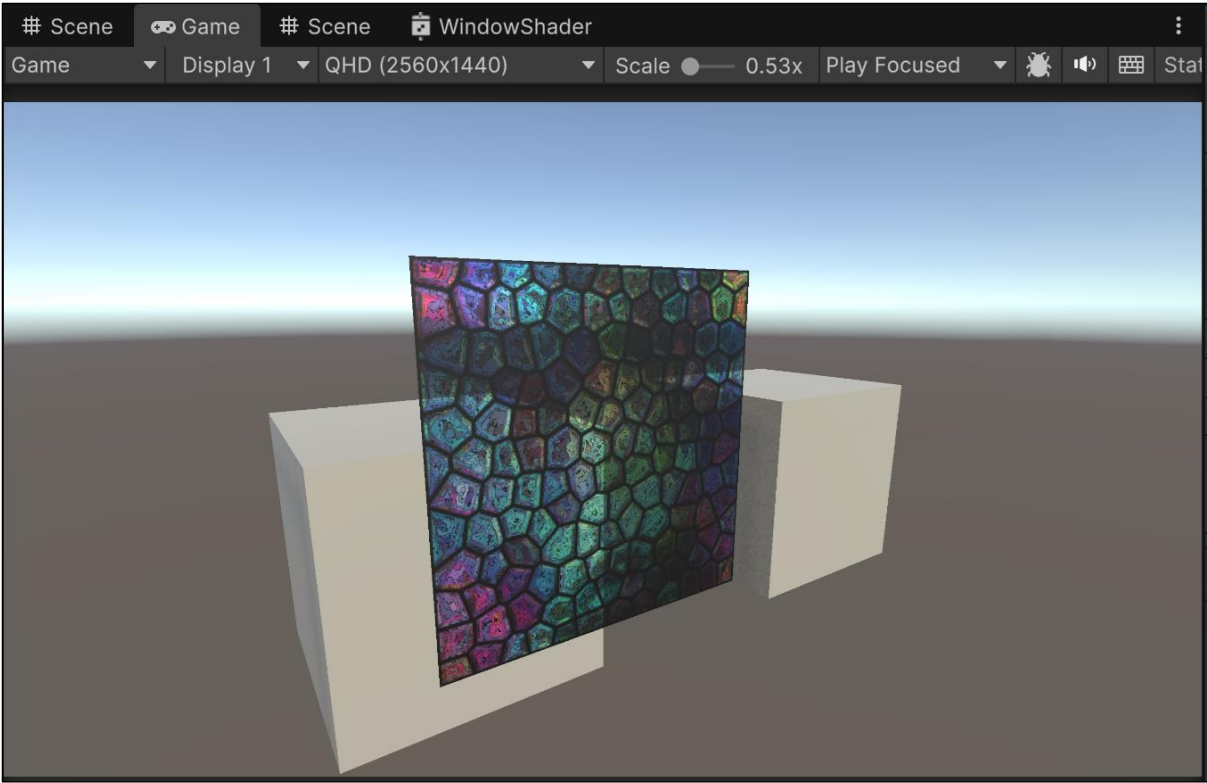
Node Settings Graph Settings

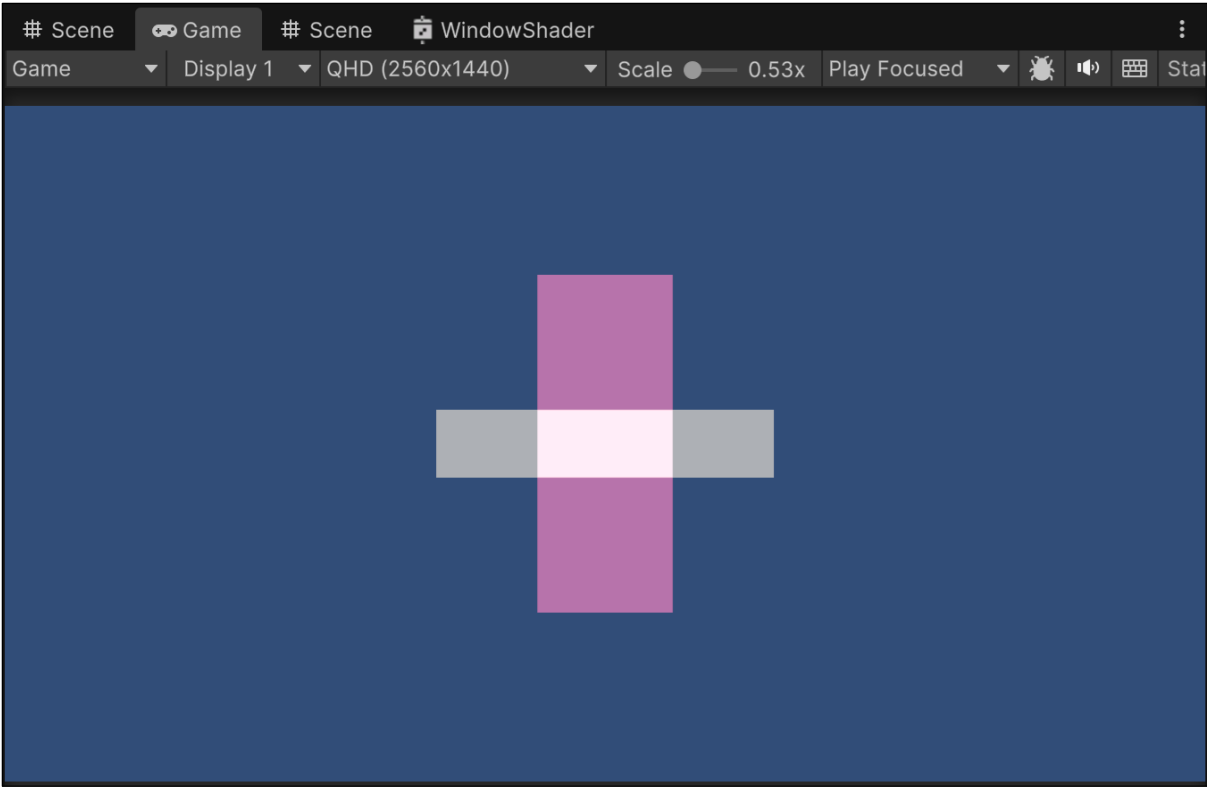
Property: Wave Amplitude

Name	Wave Amplitude
Reference	_Wave_Amplitude
Precision	Inherit
Scope	Per Material
Show In Inspector	☒
Default Value	X 0.25
Min	X -1
Max	X 1
Mode	Slider

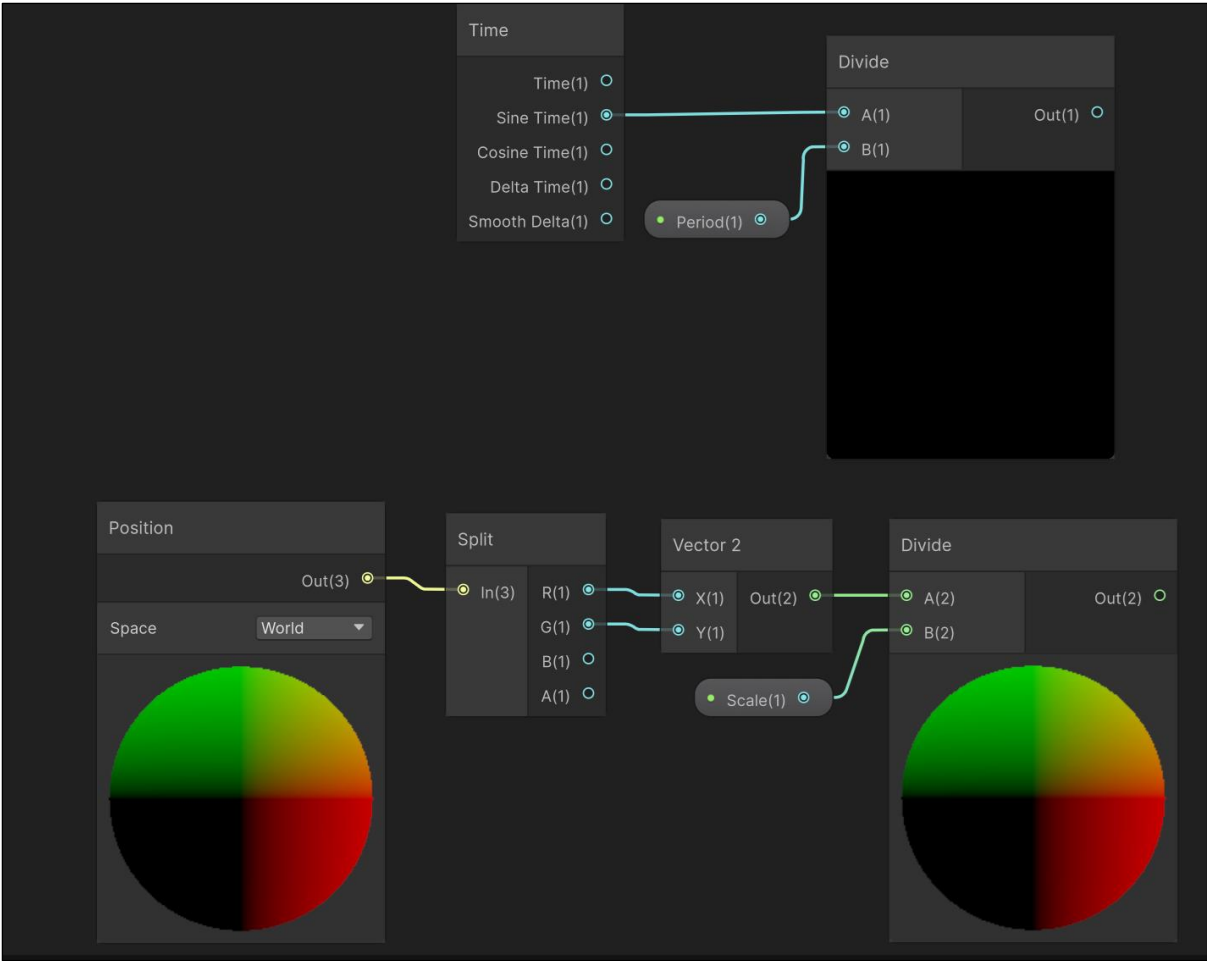
Chapter 7: Using Grab Passes

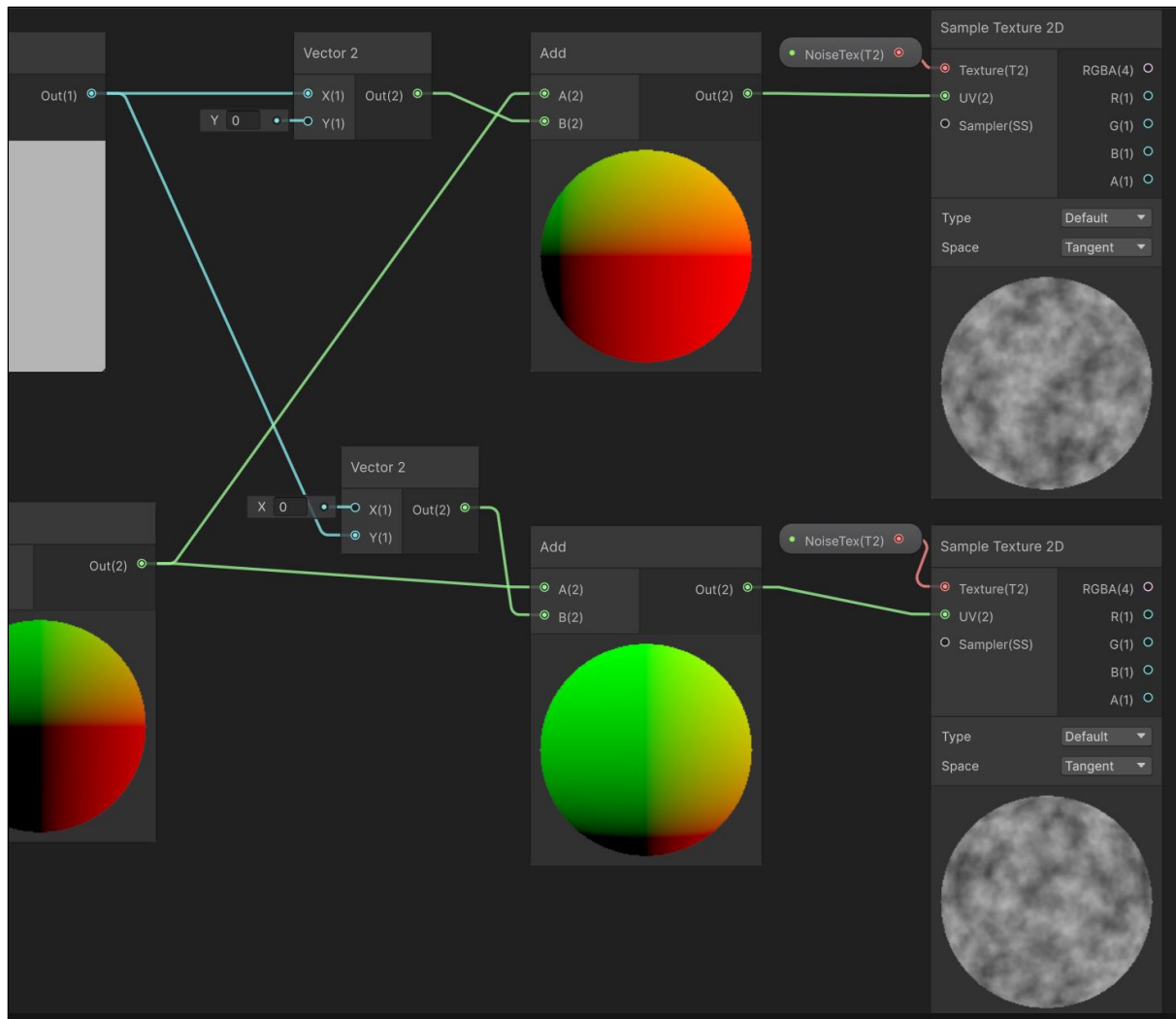


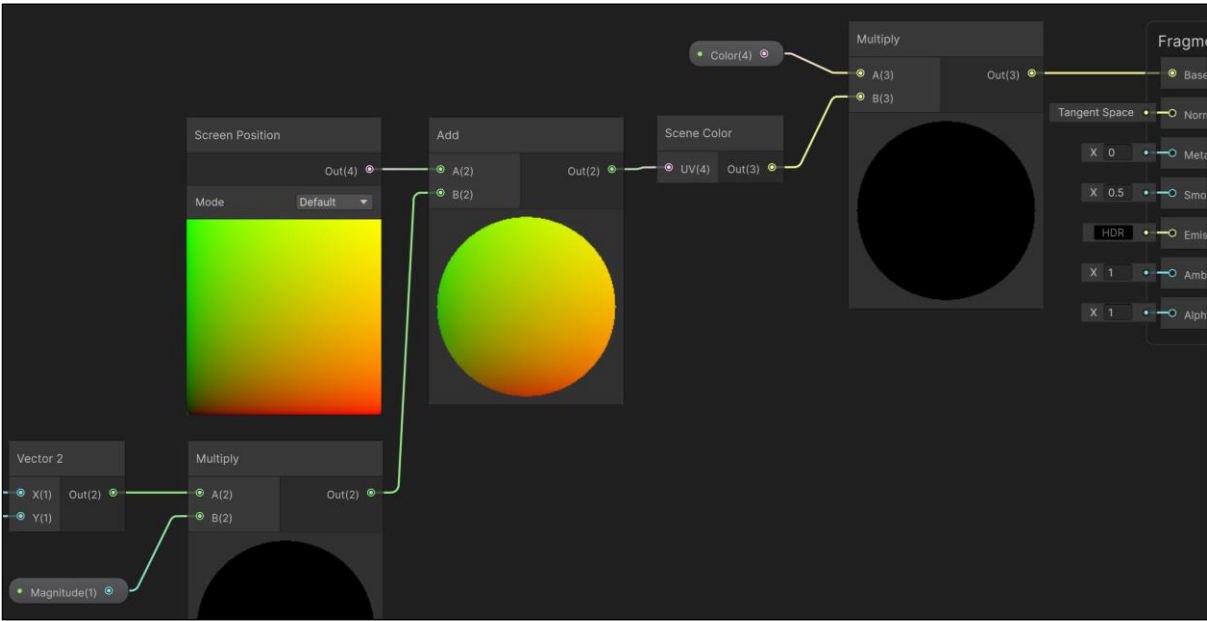
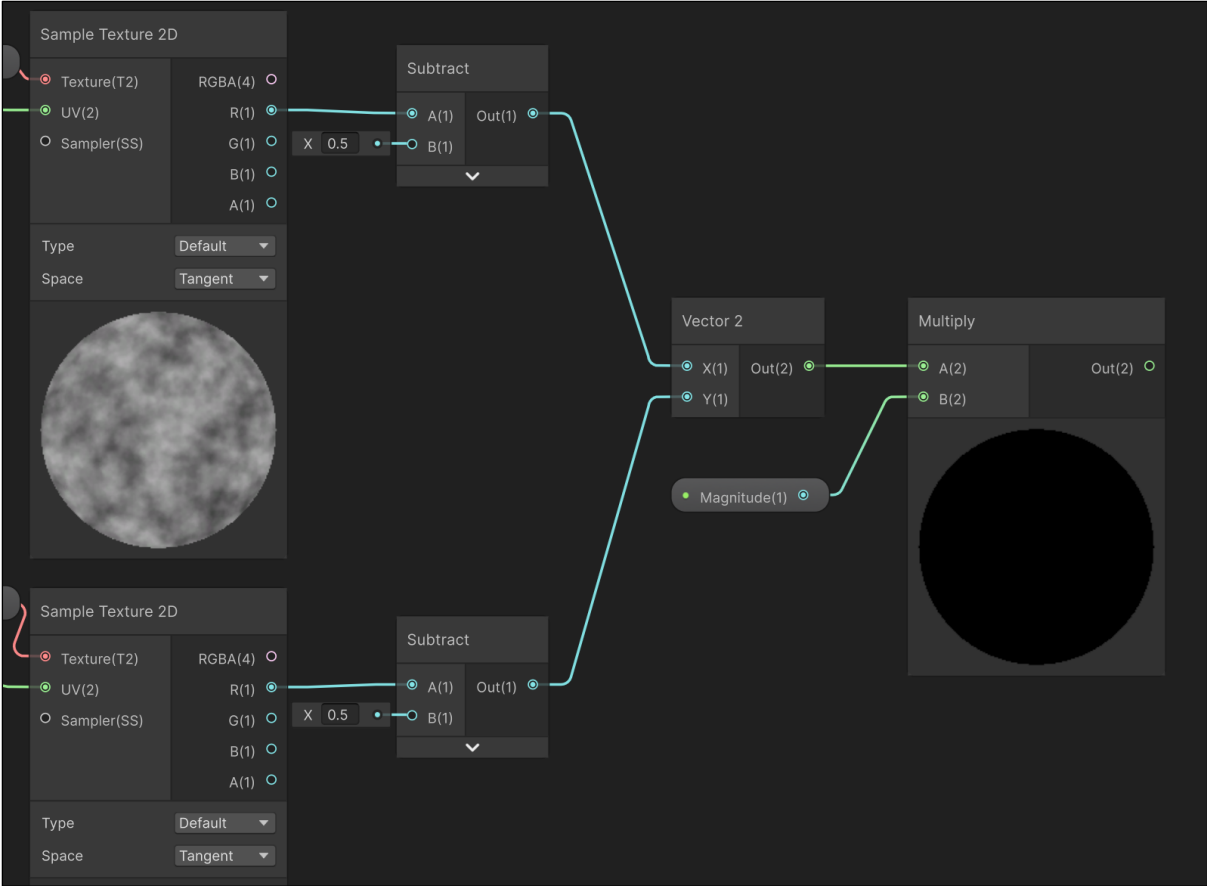


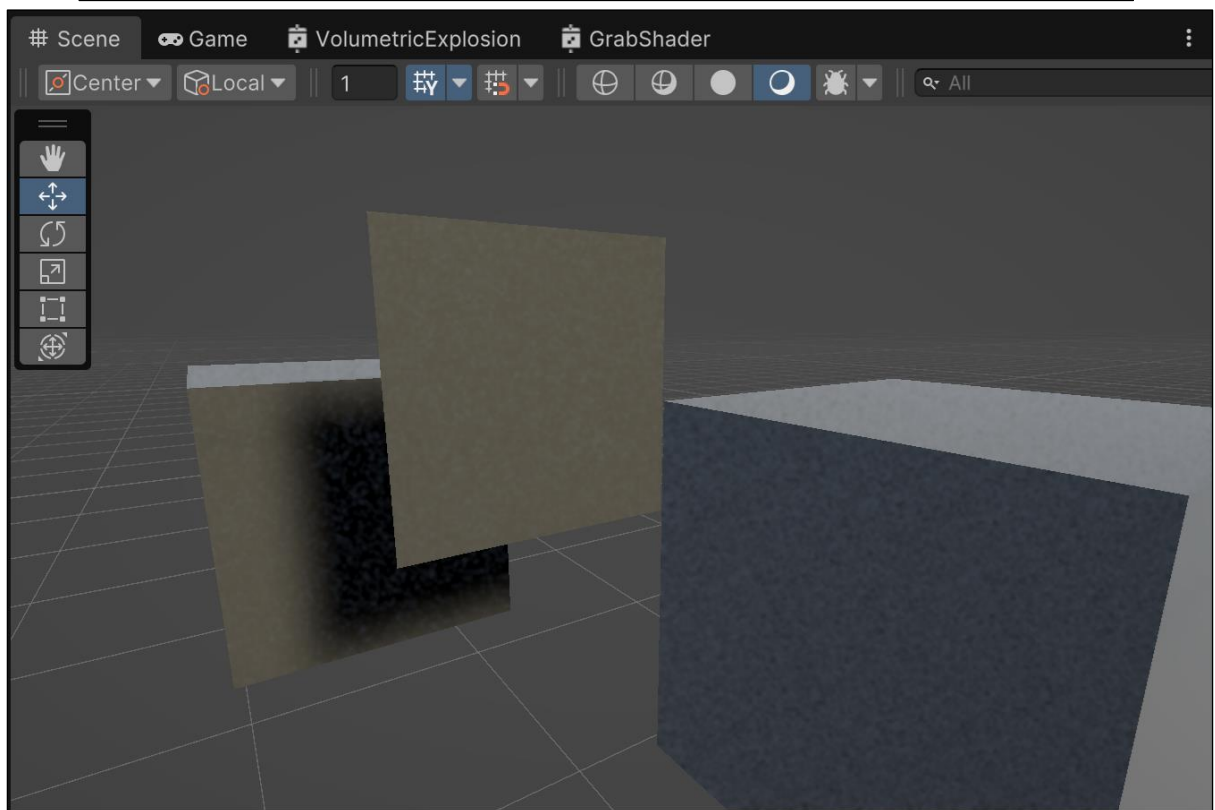
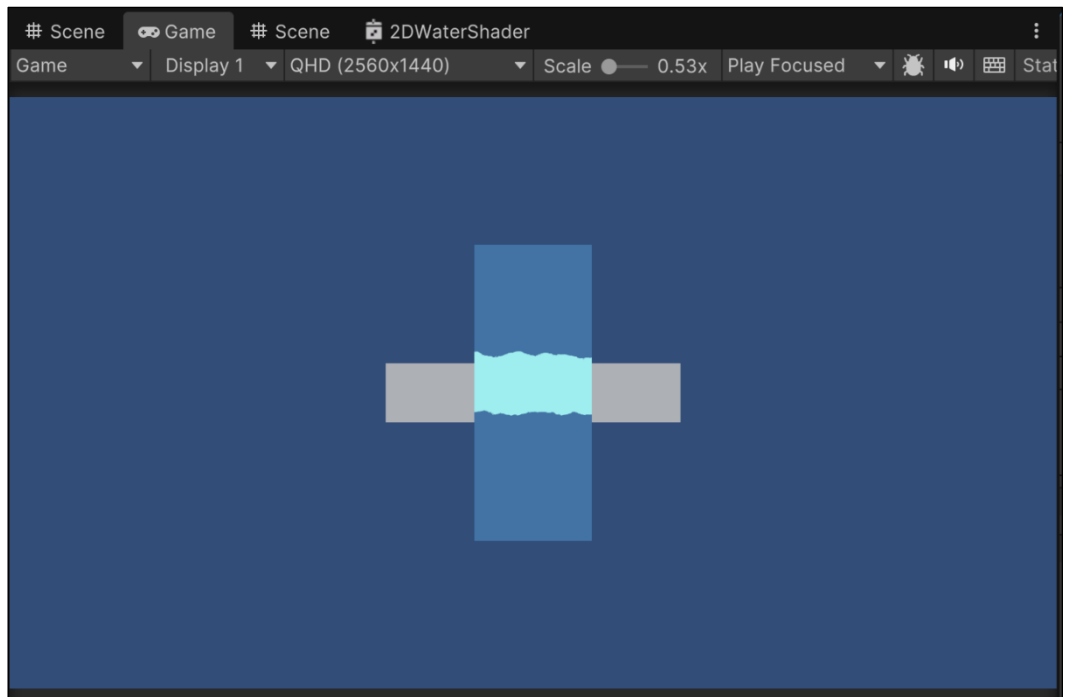












Graph Inspector

Node Settings

Graph Settings

Precision

Single

Target Settings

Active Targets

Universal

+

-

▼ Universal

Material

Lit

Allow Material Override



Workflow Mode

Metallic

Surface Type

Transparent

Blending Mode

Alpha

Render Face

Both

Depth Write

Auto

Depth Test

LEqual

Alpha Clipping



Cast Shadows



Receive Shadows



Supports LOD Cross Fade



Additional Motion Vectors

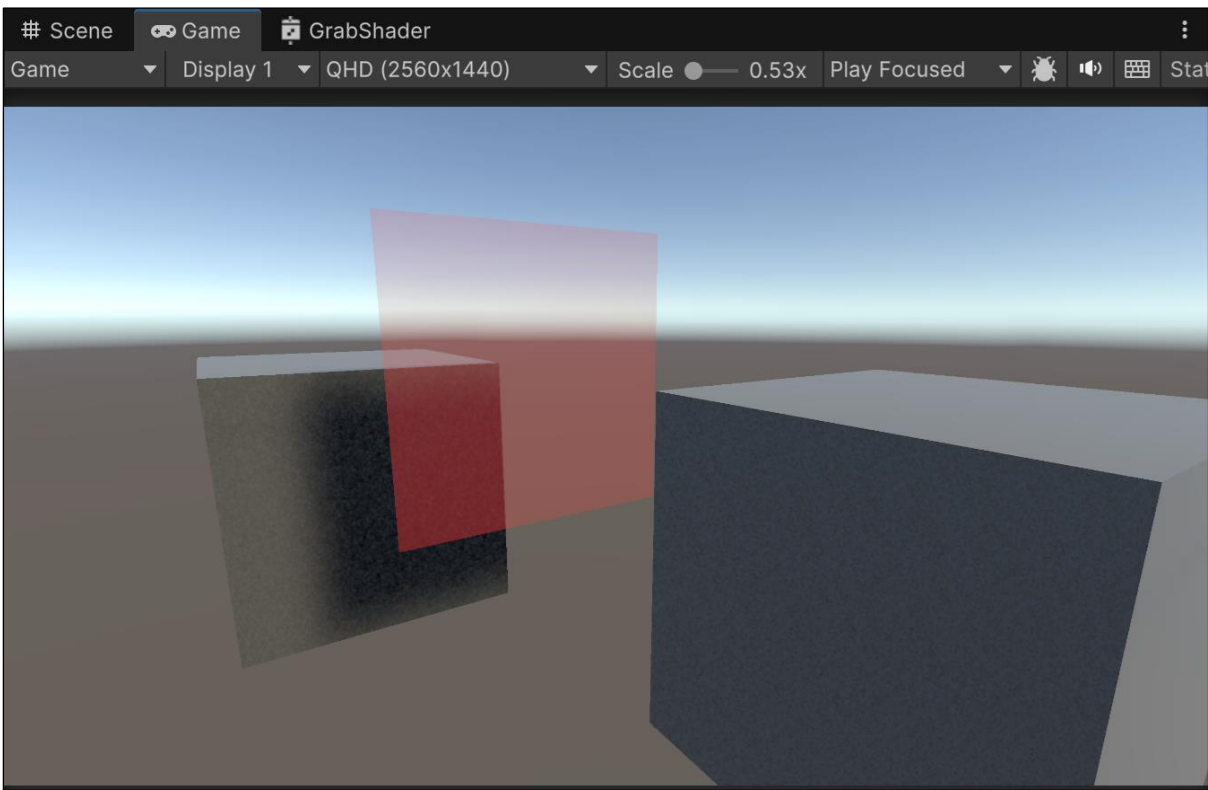
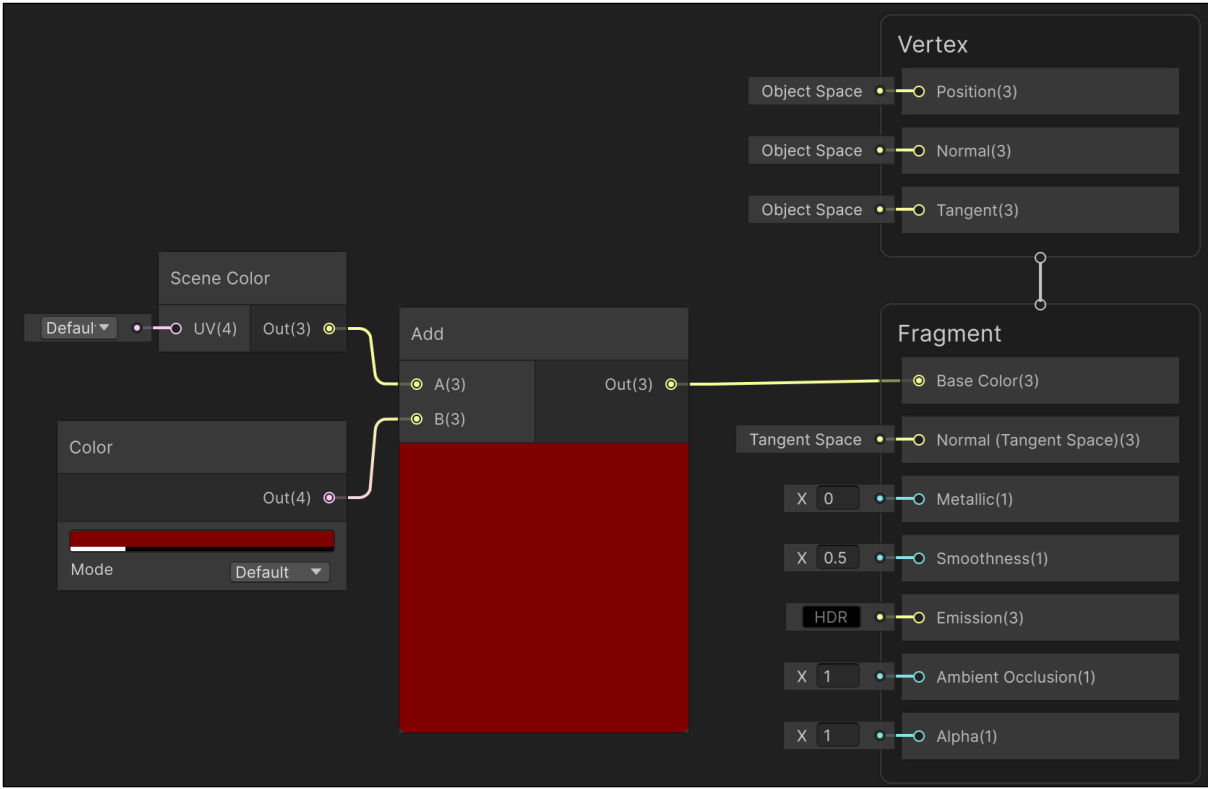
None

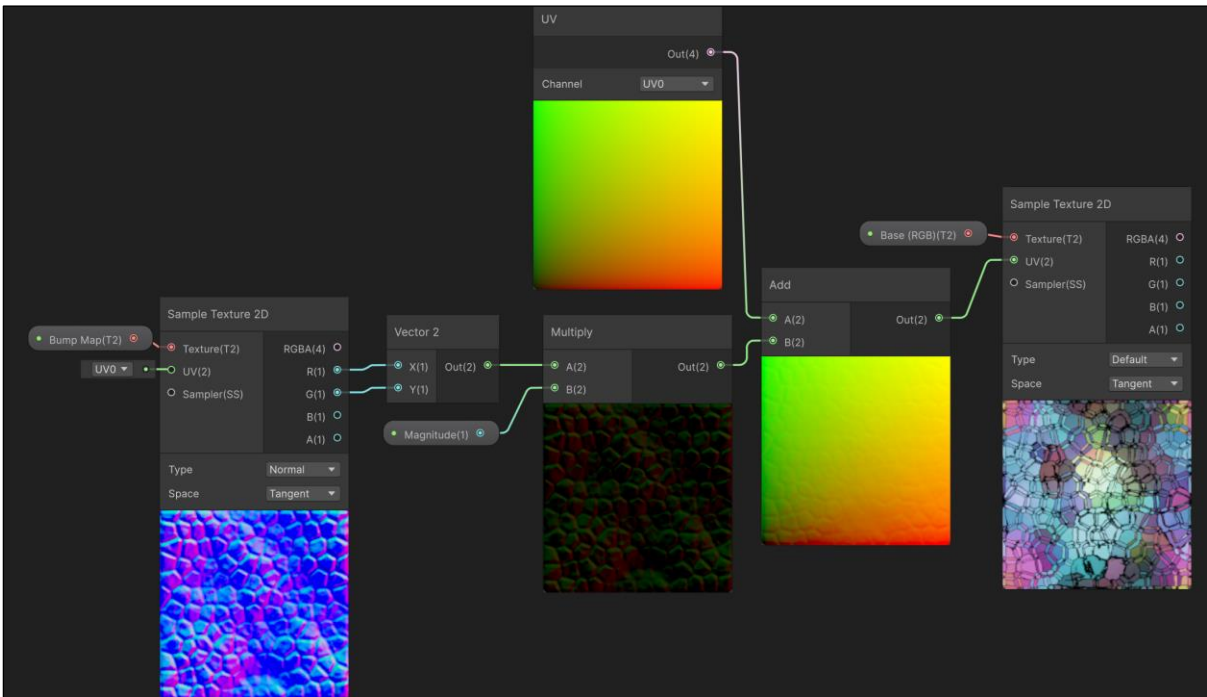
Alembic Motion Vectors

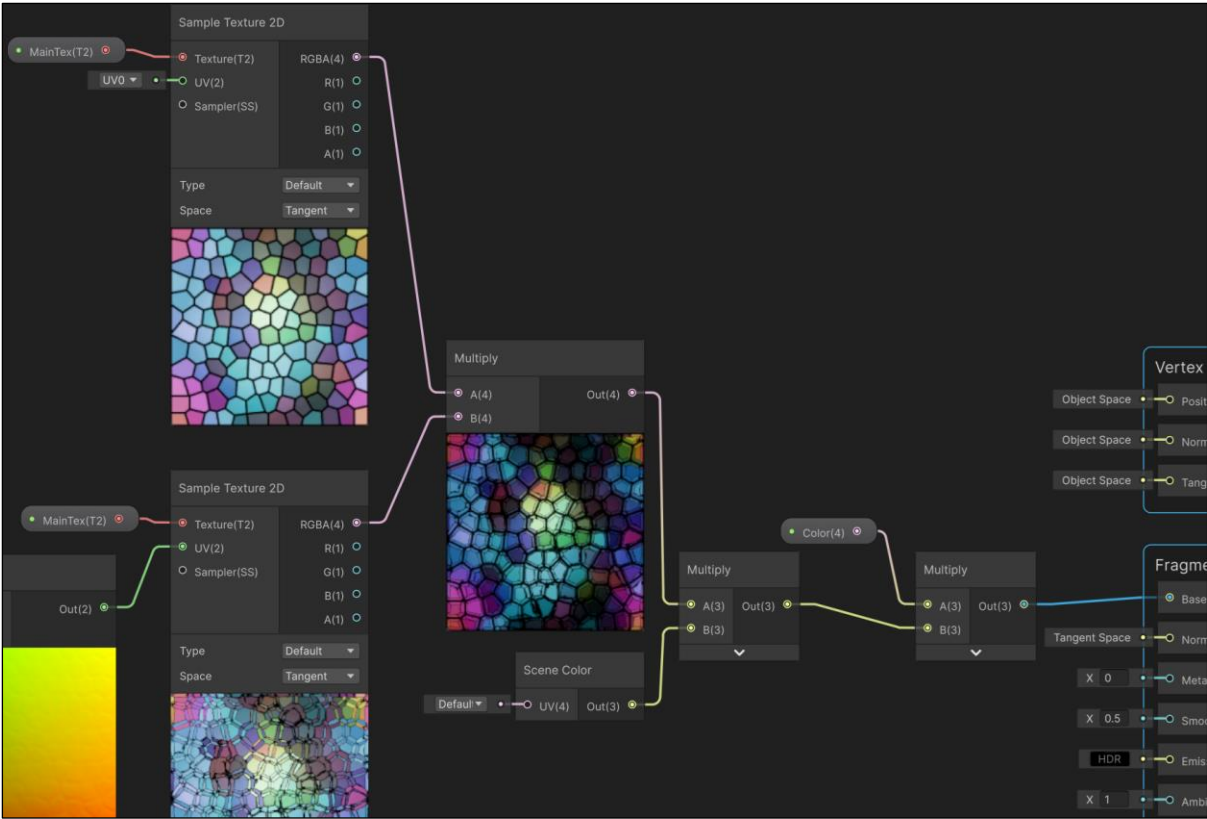


Fragment Normal Space

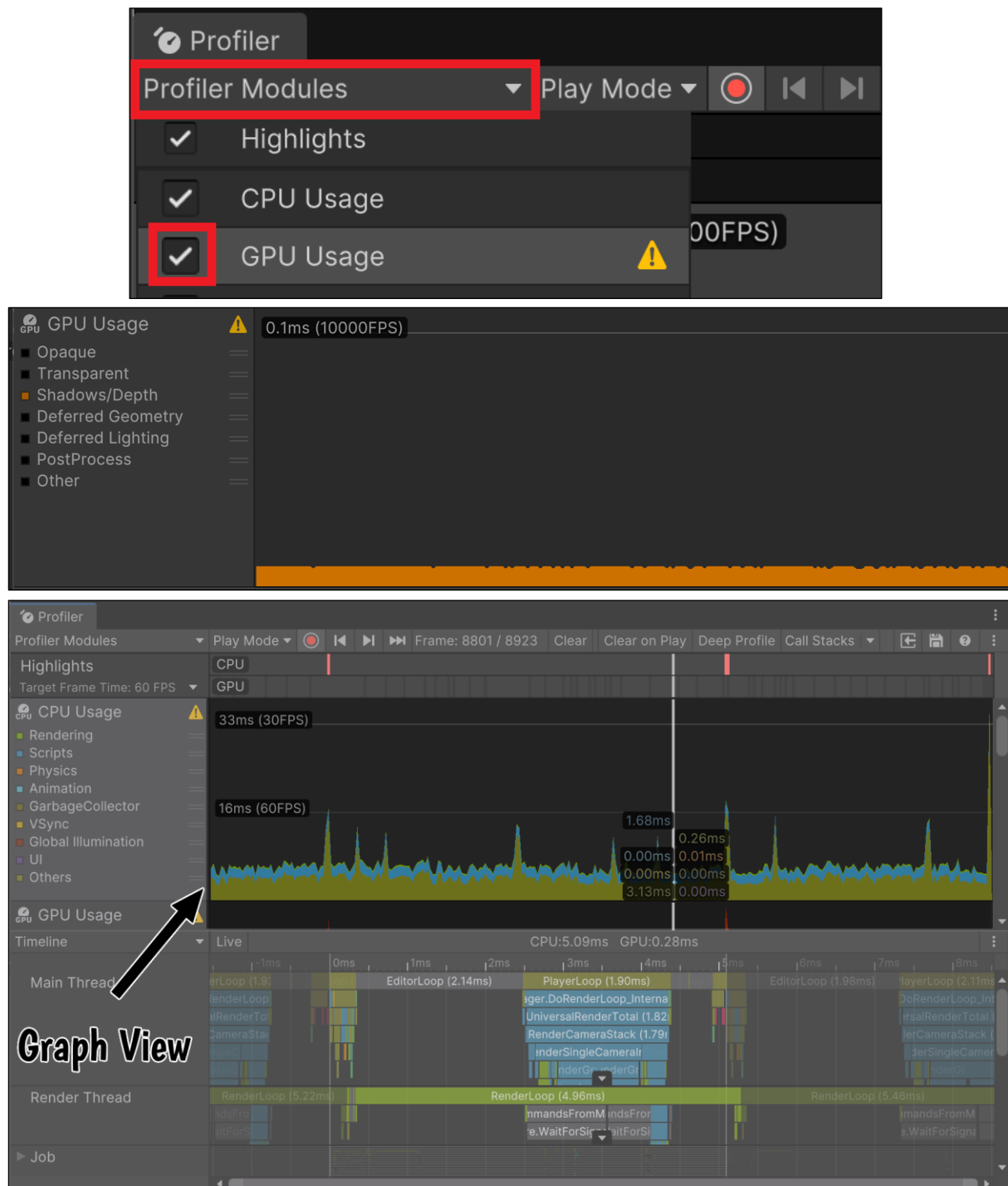
Tangent

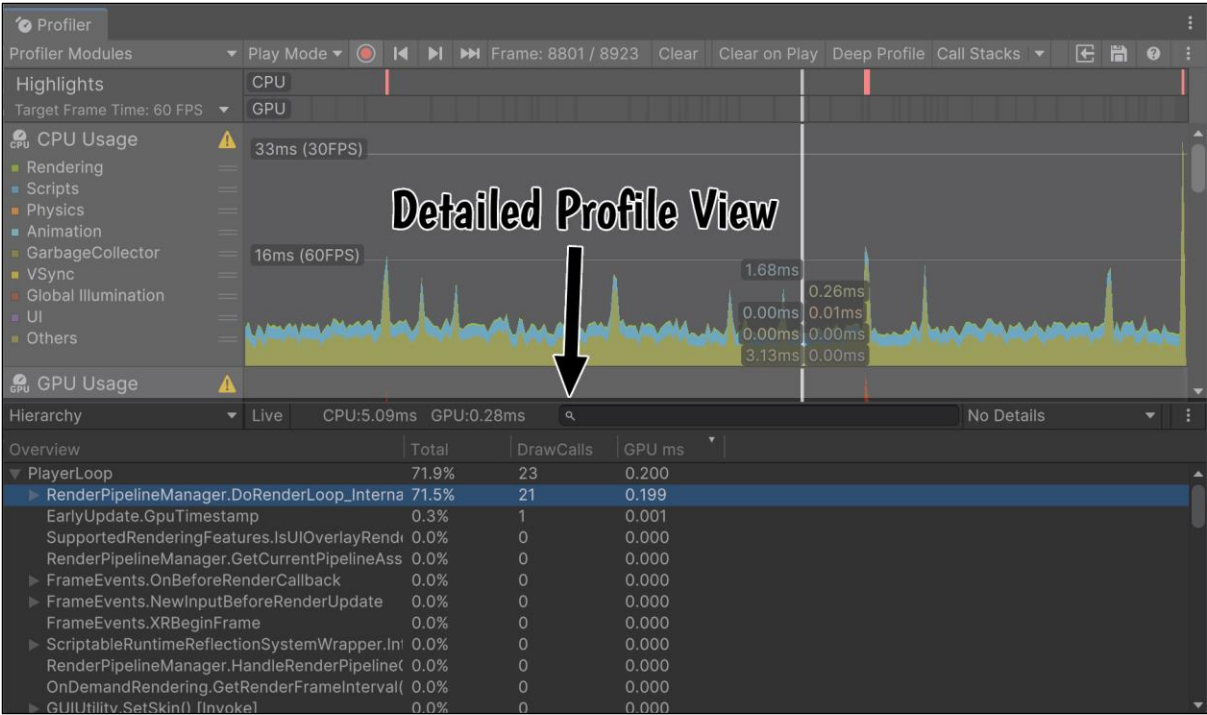




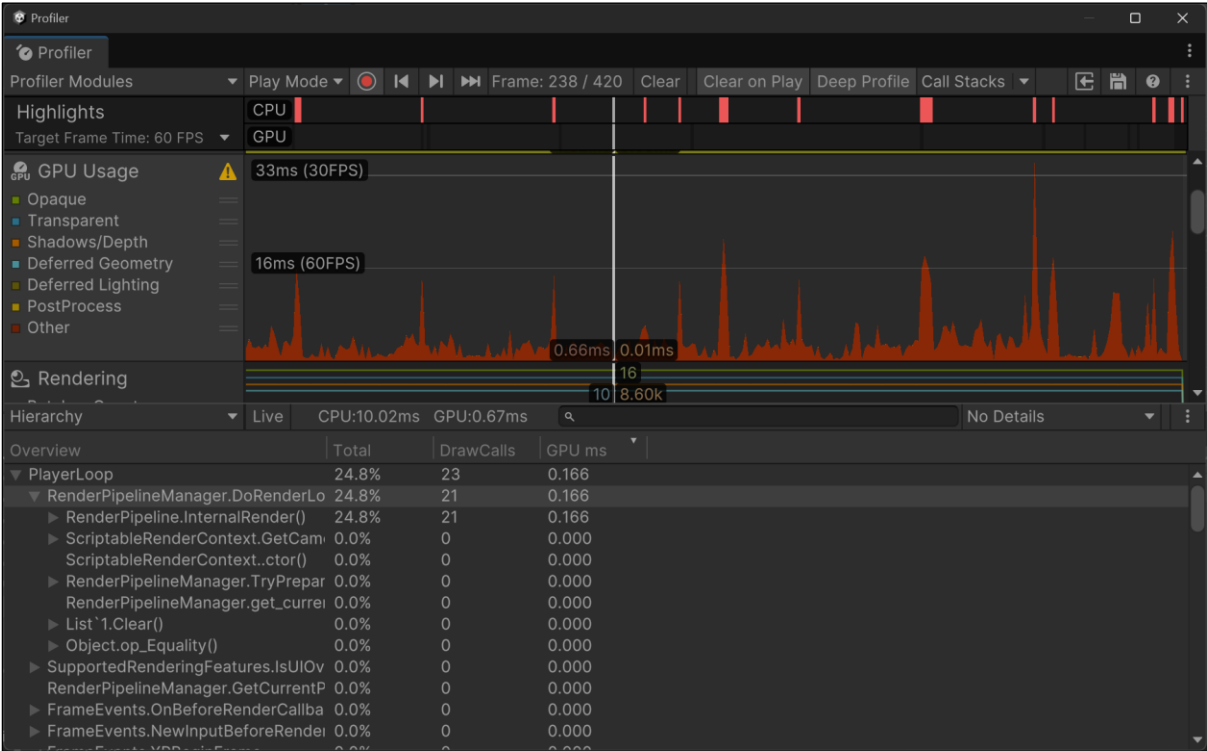
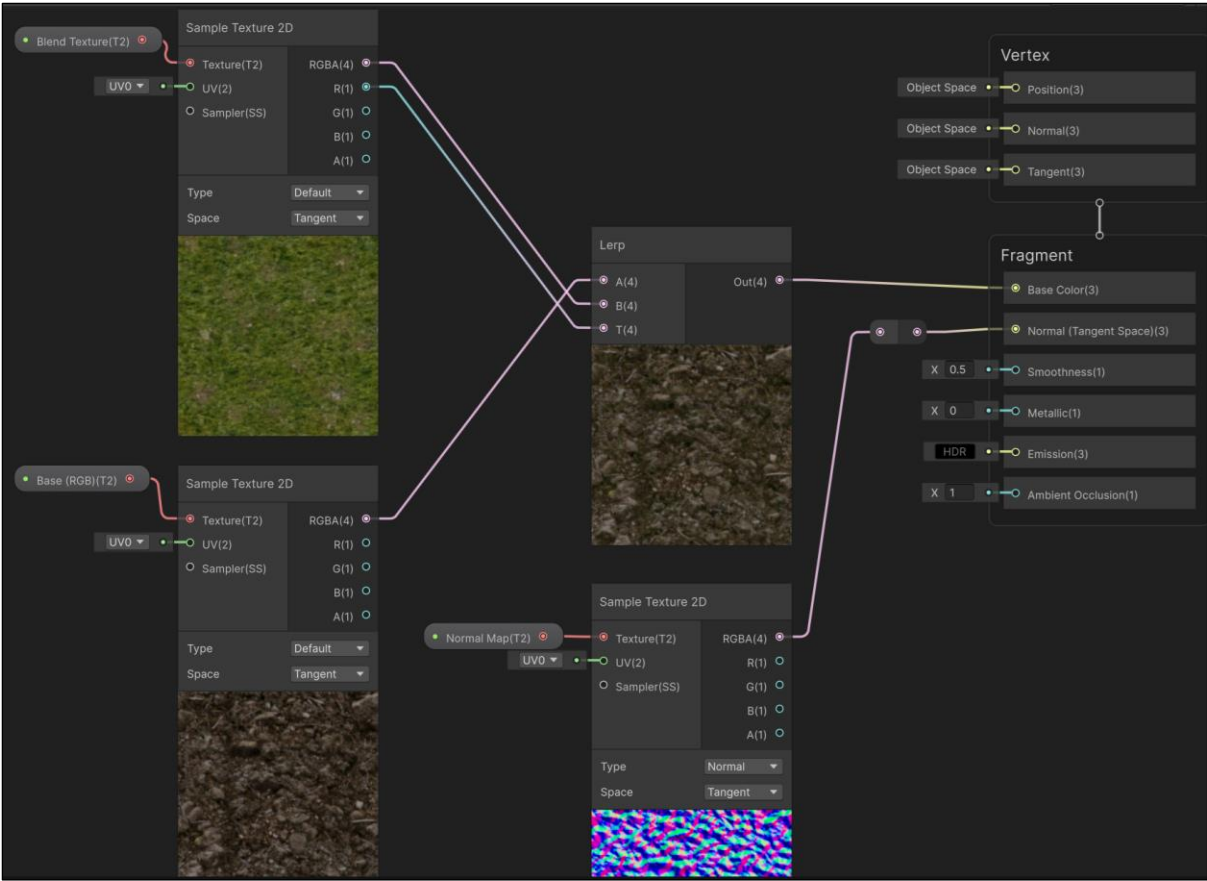


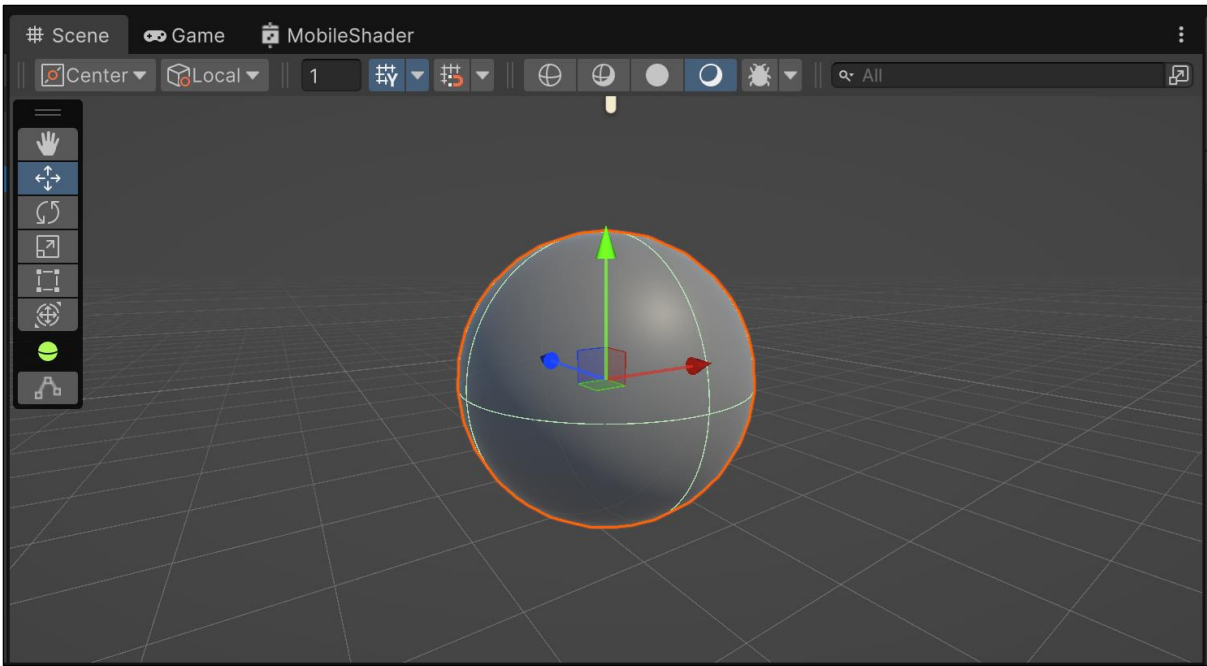
Chapter 8: Optimizing Shaders





Overview	Total	DrawCalls	GPU ms
PlayerLoop	19.0%	23	0.156
RenderPipelineManager.DoRenderLoop_Internal()	19.0%	21	0.156
SupportedRenderingFeatures.IsUIOverlayRenderedBySRP()	0.0%	0	0.000
RenderPipelineManager.GetCurrentPipelineAssetType()	0.0%	0	0.000
FrameEvents.OnBeforeRenderCallback	0.0%	0	0.000
FrameEvents.NewInputBeforeRenderUpdate	0.0%	0	0.000
FrameEvents.XRBeginFrame	0.0%	0	0.000
ScriptableRuntimeReflectionSystemWrapper.Internal_ScriptableRuntimeReflectionSystemWrapper	0.0%	0	0.000
RenderPipelineManager.HandleRenderPipelineChange()	0.0%	0	0.000
OnDemandRendering.GetRenderFrameInterval()	0.0%	0	0.000
GUIUtility.SetSkin()	0.0%	0	0.000
updateScene.Invoke	0.0%	0	0.000
UIEvents.CanvasManagerEmitOffScreenGeometry	0.0%	0	0.000





MobileShader

Shader Graphs/Chapter 08

• Base (RGB) Specular Amount (A)

Texture2D

• Specular Intensity

Float

• Normal Map

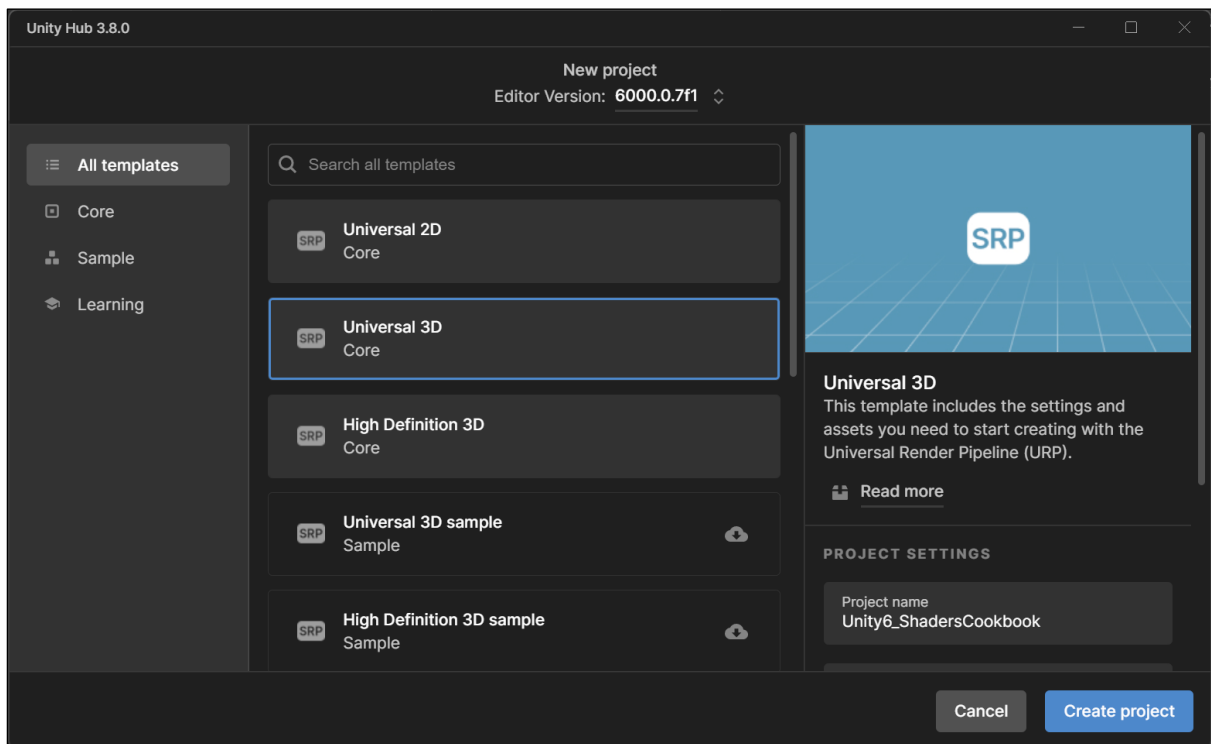
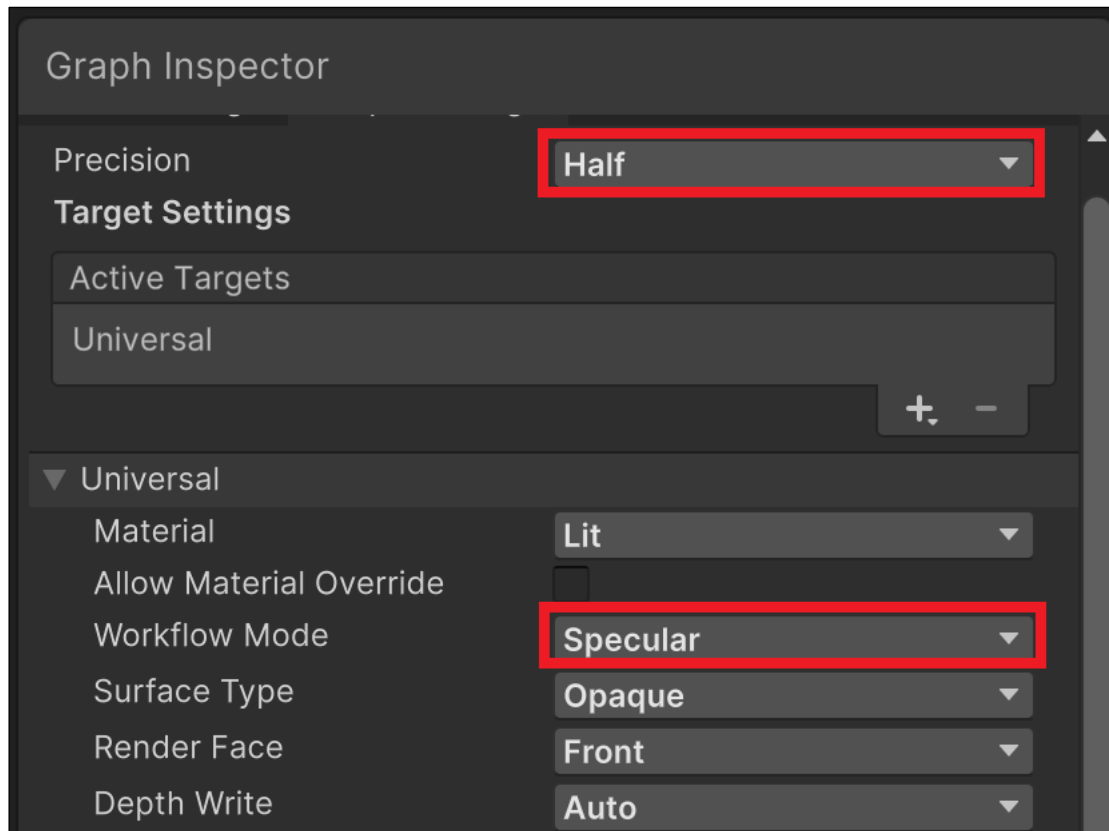
Texture2D

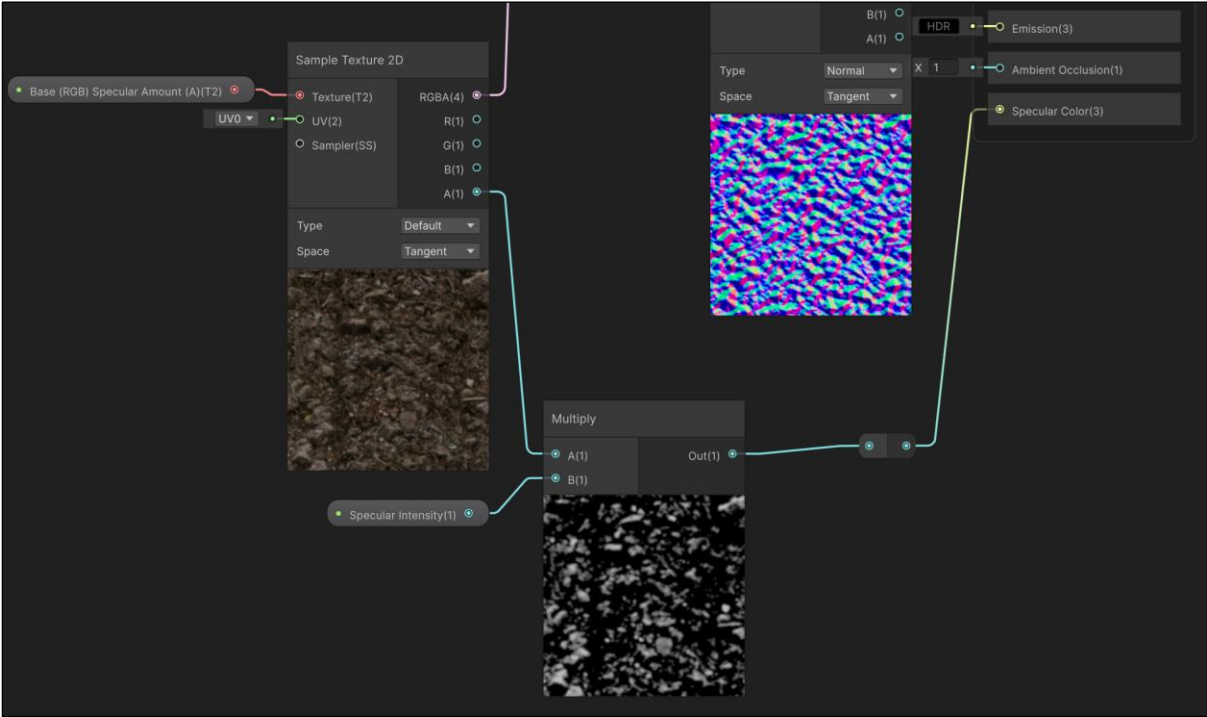
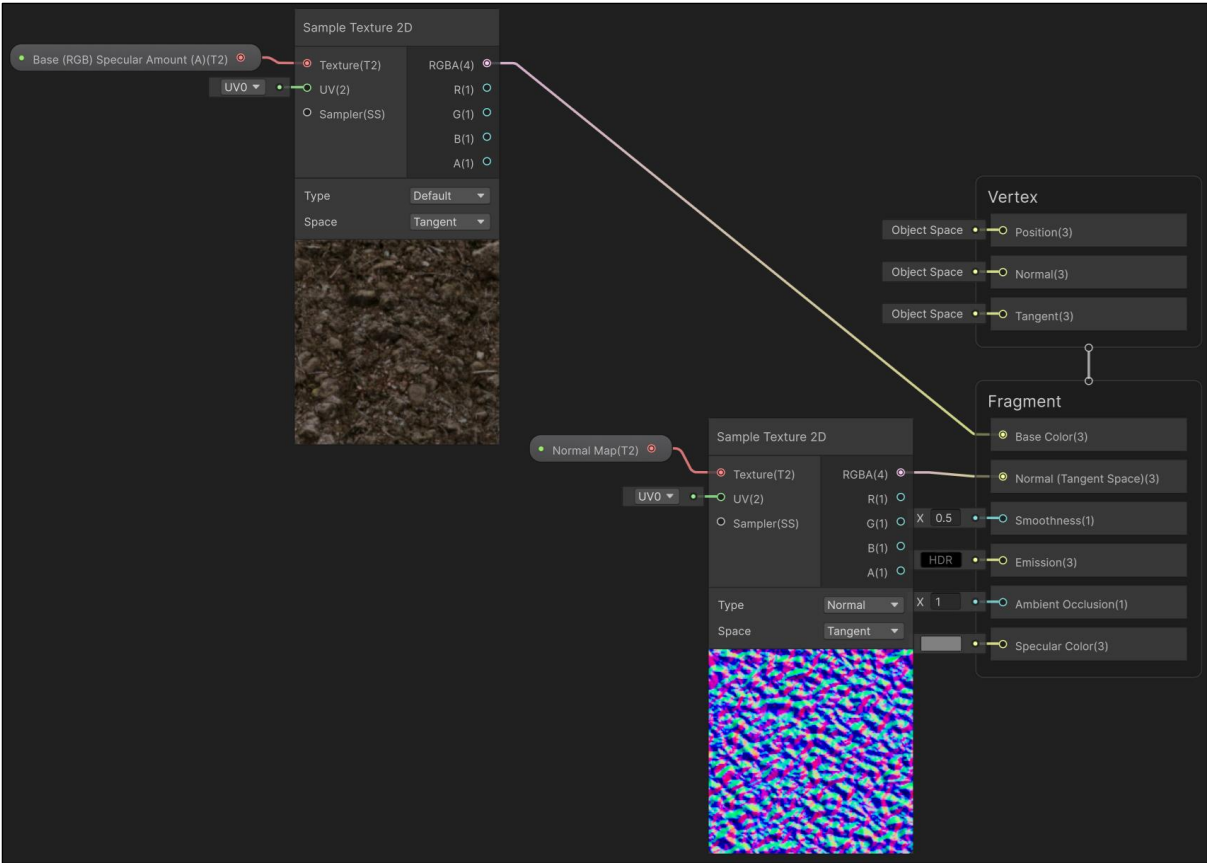
Graph Inspector

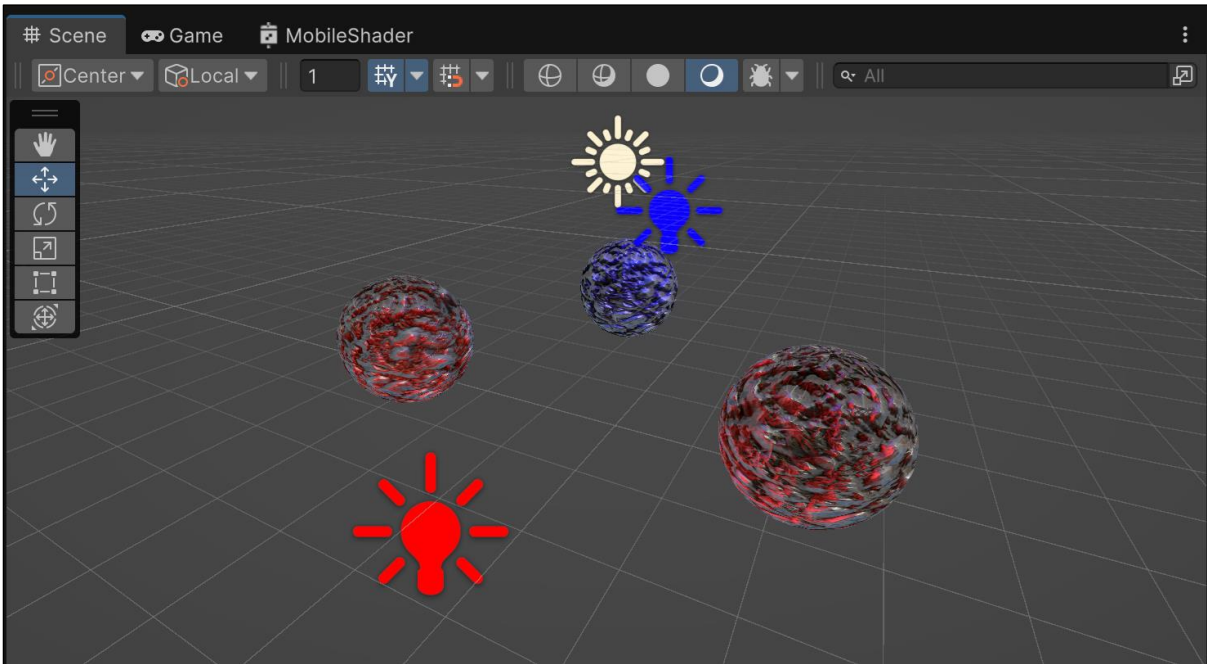
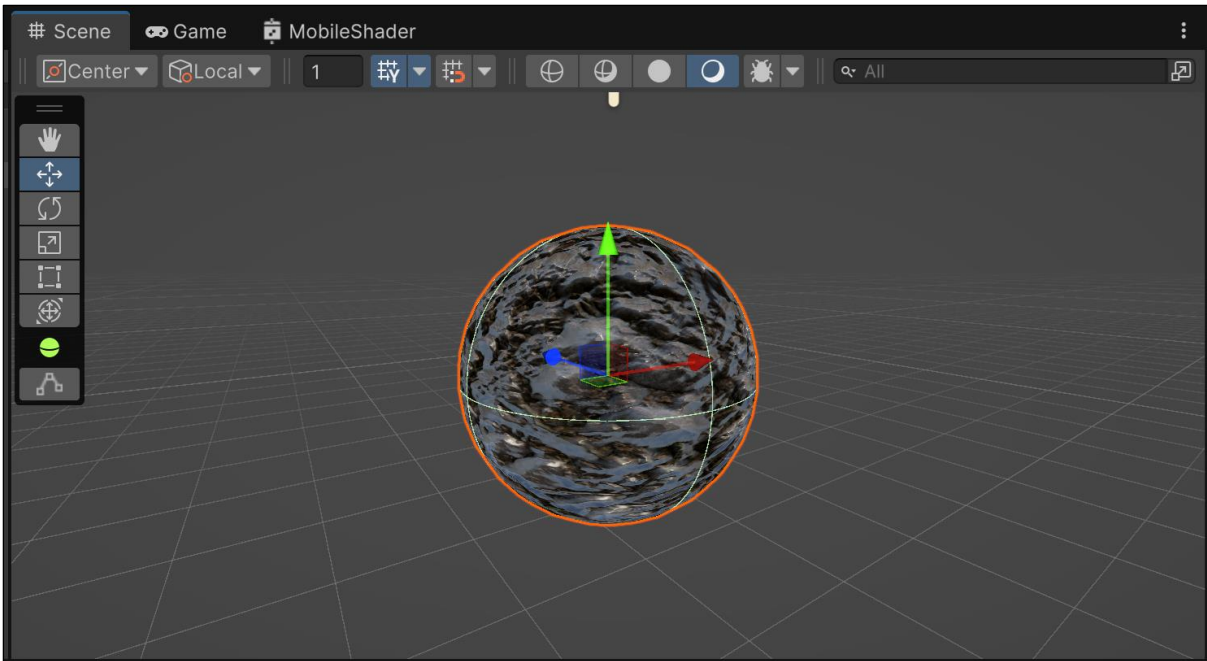
Node SettingsGraph Settings

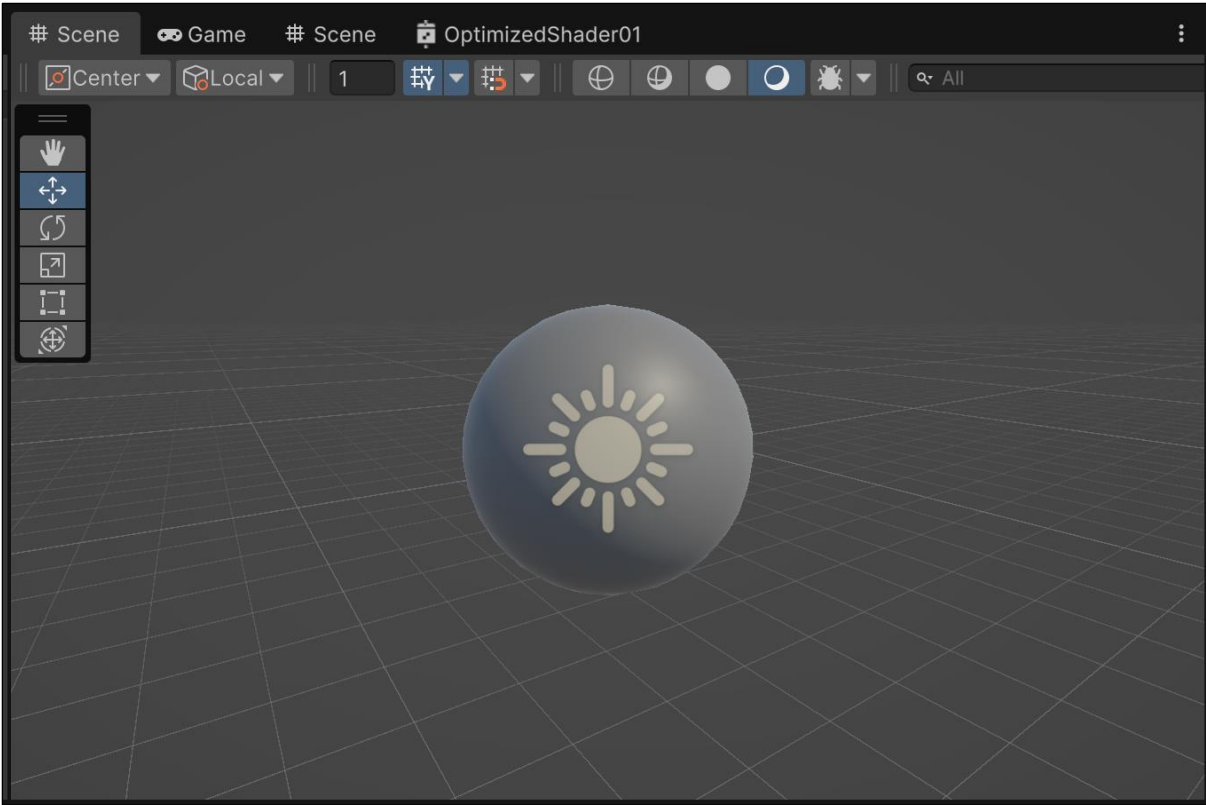
Property: Normal Map

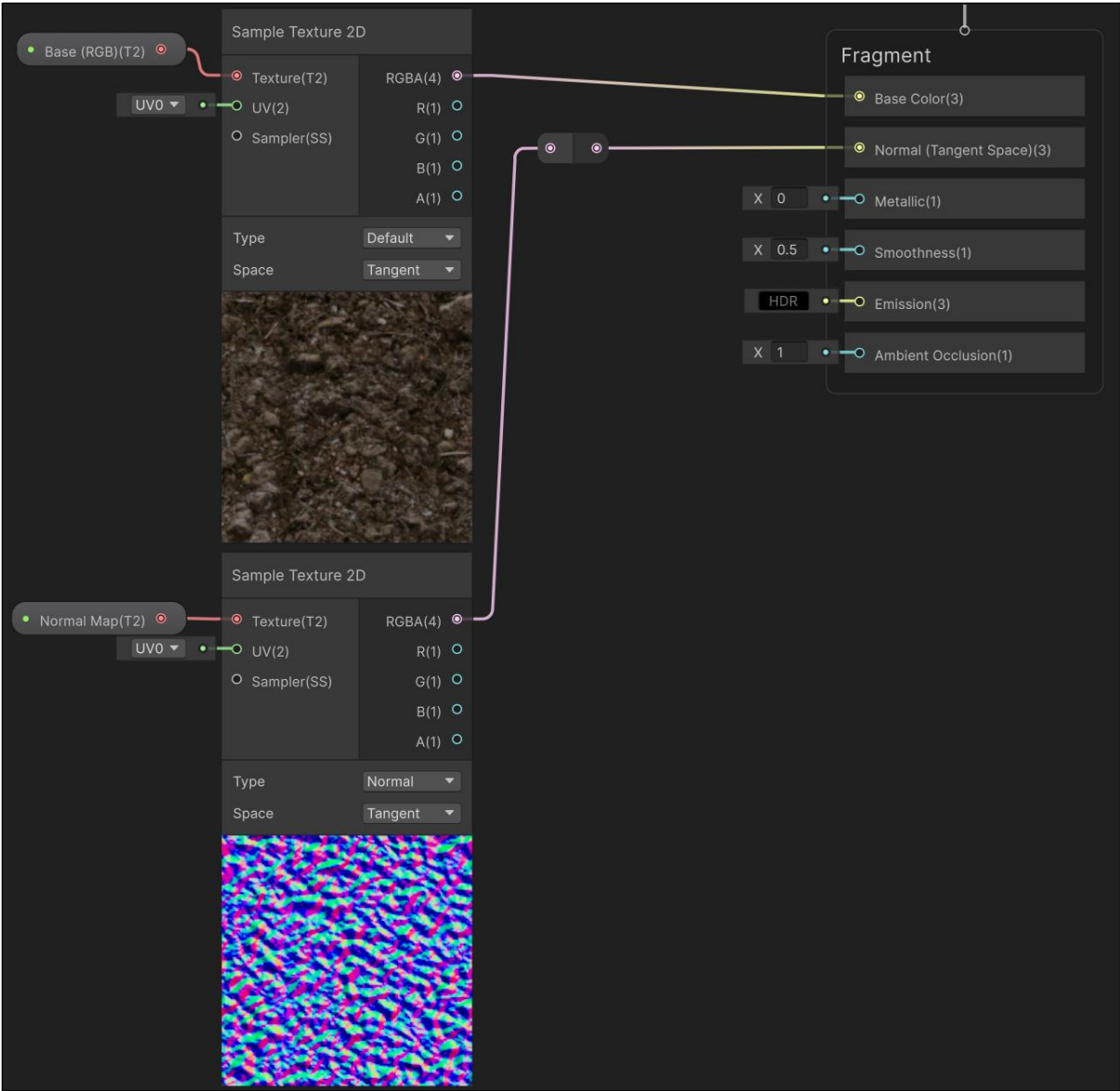
Name	Normal Map
Reference	_Normal_Map
Precision	Inherit
Scope	Per Material
Show In Inspector	☒
Default Value	 MudRockyNormals
Mode	NormalMap
Use Tiling and Offset	☐

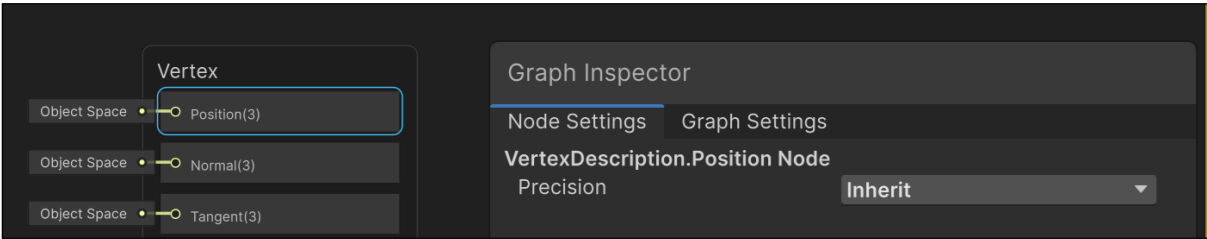
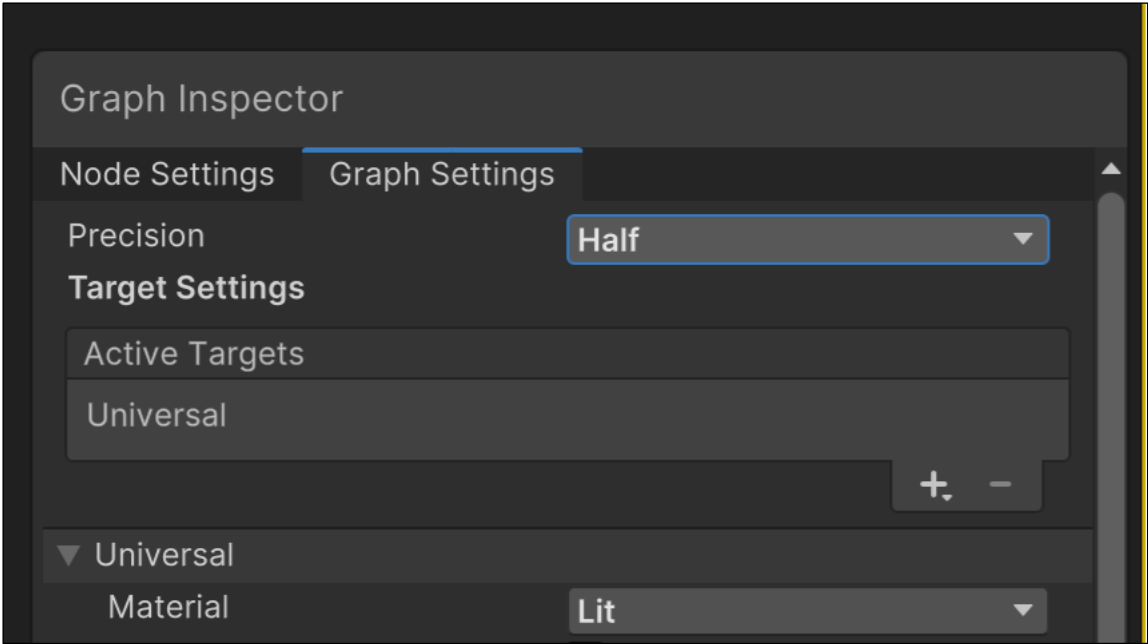
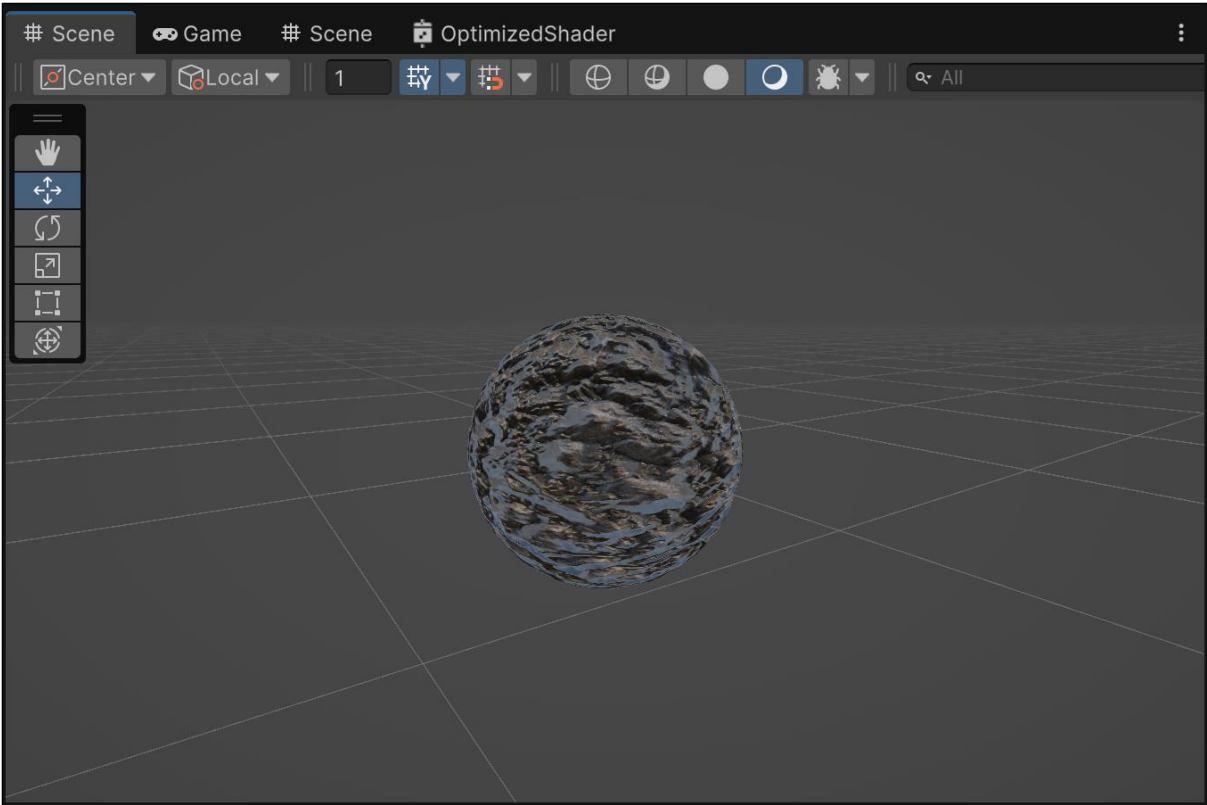


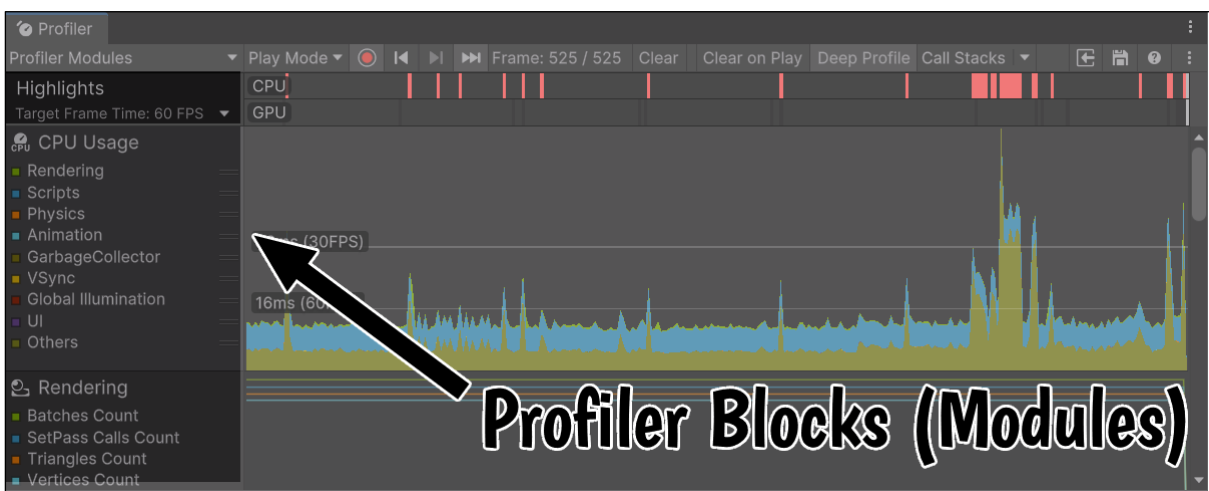
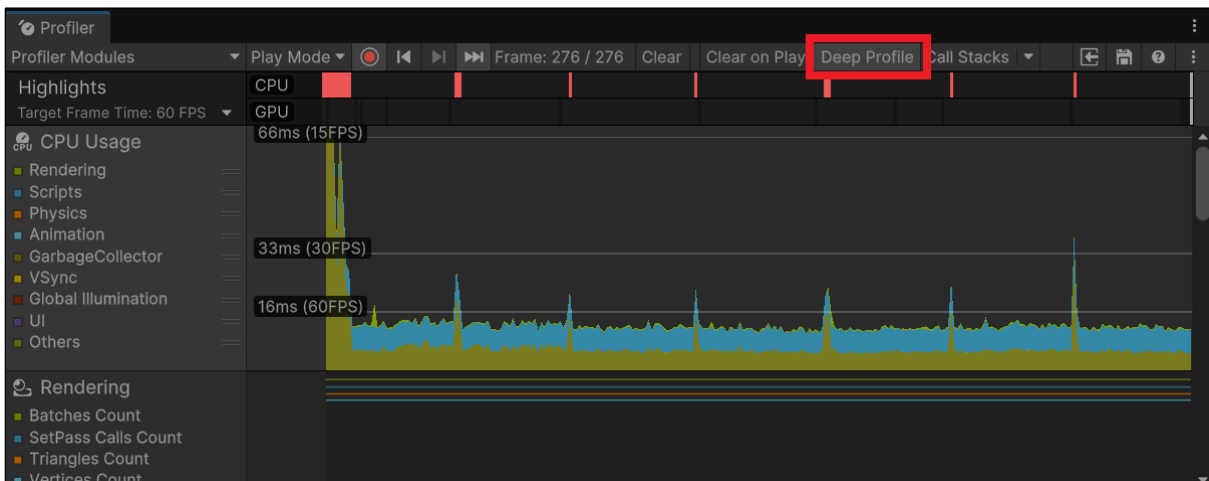
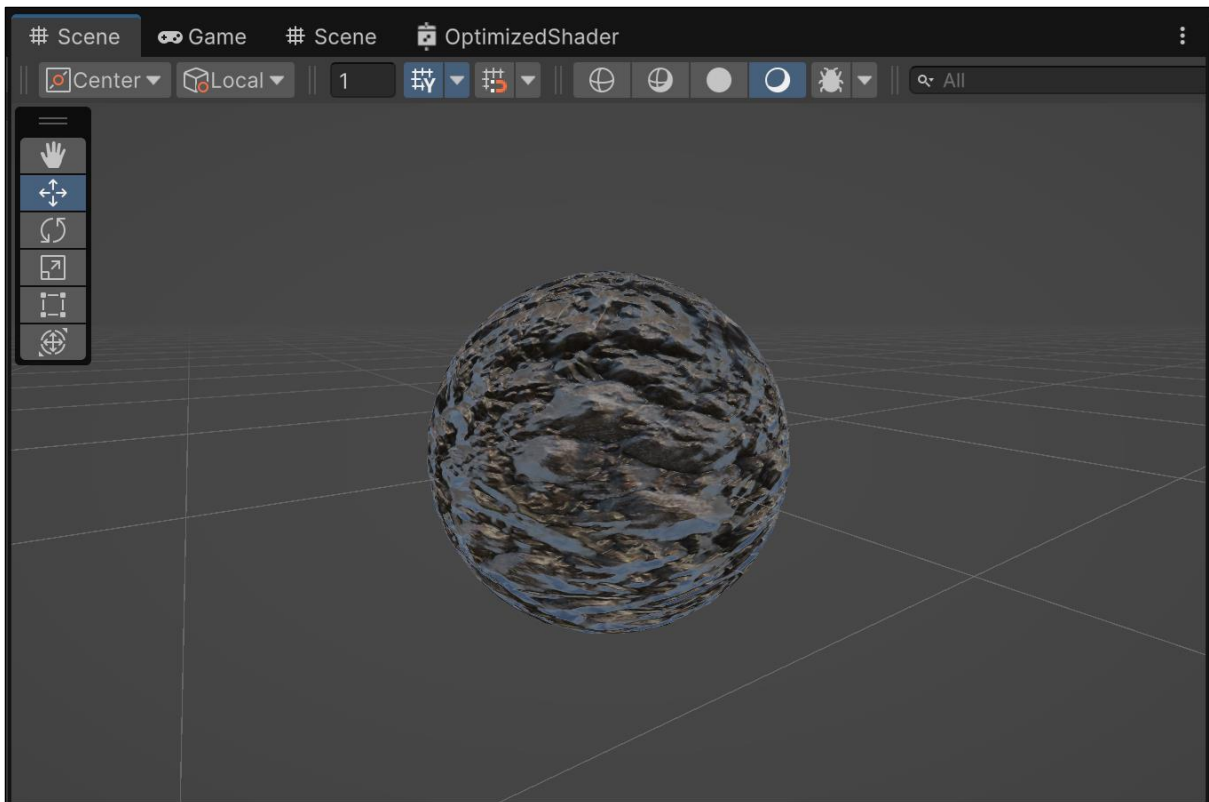




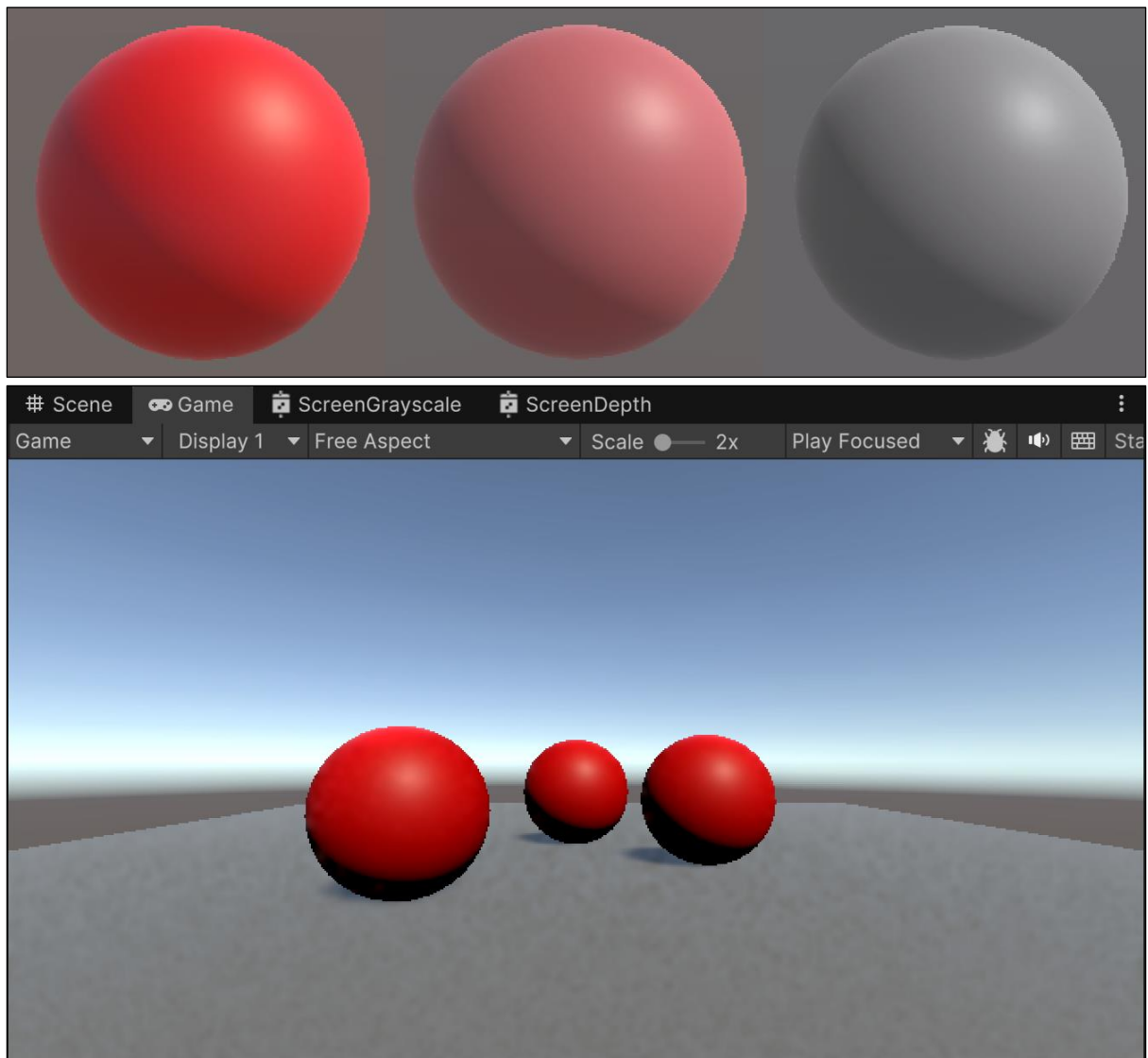


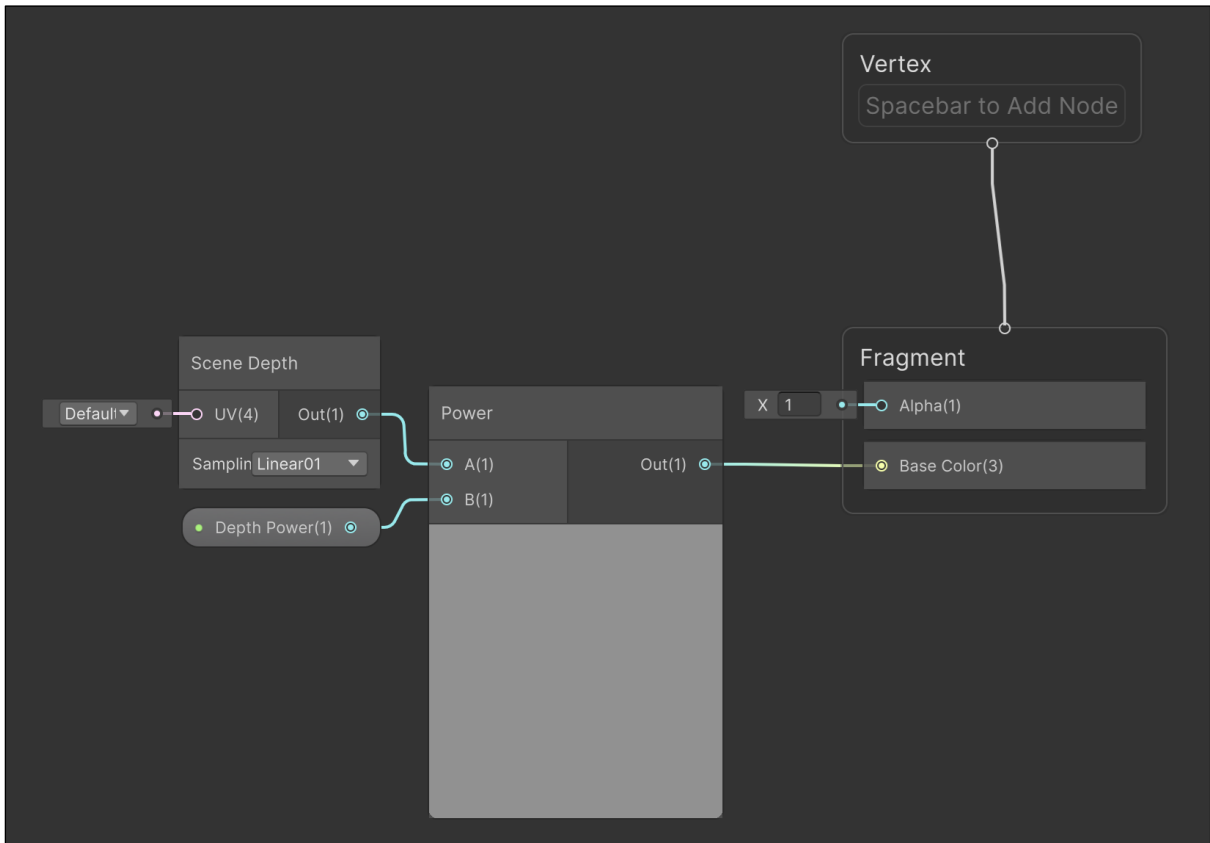
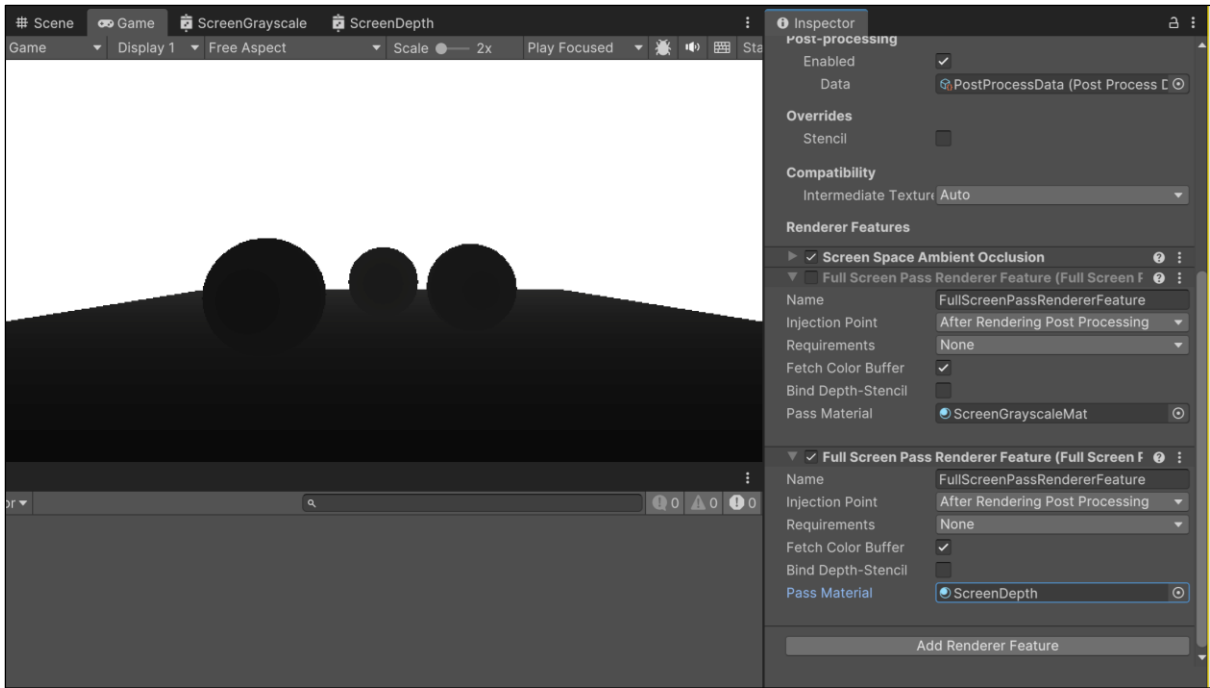


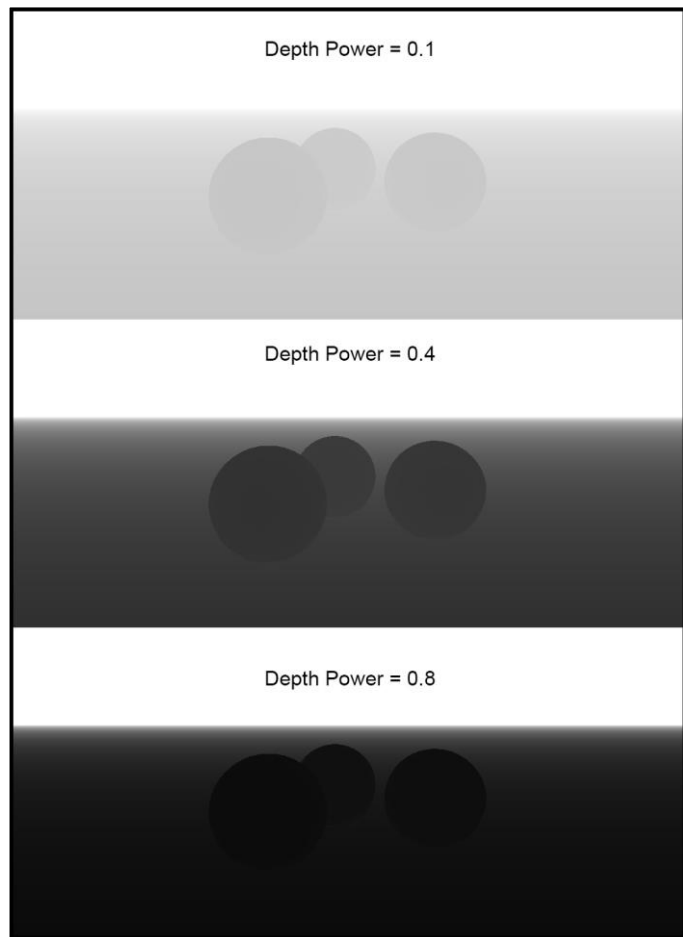
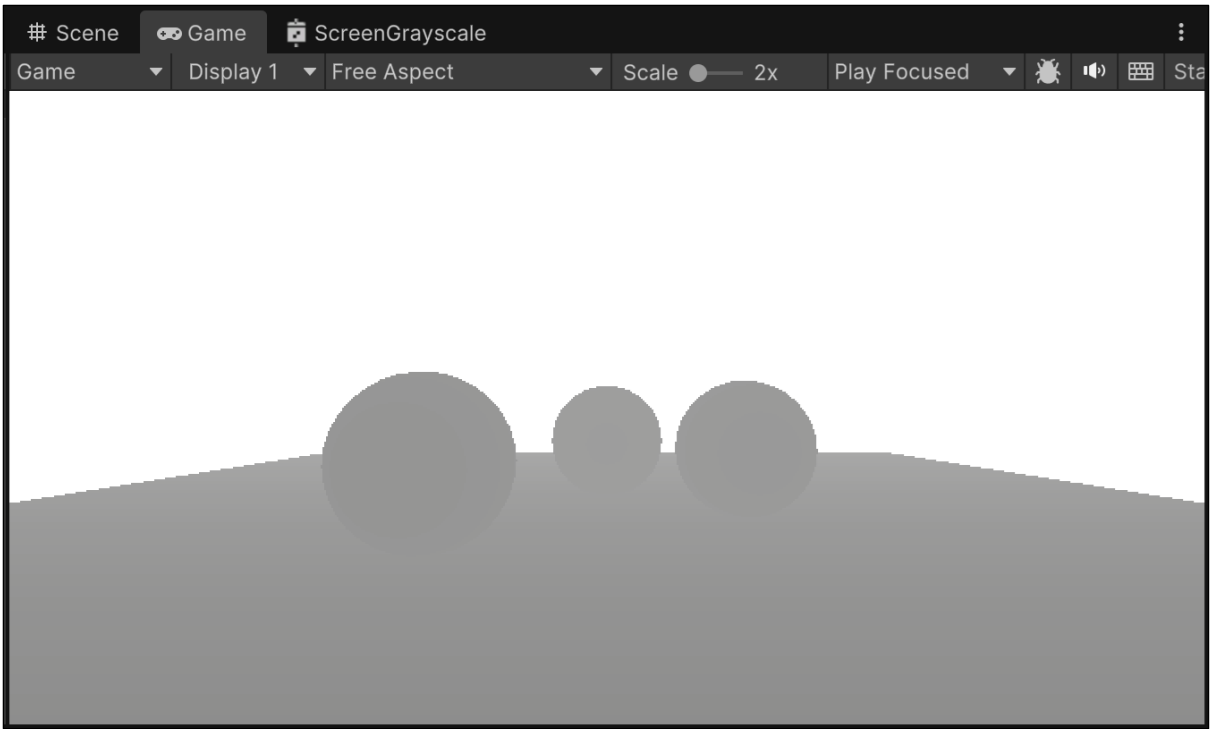


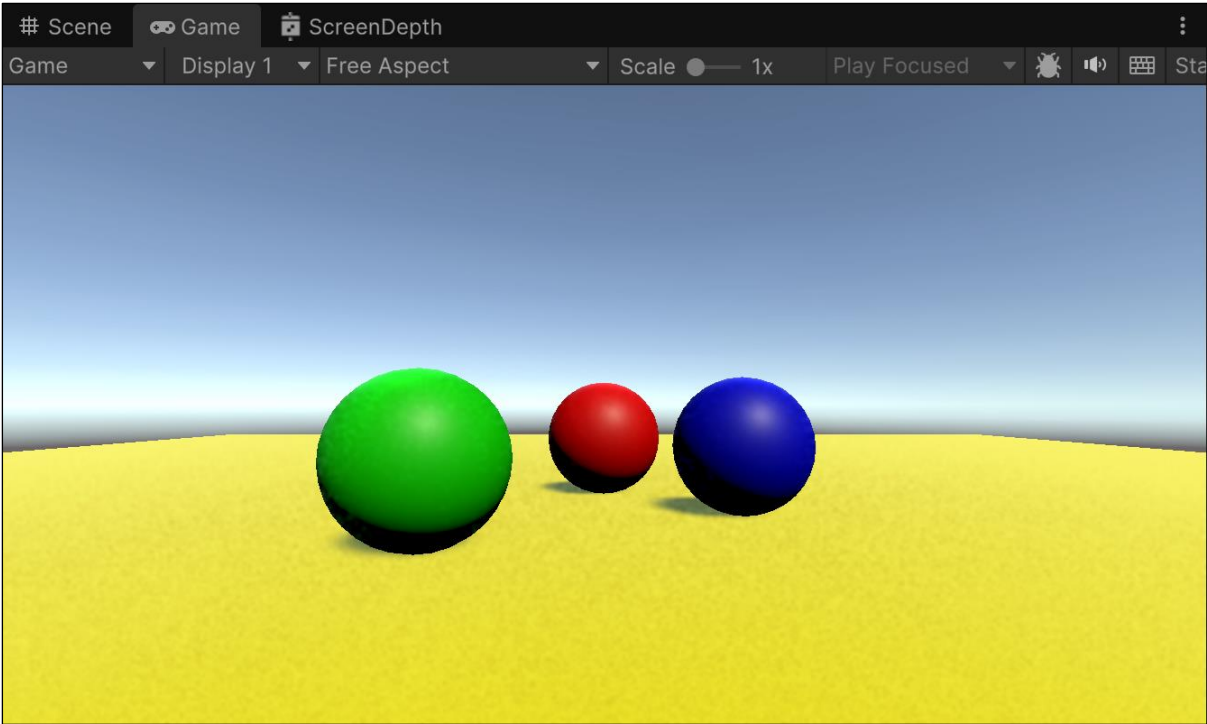


Chapter 9: Creating Screen Effects with Fullscreen Shaders









ScreenBSC

Shader Graphs

Brightness

Saturation

Contrast

LuminanceCoeff

Float

Float

Float

Vector3

Graph Inspector

Node Settings

Graph Settings

Property: LuminanceCoeff

Name

LuminanceCoeff

Reference

_LuminanceCoeff

Precision

Inherit

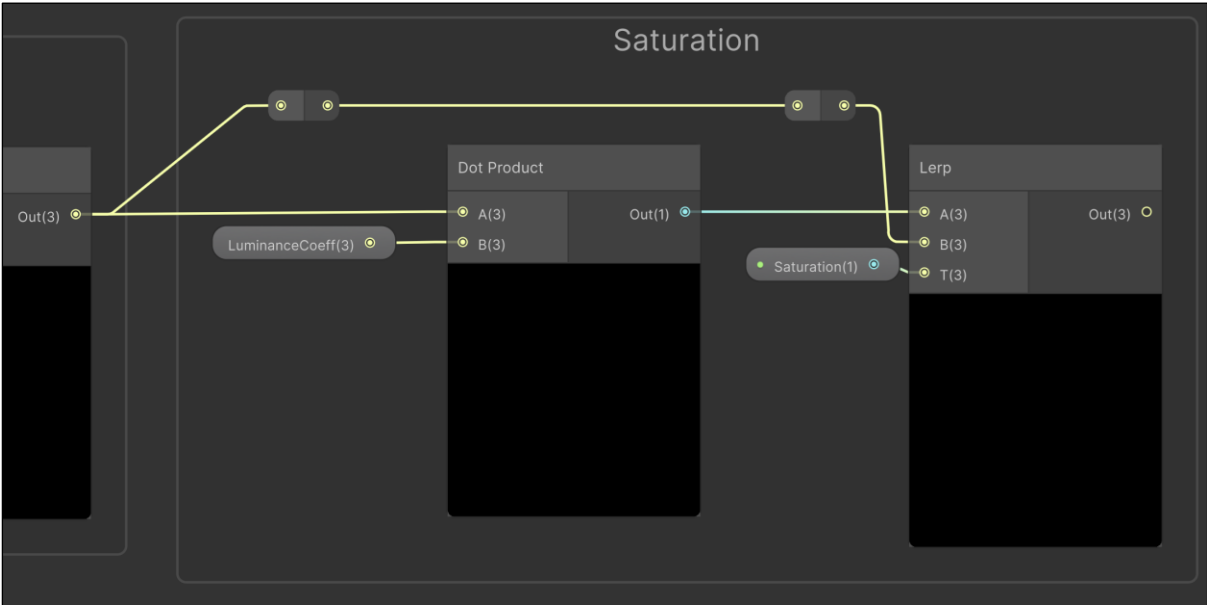
Scope

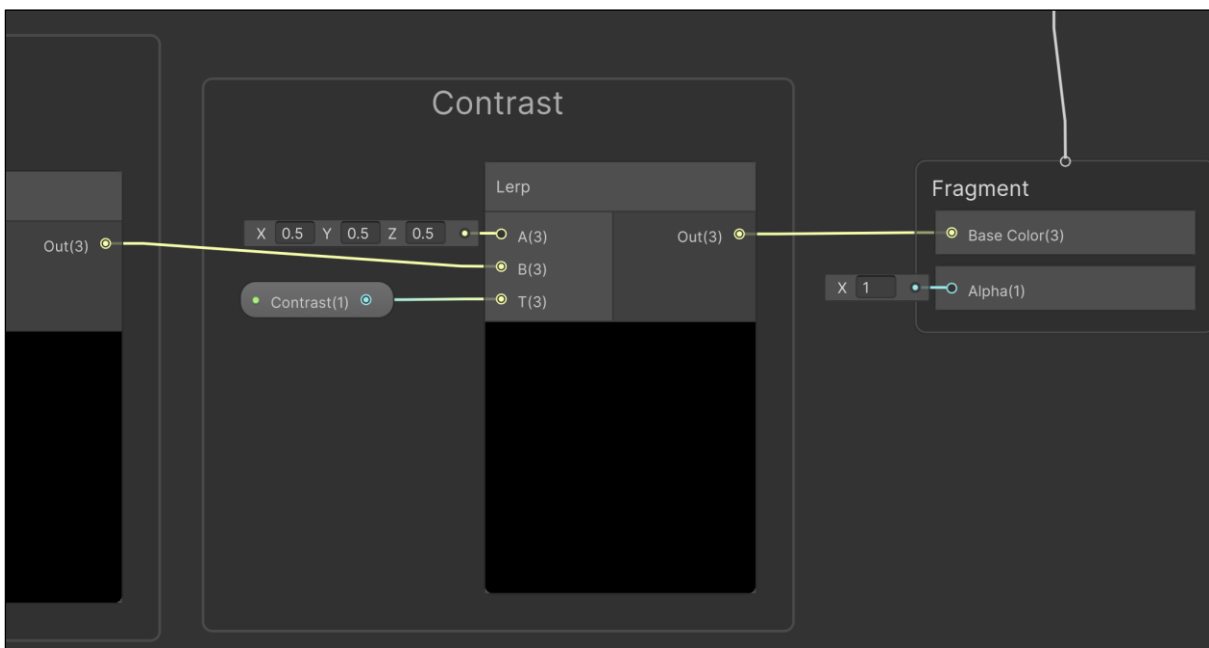
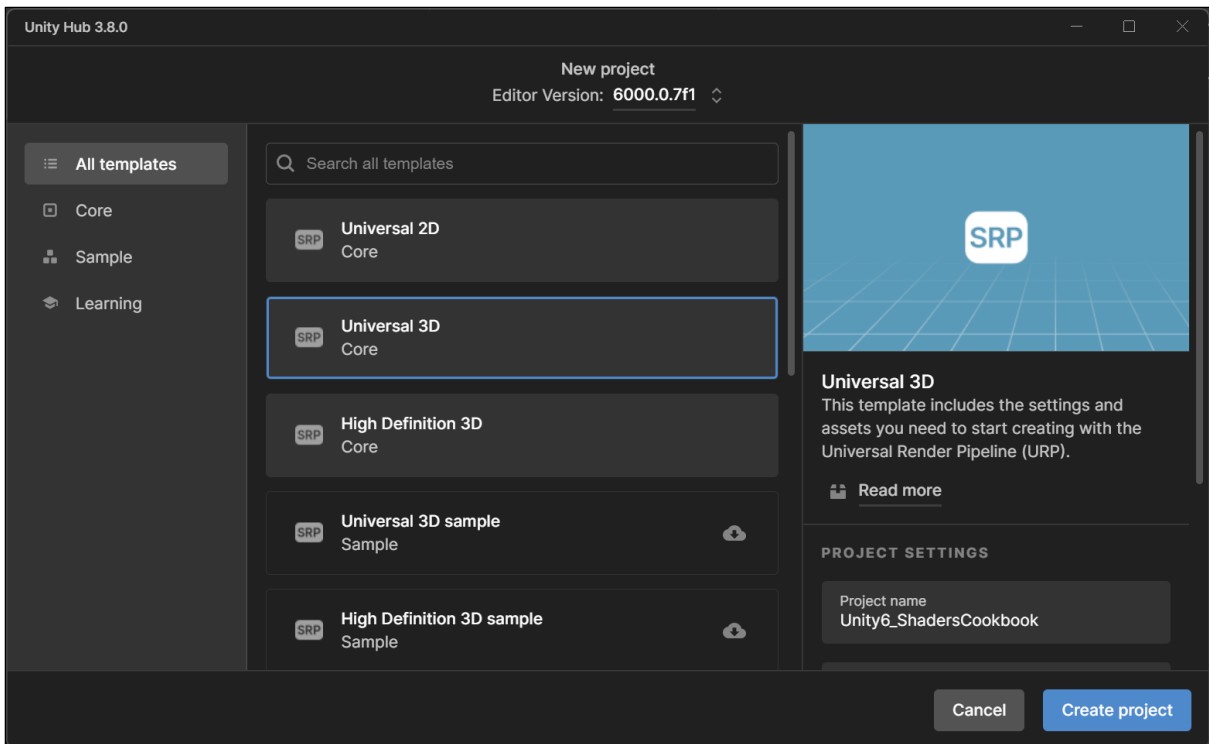
Global

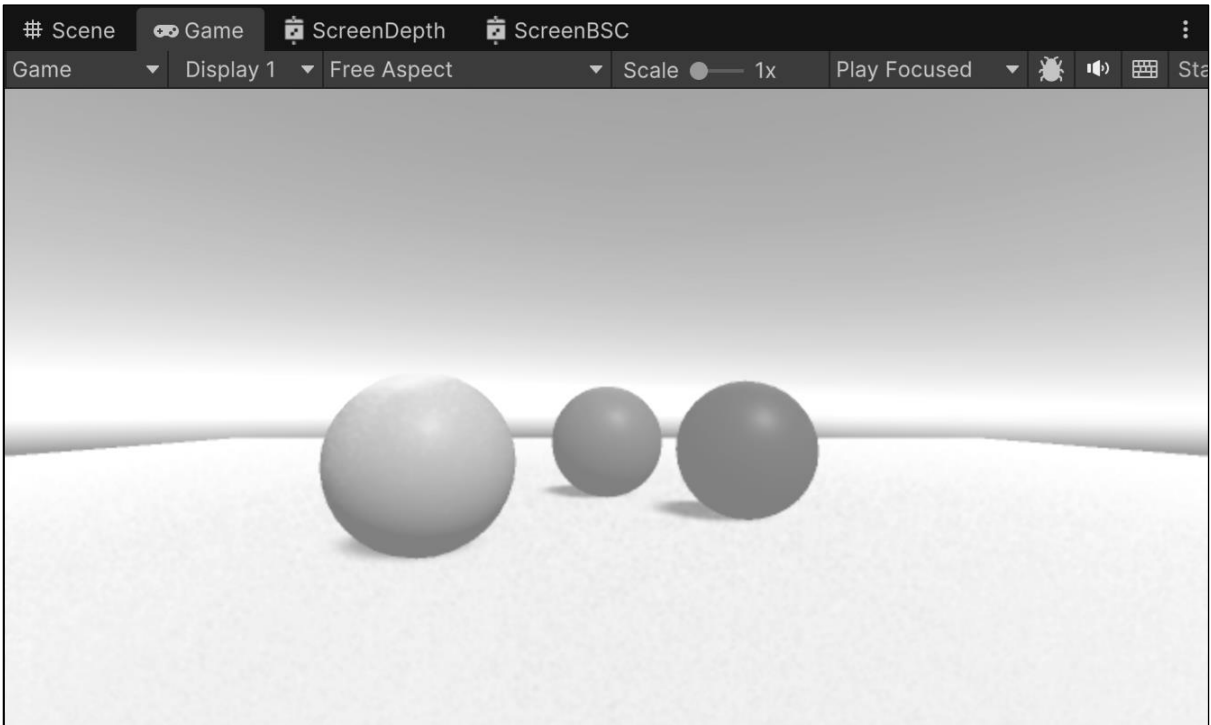
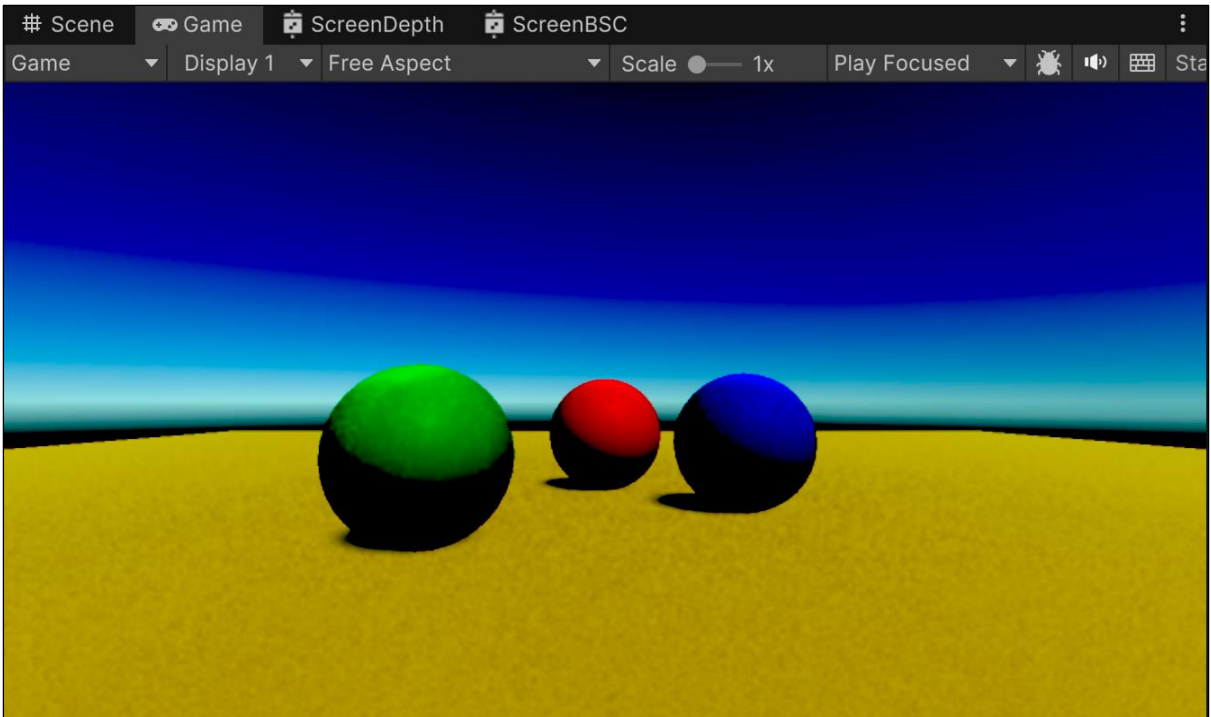
Show In Inspector

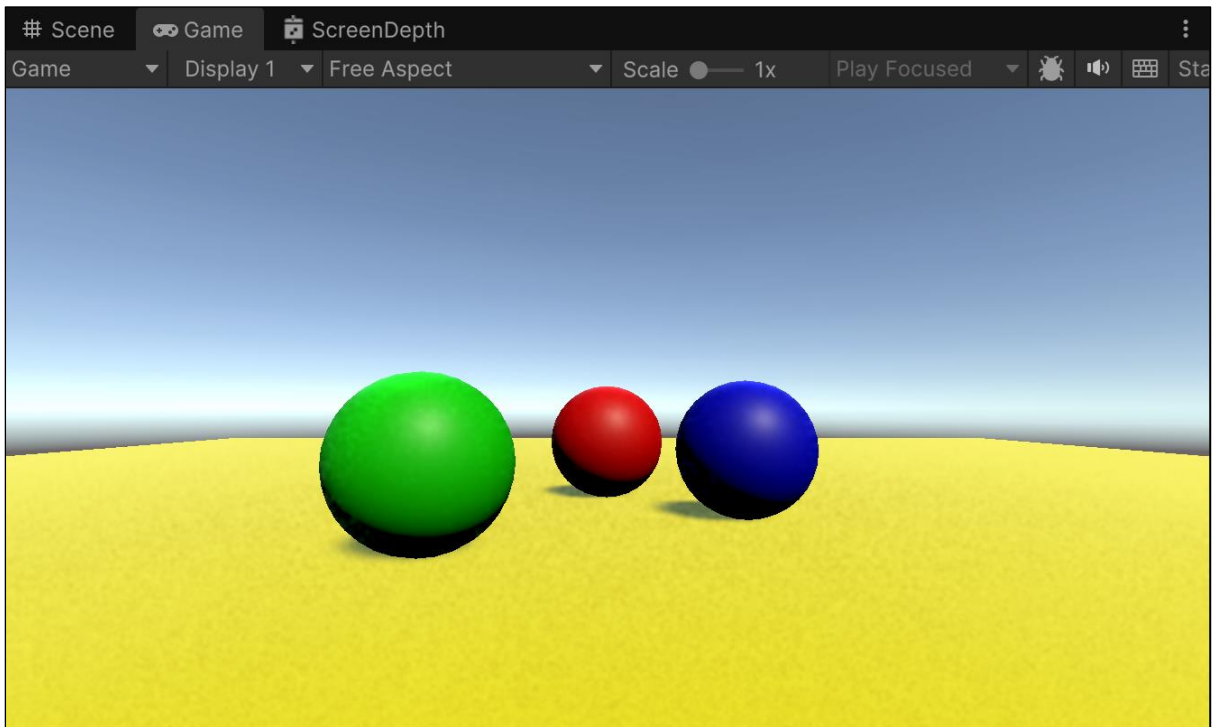
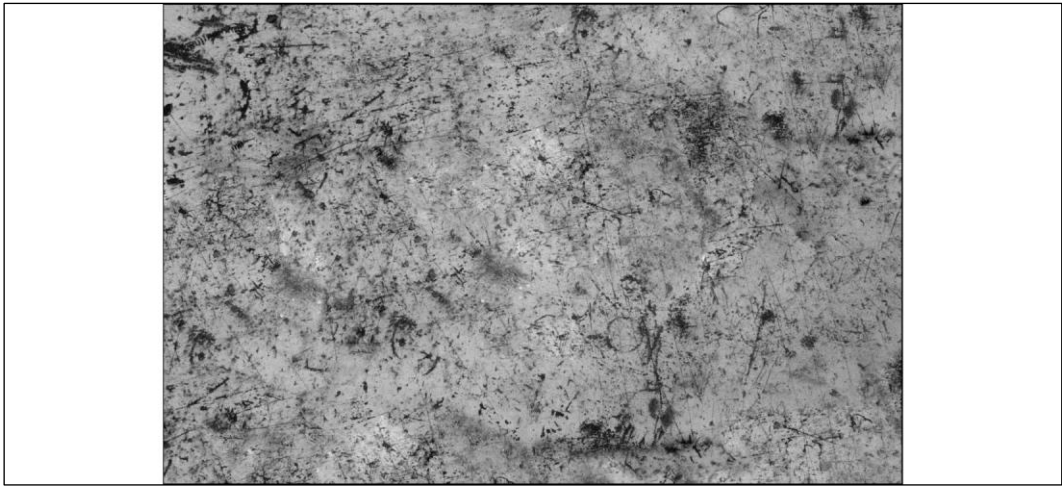
Preview Value

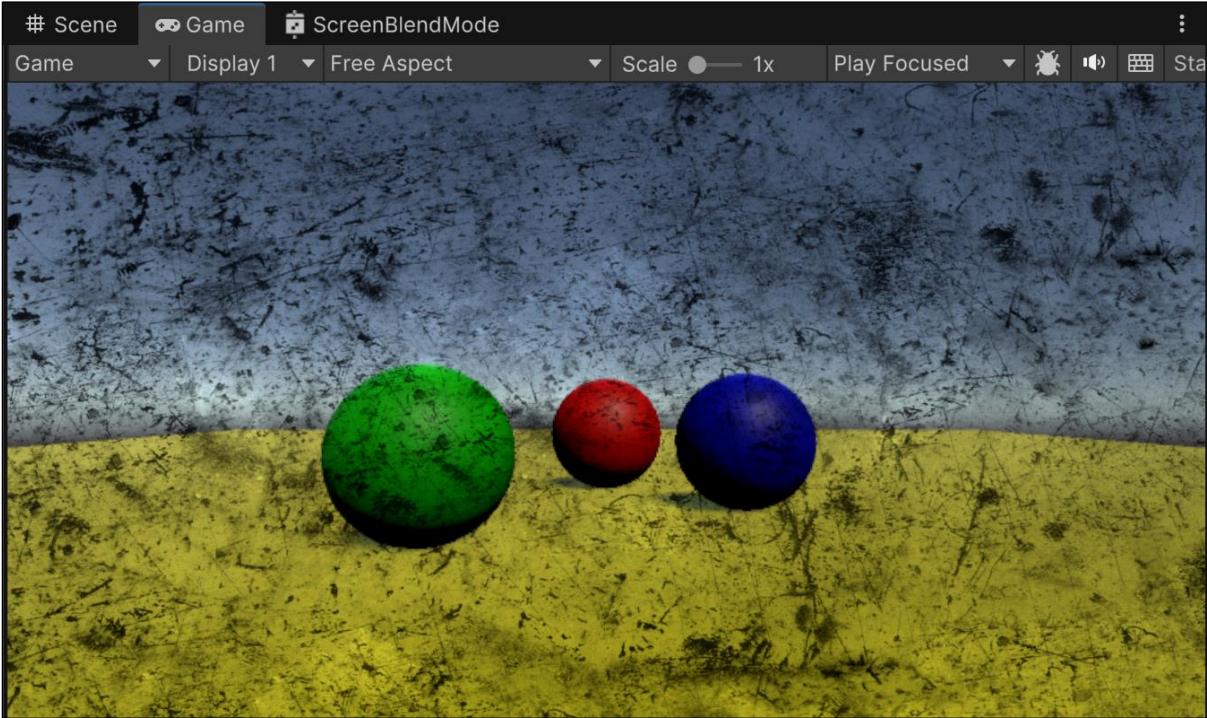
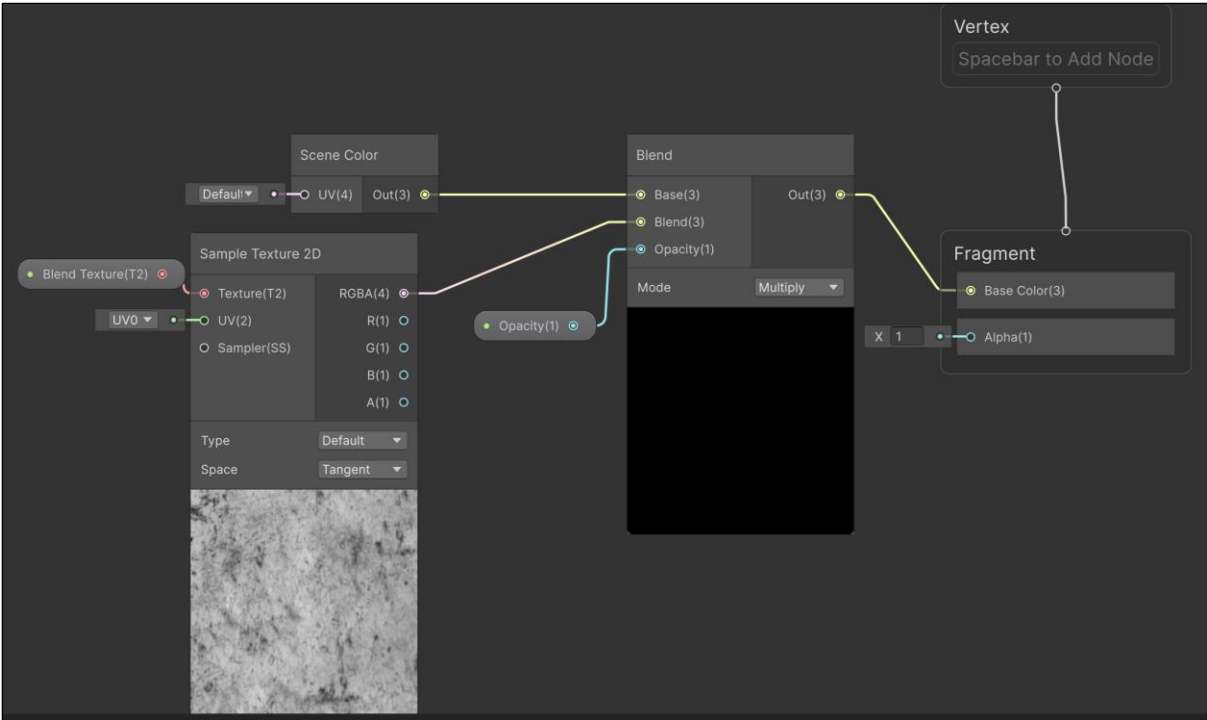
X 0.2125 Y 0.7154 Z 0.0721

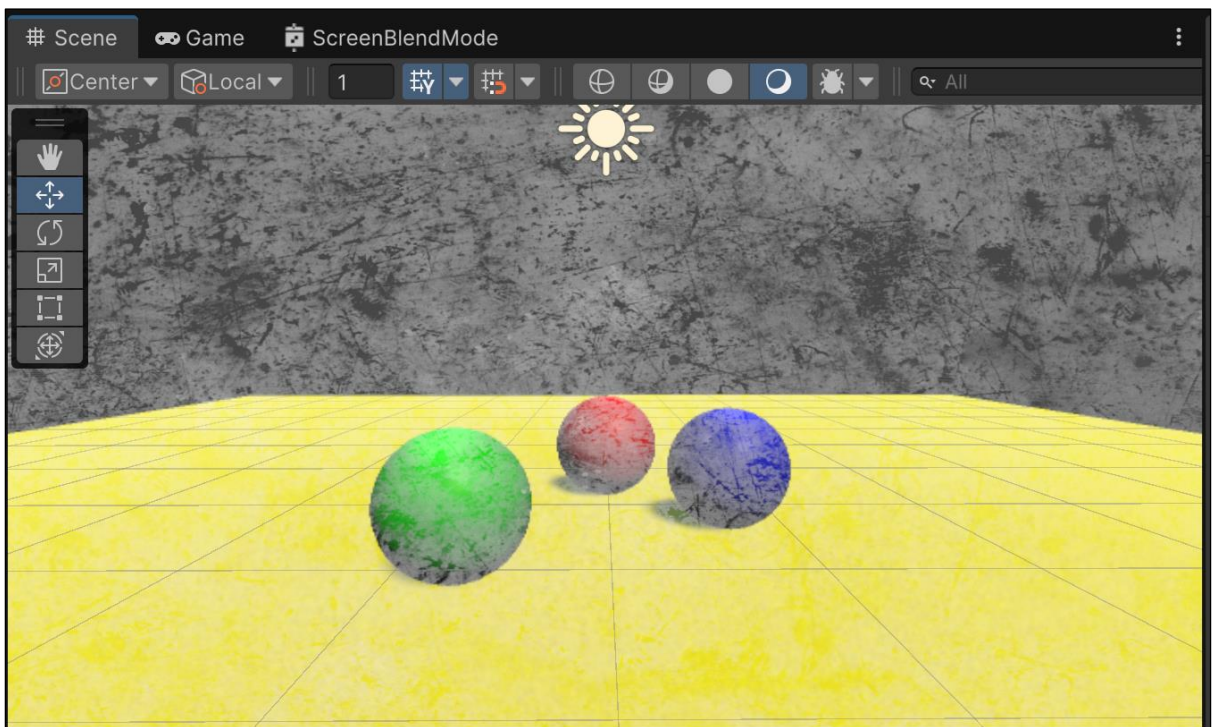
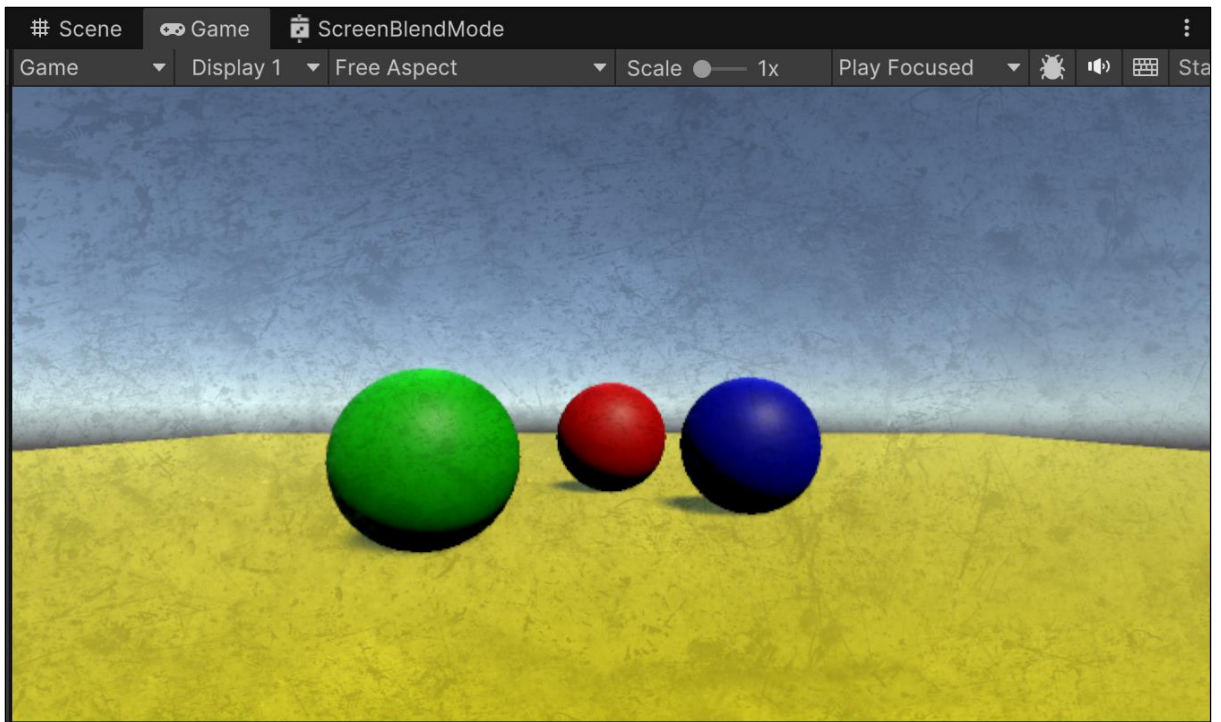


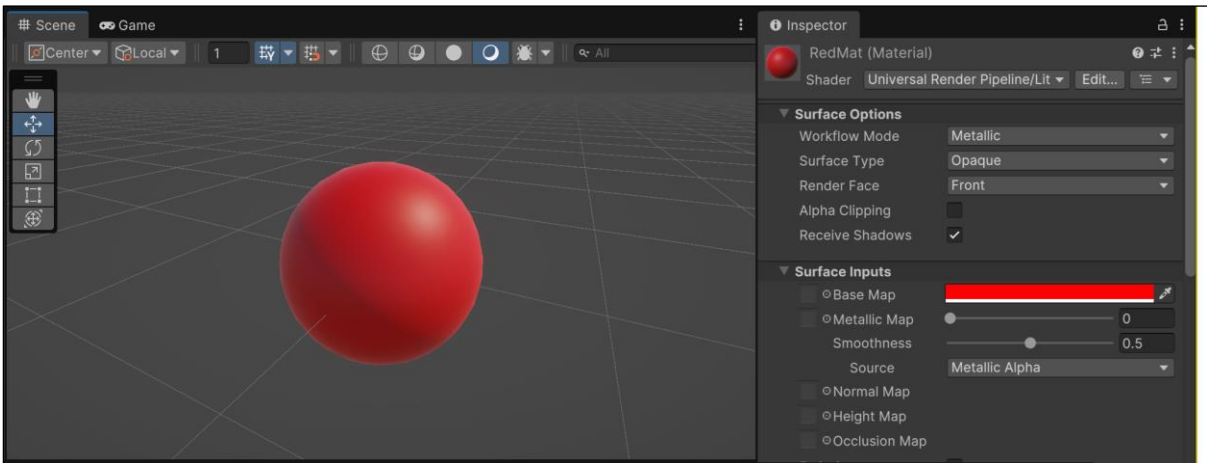
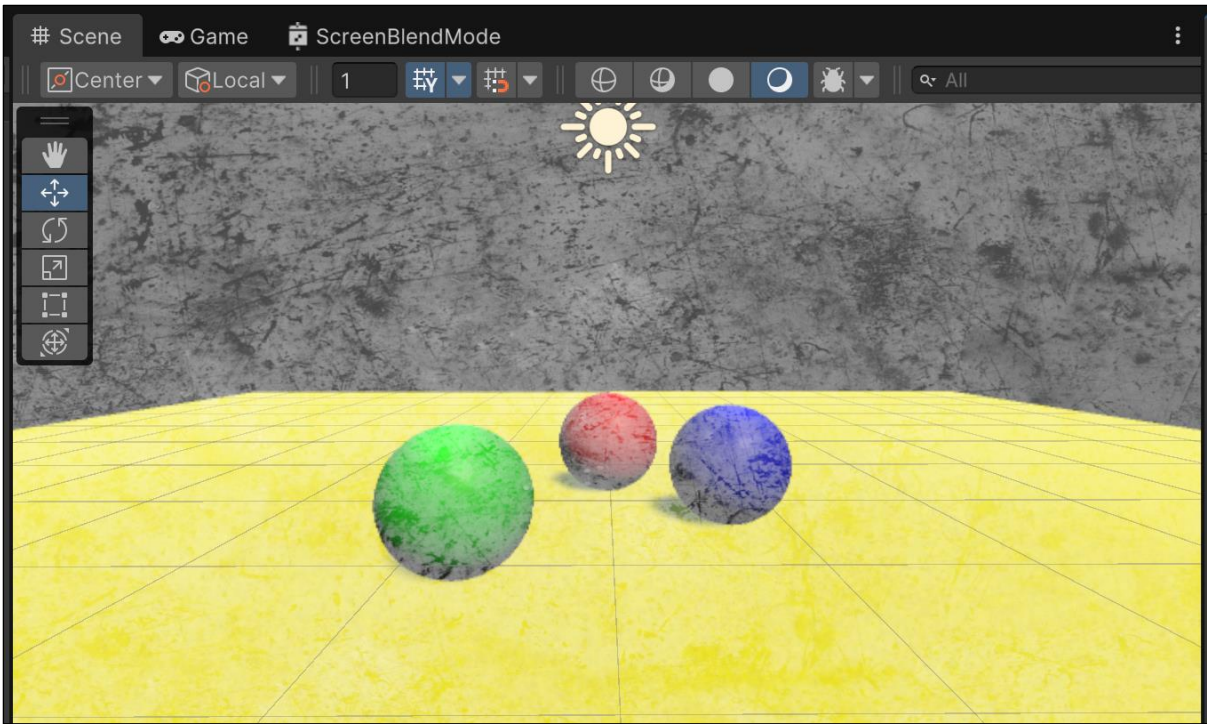


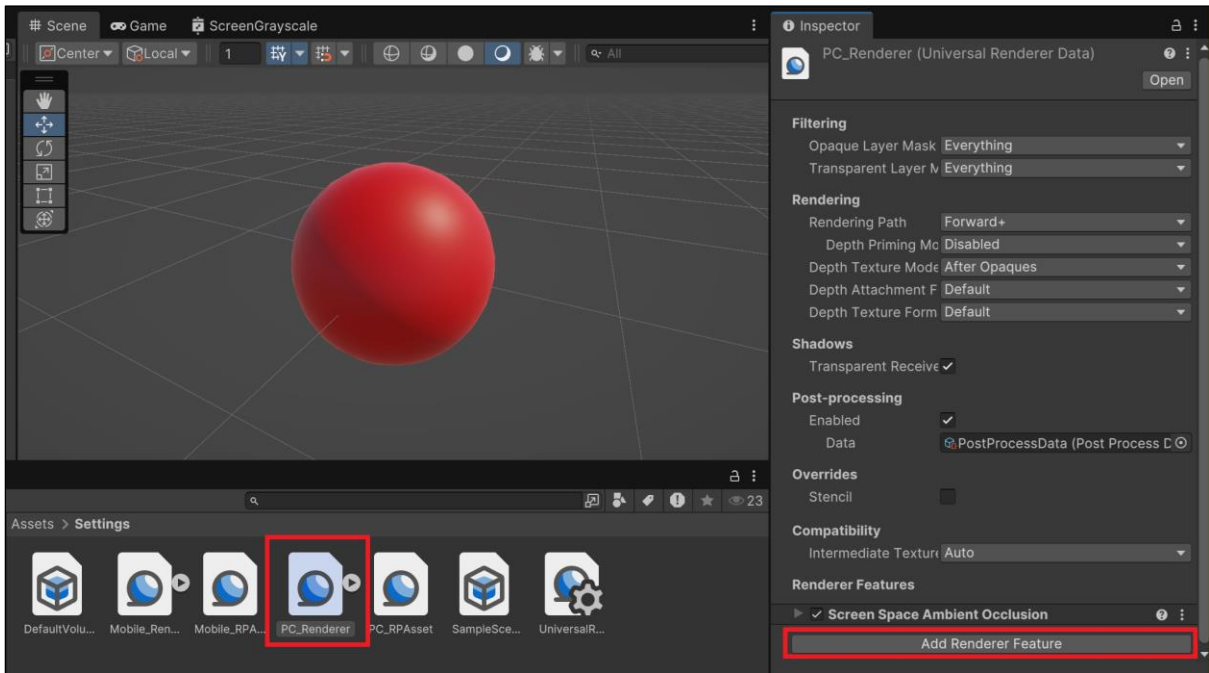
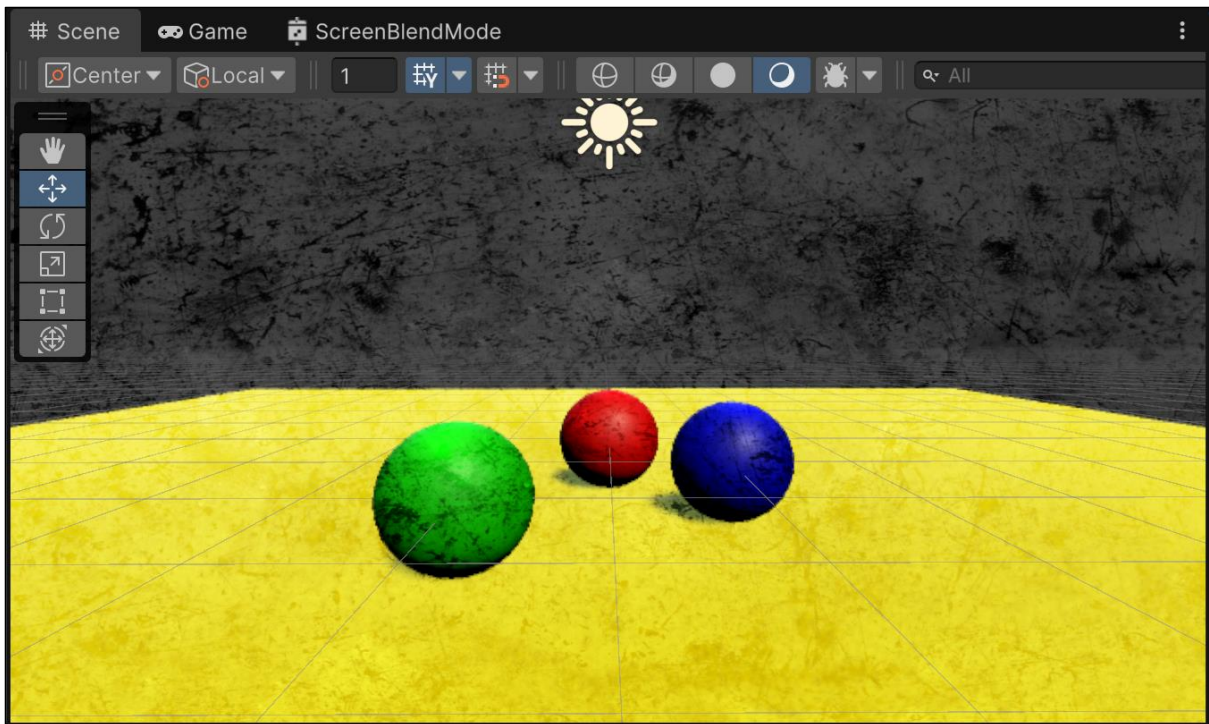


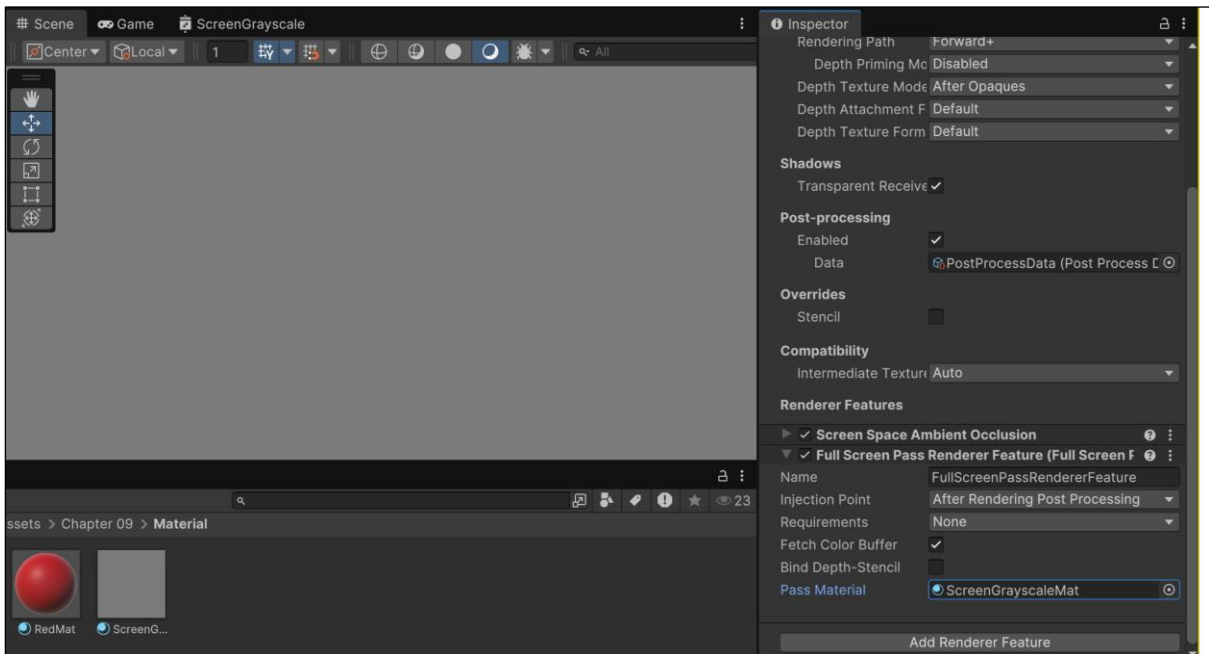
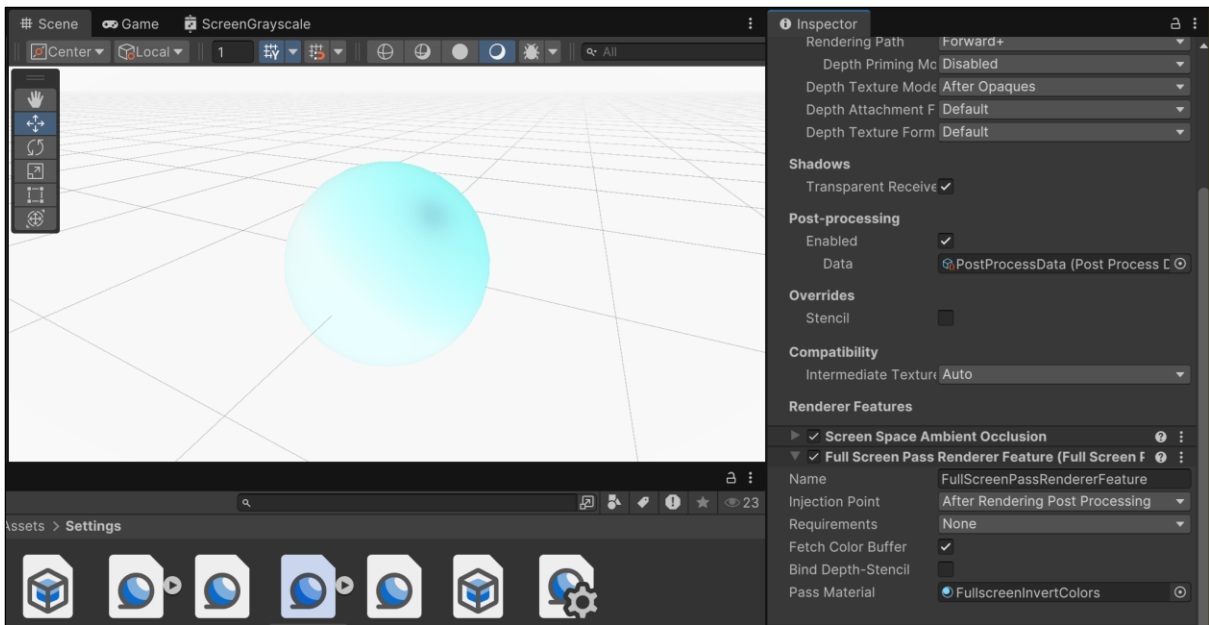


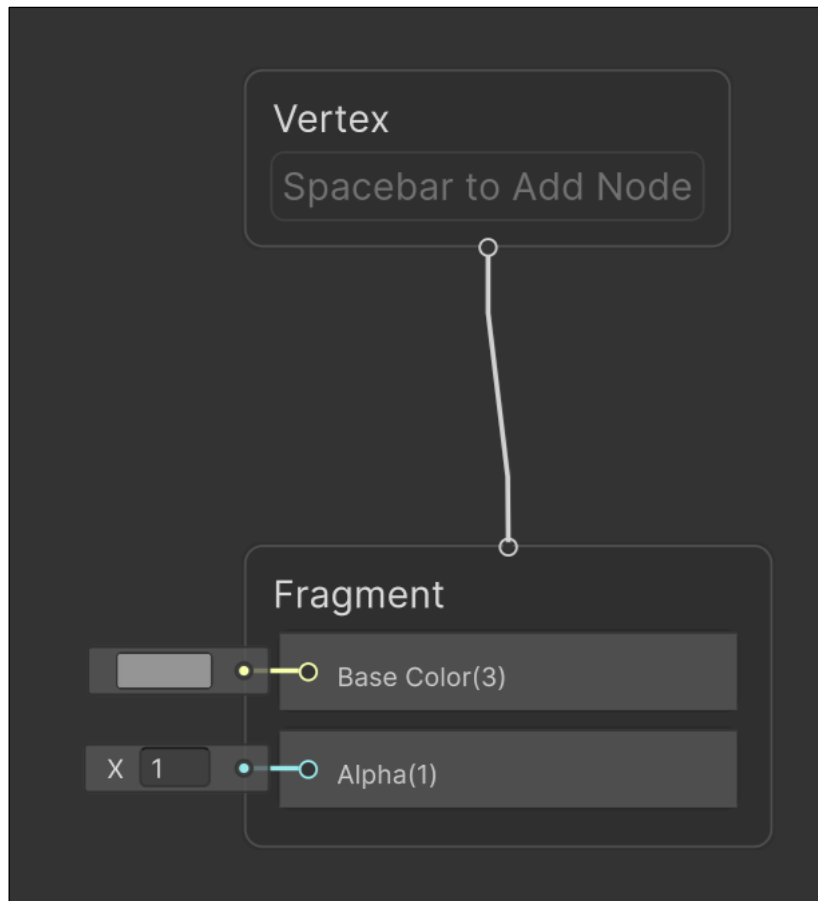


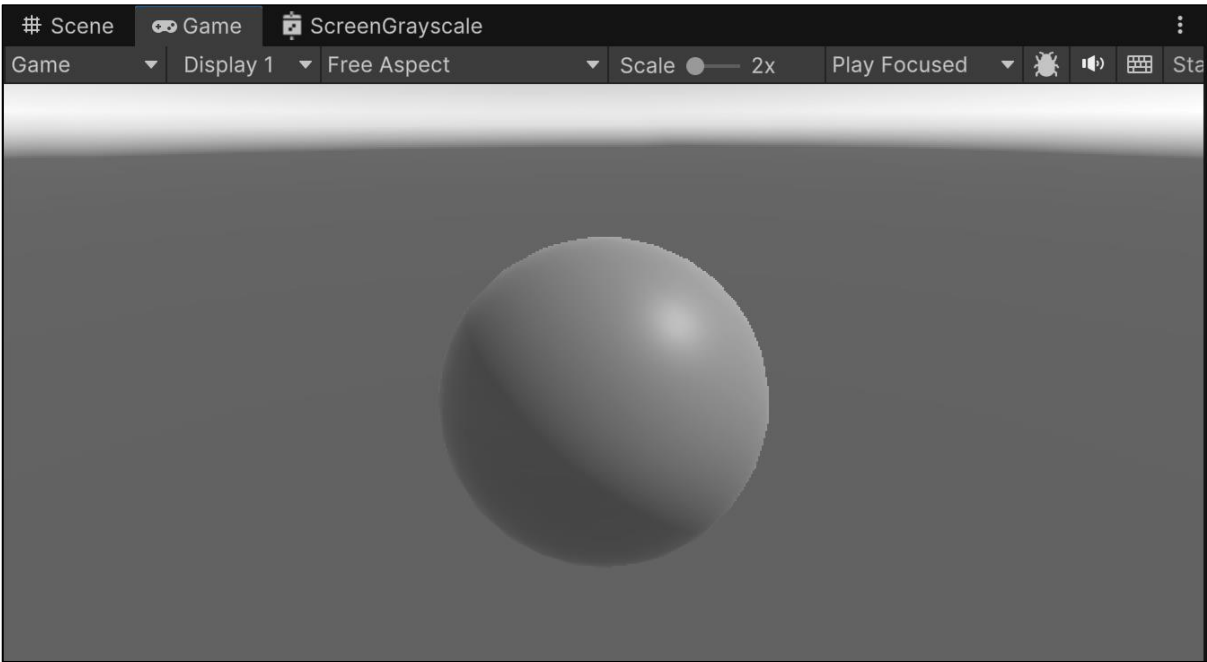
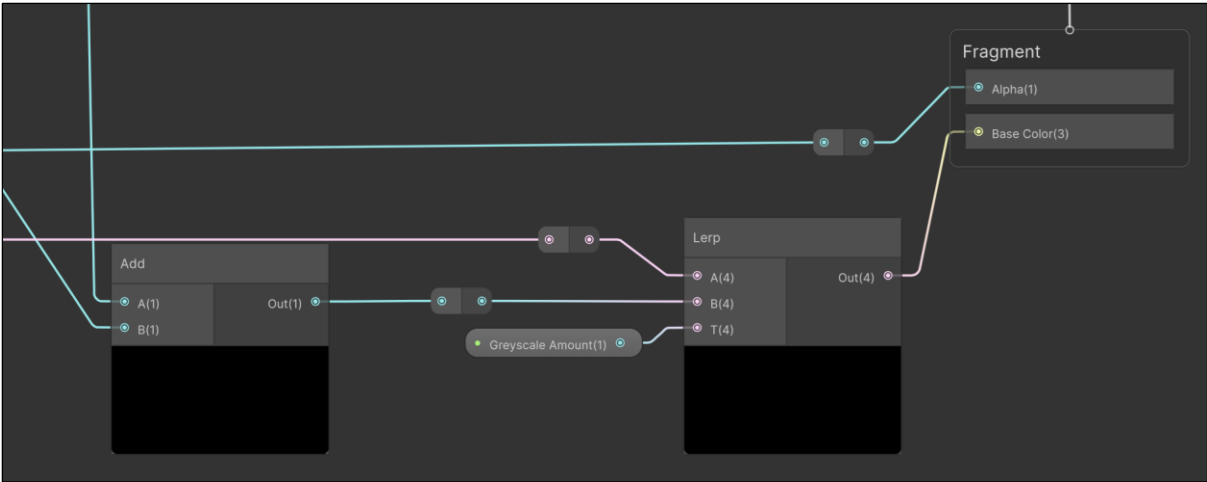




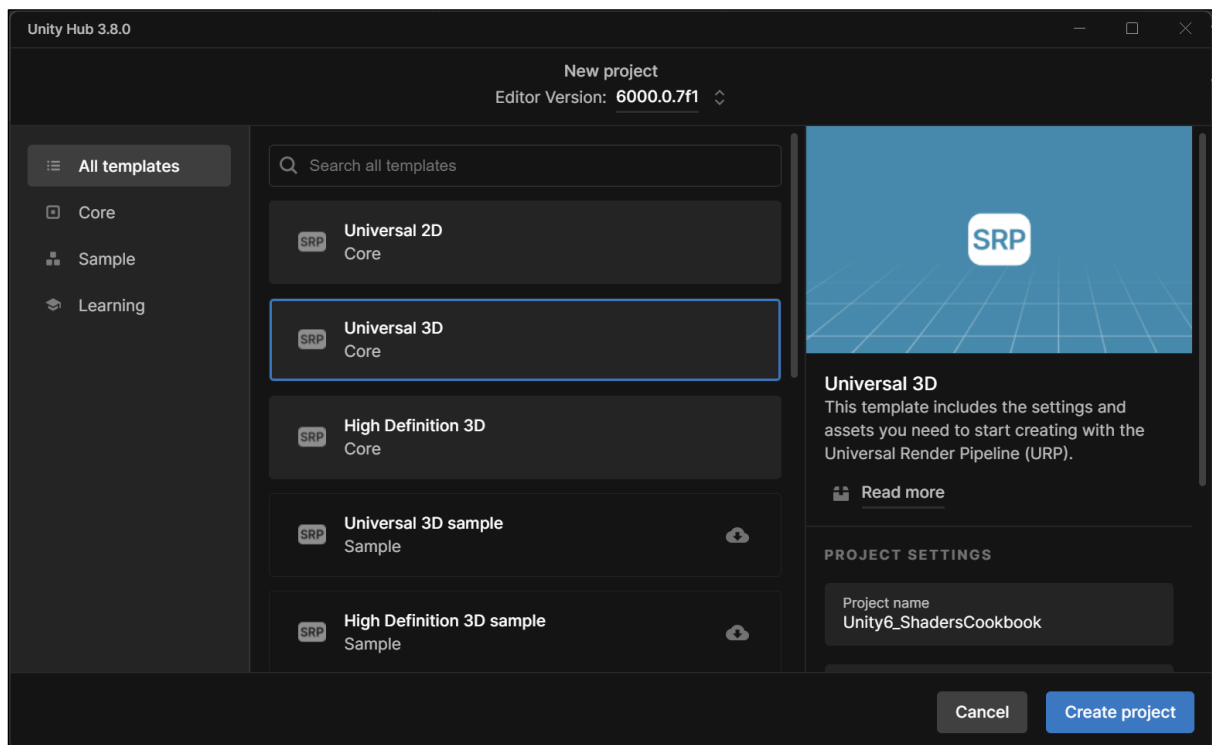


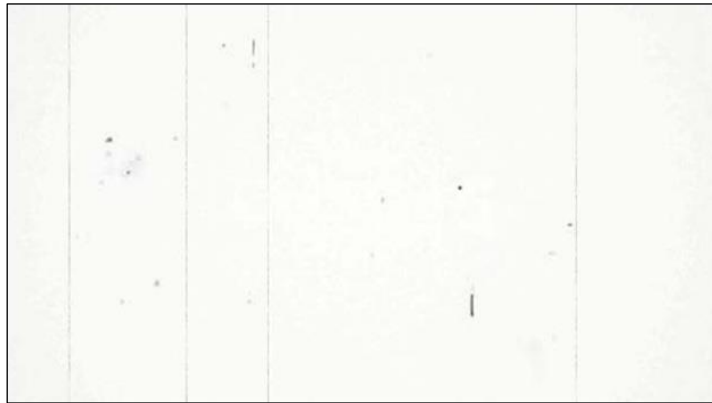




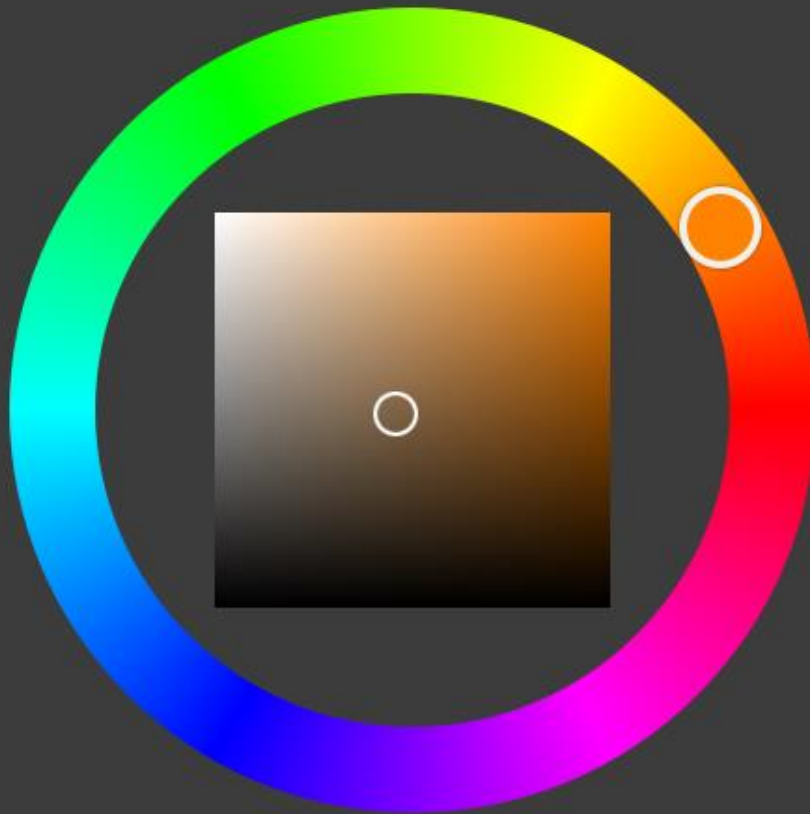
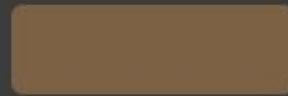


Chapter 10: Gameplay and Screen Effects



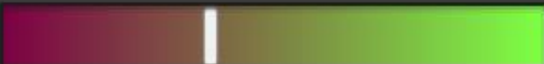


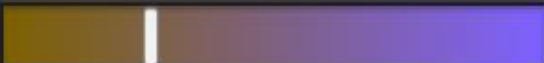
Color



RGB 0-1.0 ▼

R  0.4901

G  0.3803

B  0.2666

A  1

Hexadecimal 7D6144

▼ Swatches ⋮

 Click to add new preset

ScreenOldFilm

Shader Graphs/Chapter 10



• Contrast

Float

• Effect Amount

Float

▼ Vignette

• Sepia Color

Color

• Vignette Texture

Texture2D

• Vignette Amount

Float

▼ Scratches

• Scratches Texture

Texture2D

• Scratches Speed

Vector2

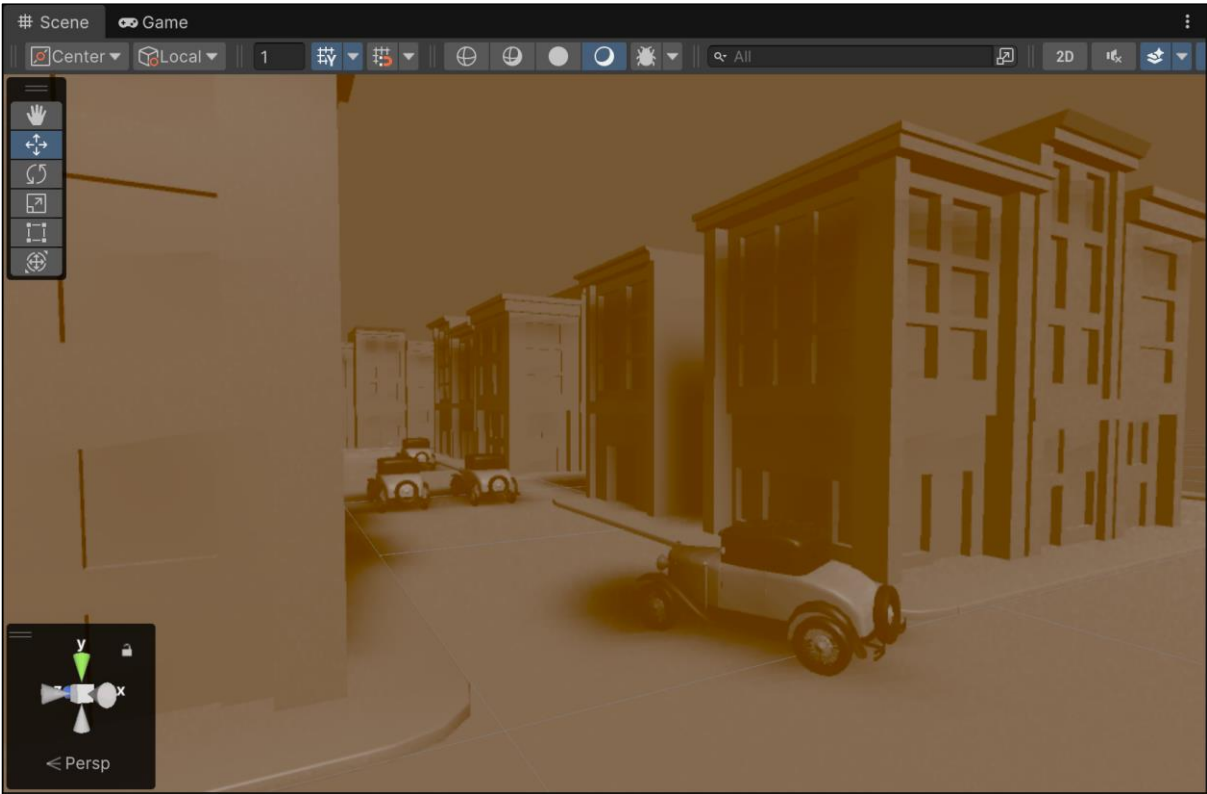
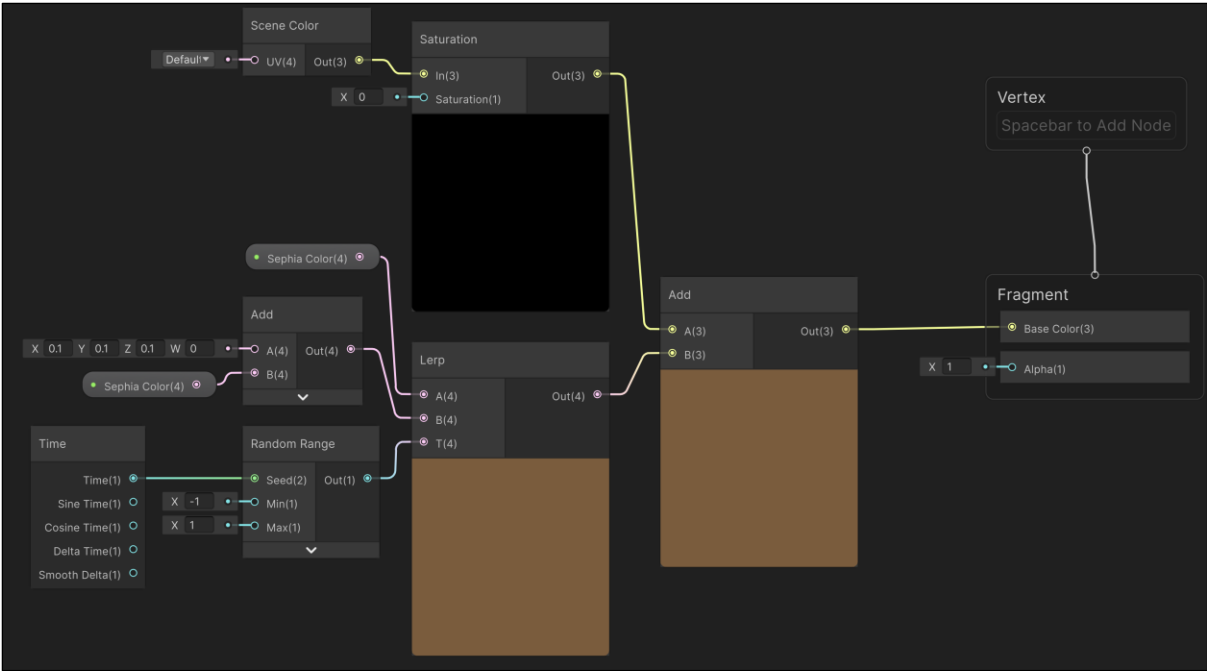
▼ Dust

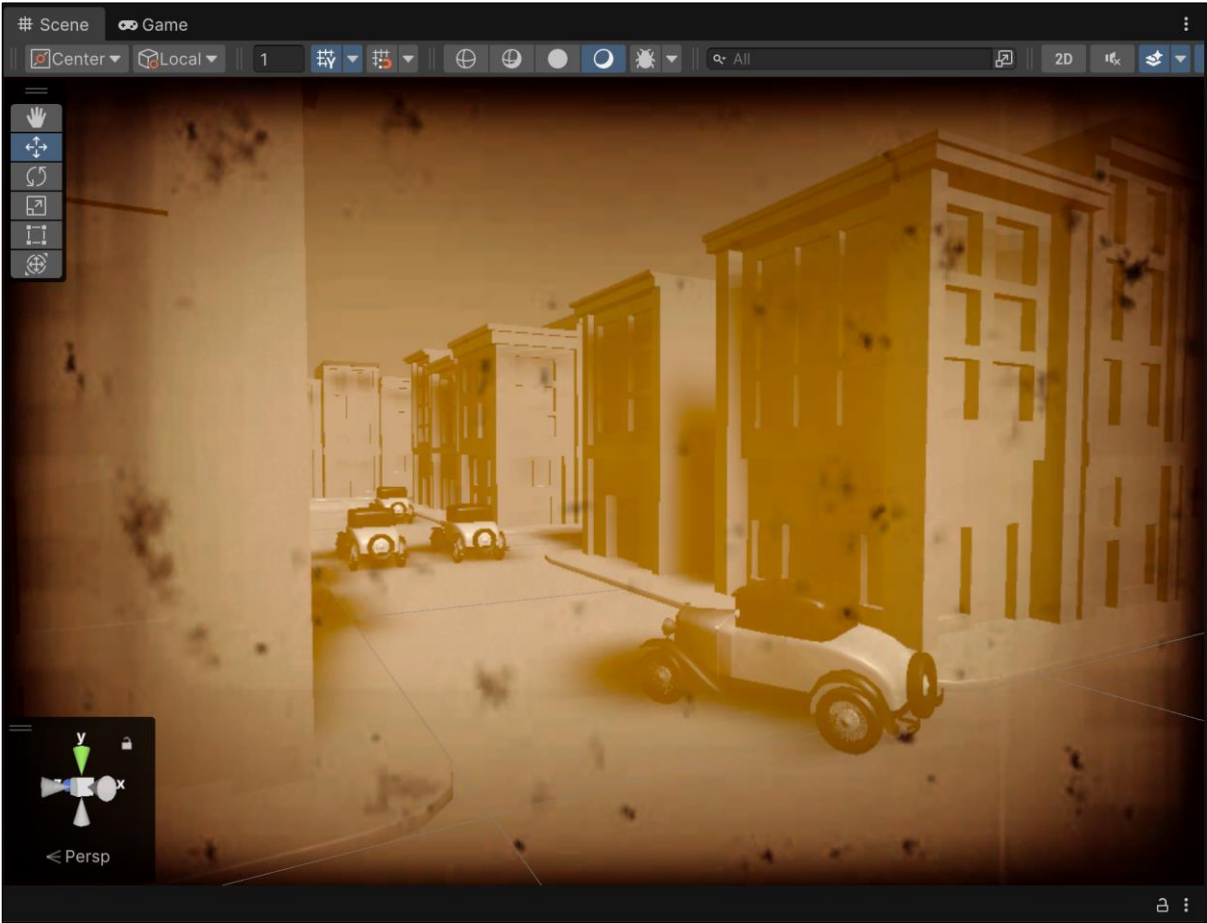
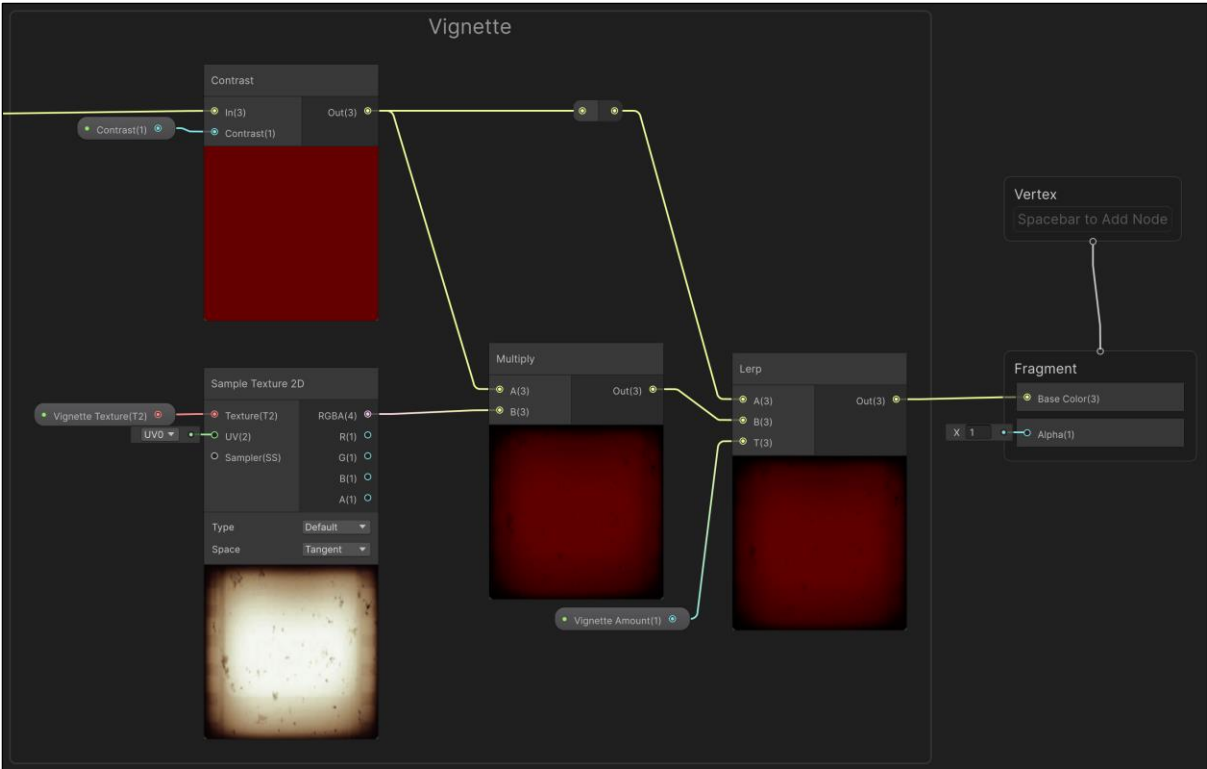
• Dust Texture

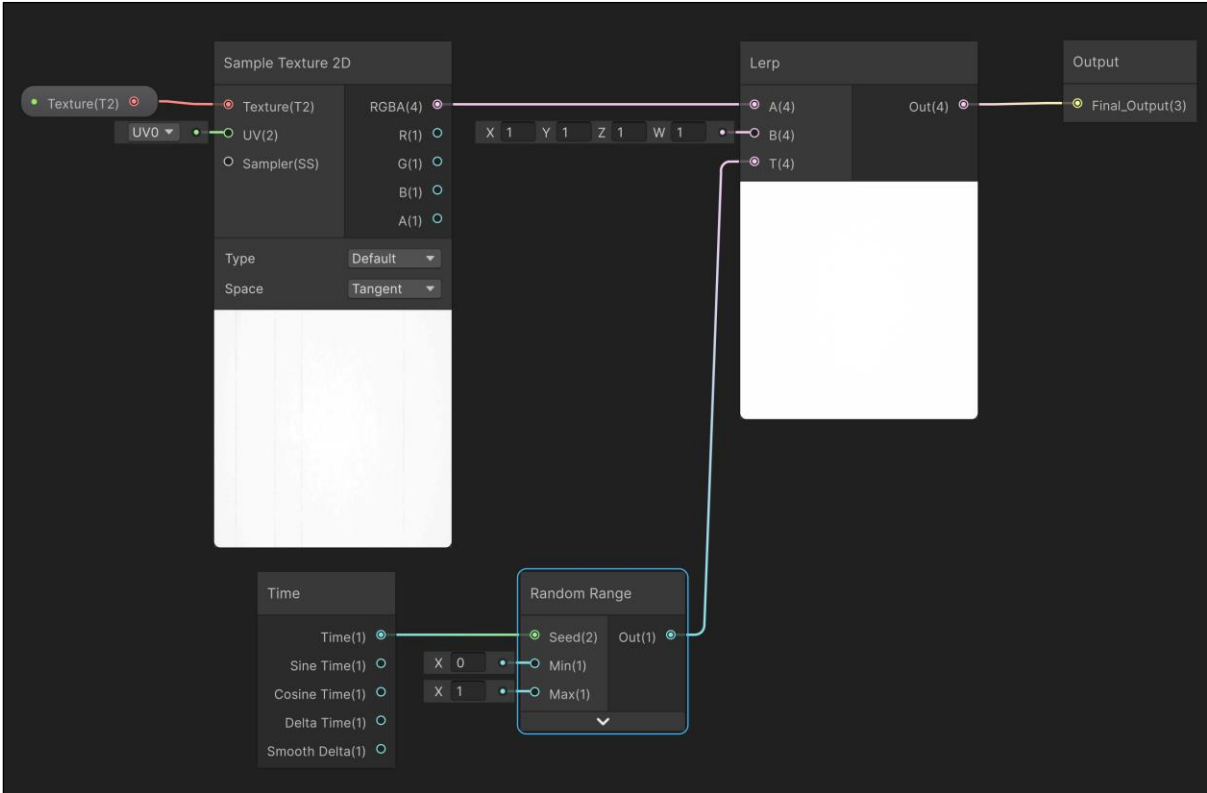
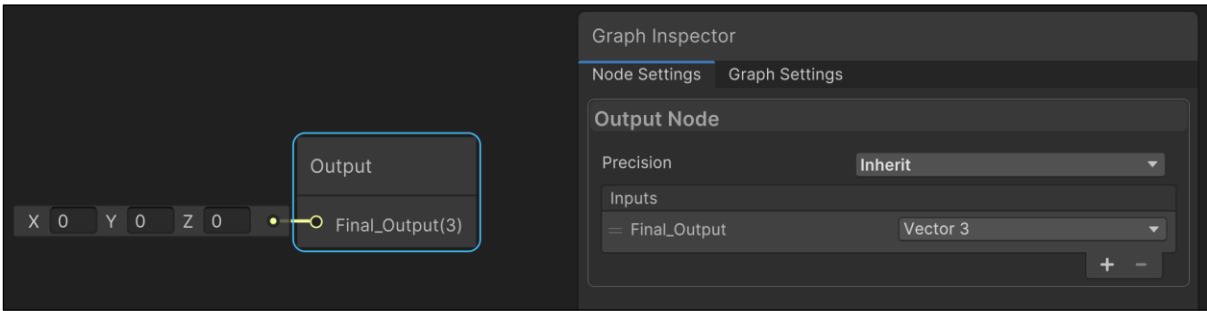
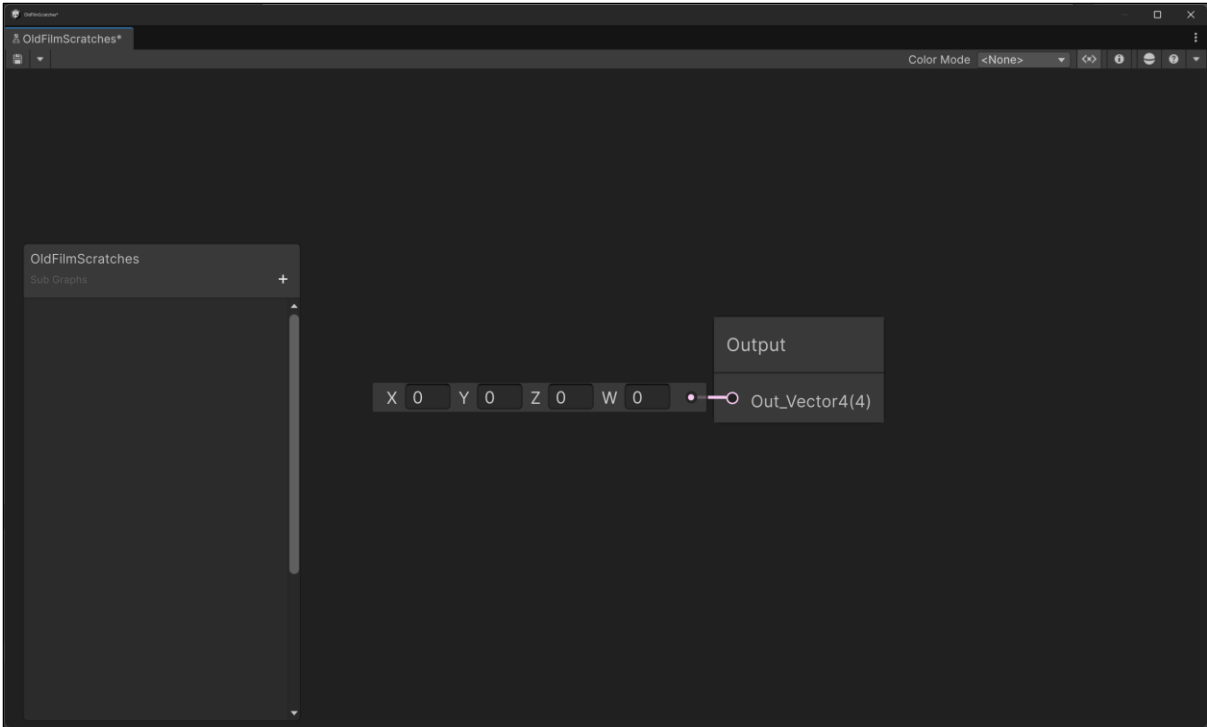
Texture2D

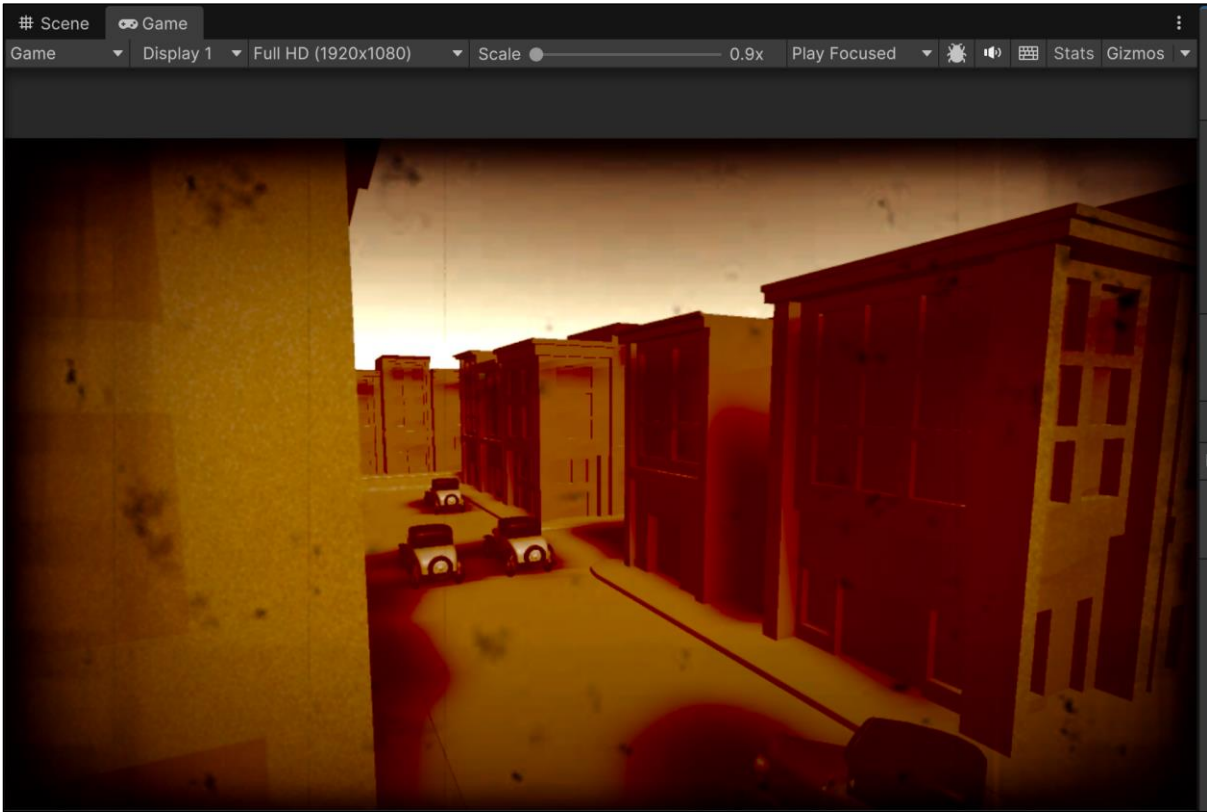
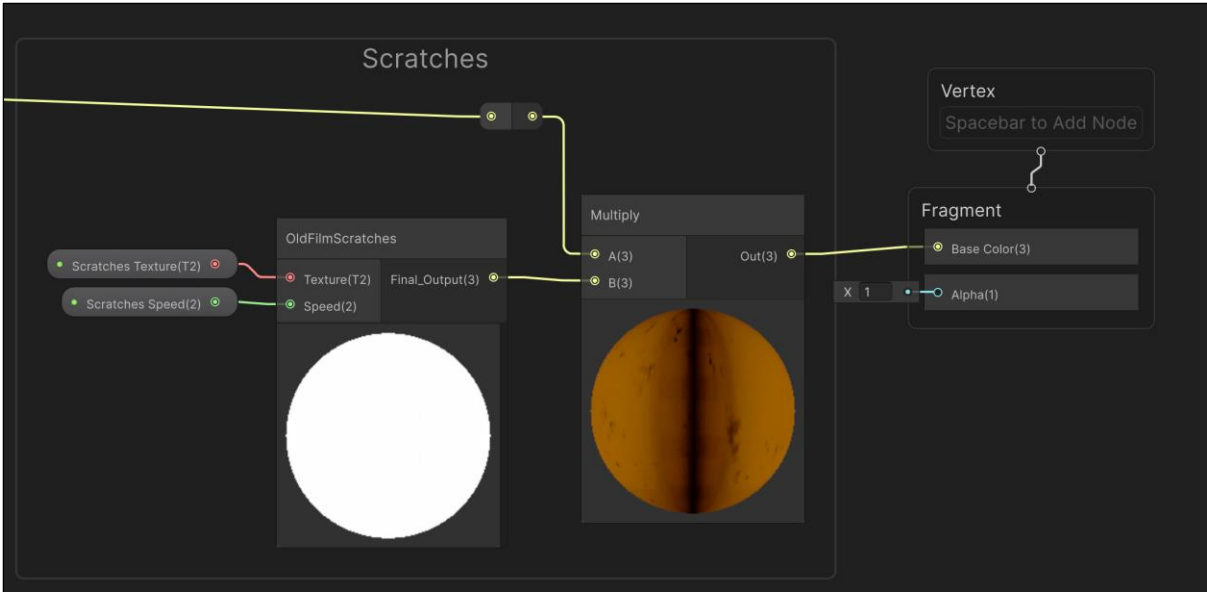
• Dust Speed

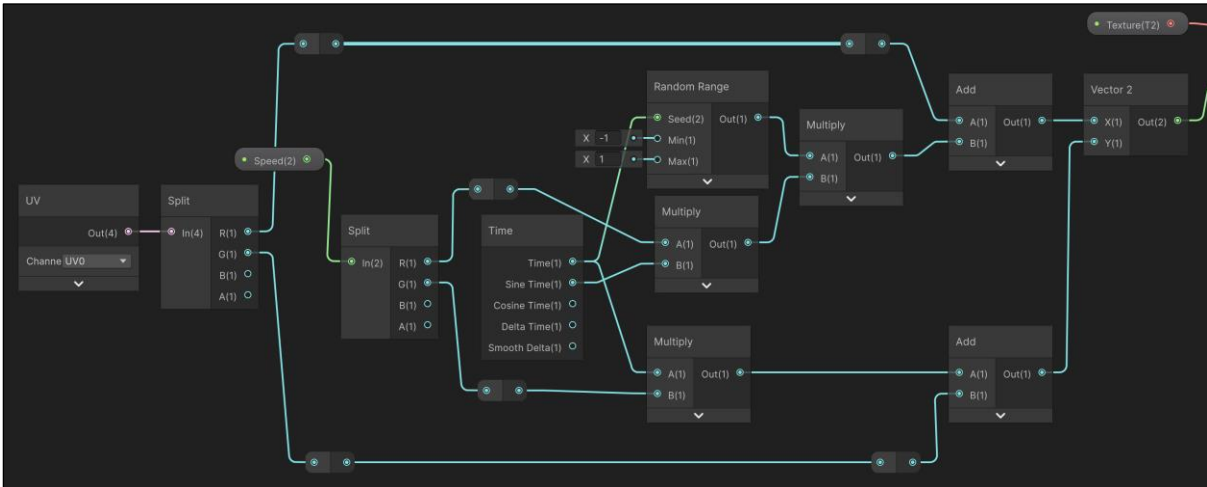
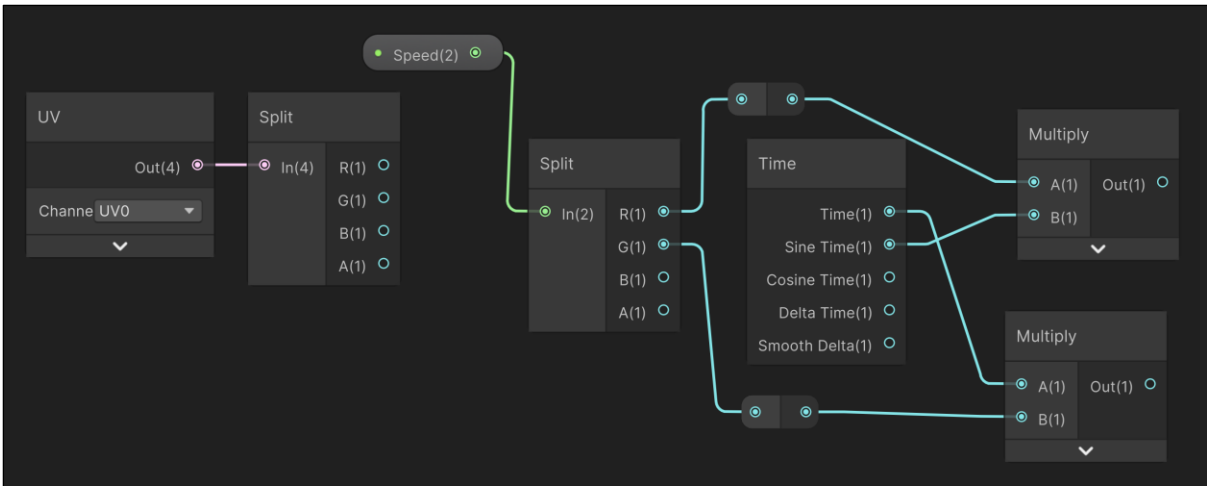
Vector2

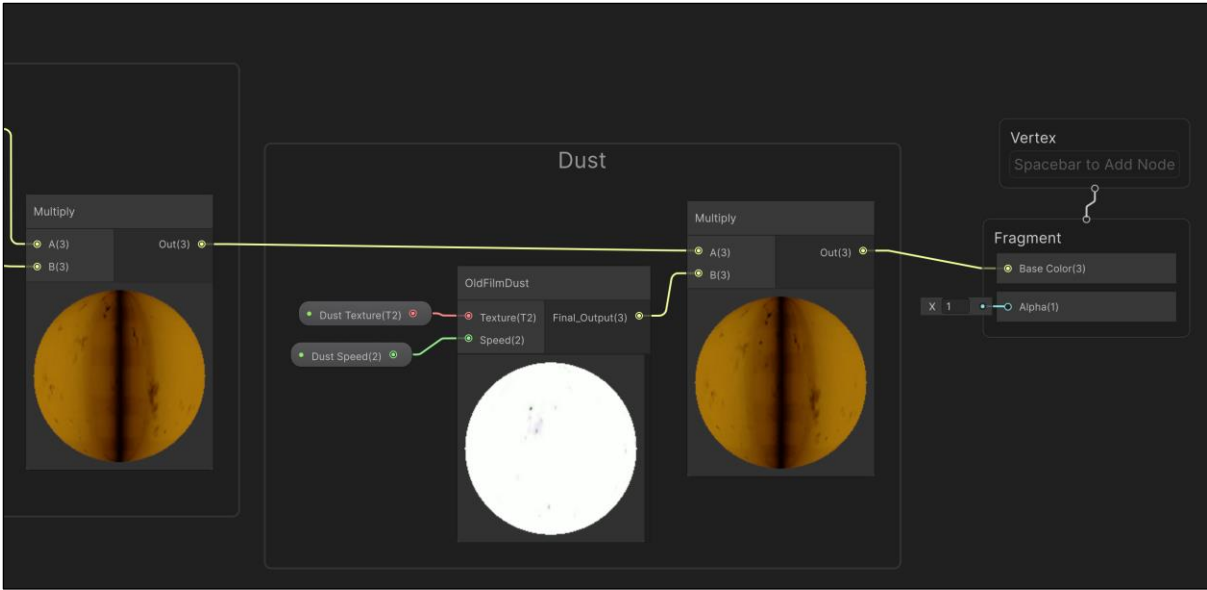


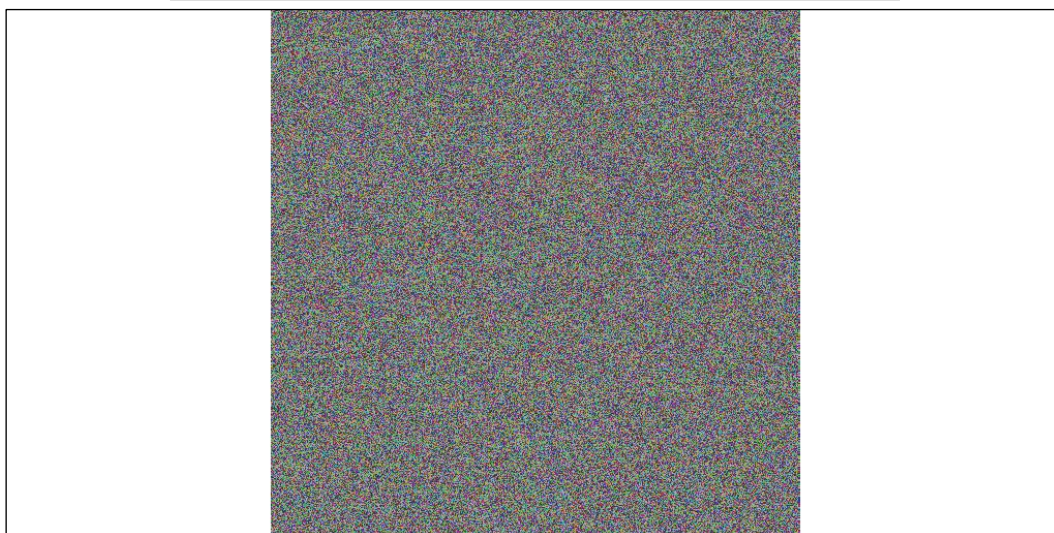
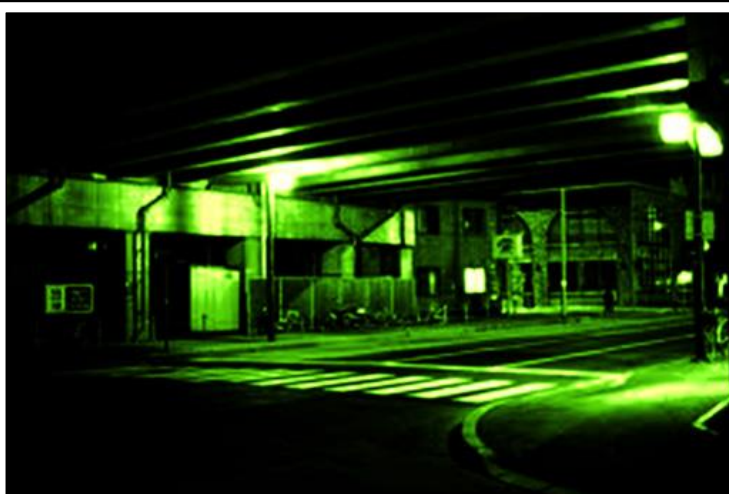


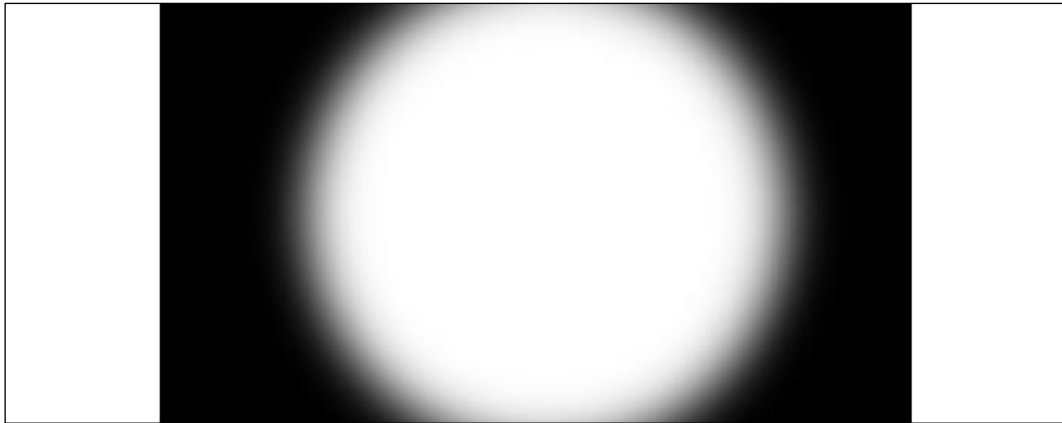












ScreenNightVision

Shader Graphs\Chapter 10



• Night Vision Color

Color

• Contrast

Float

• Brightness

Float

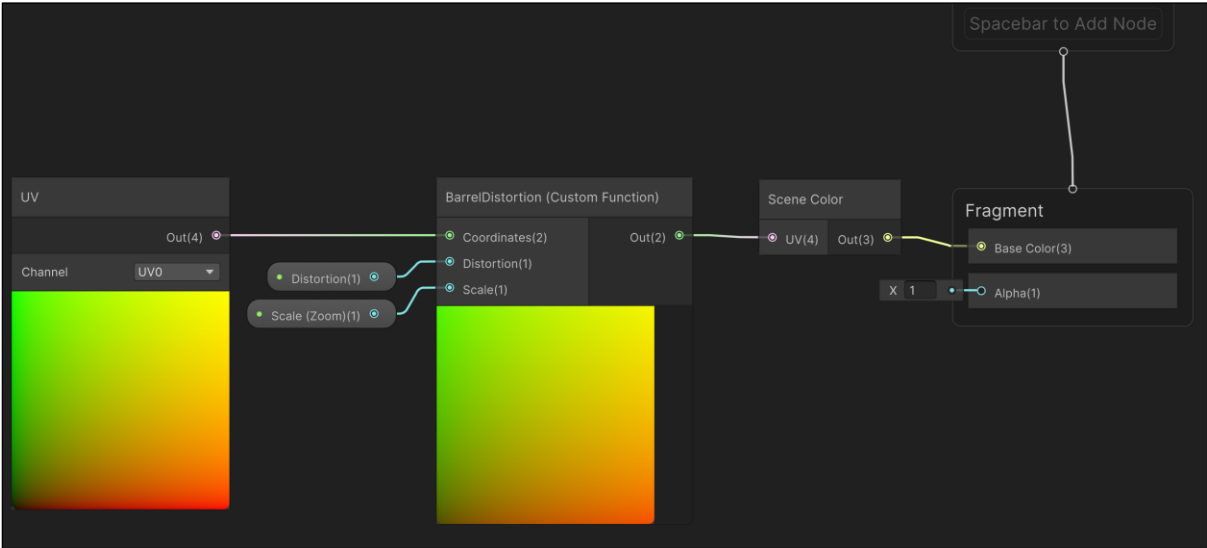
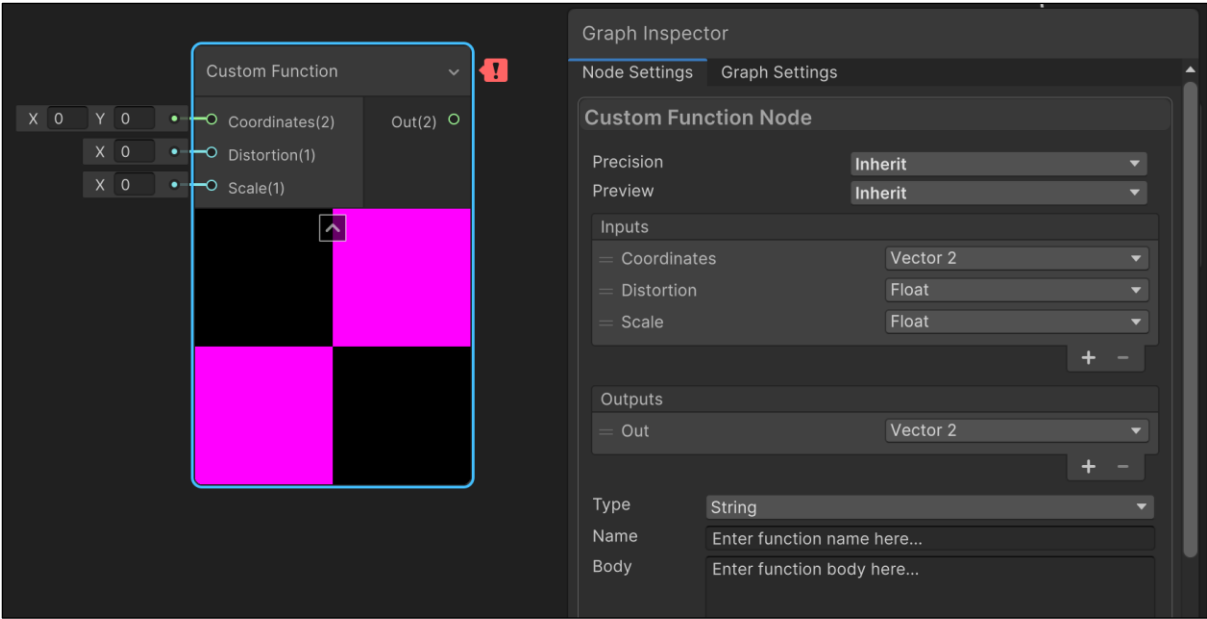
▼ Barrel Distortion

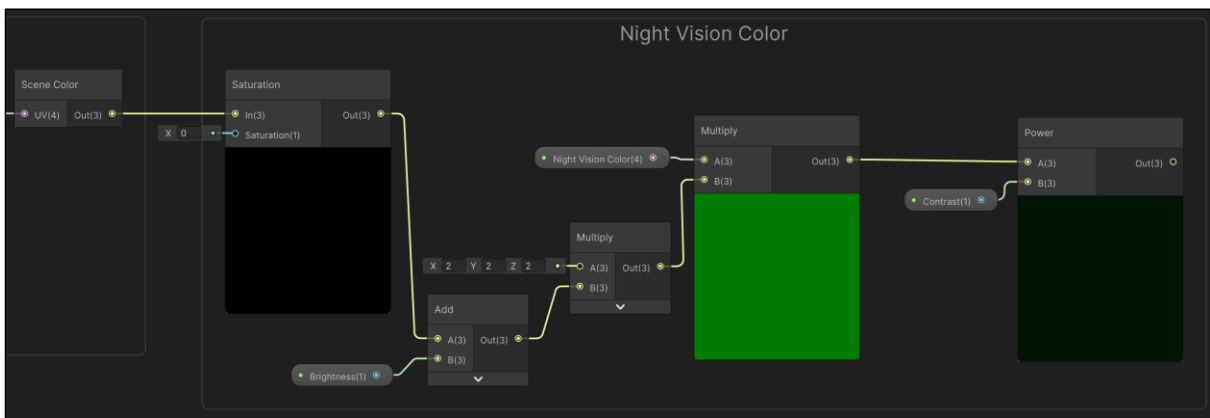
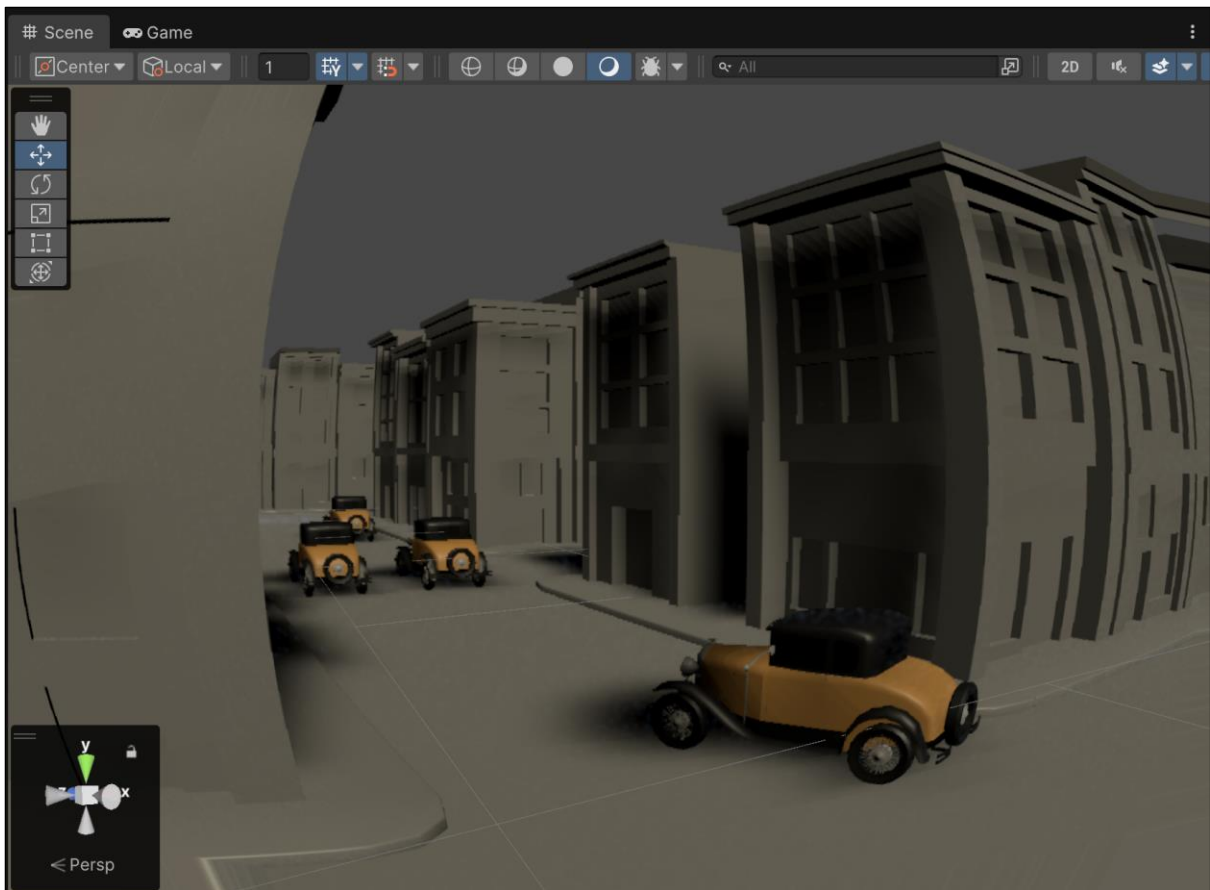
• Scale (Zoom)

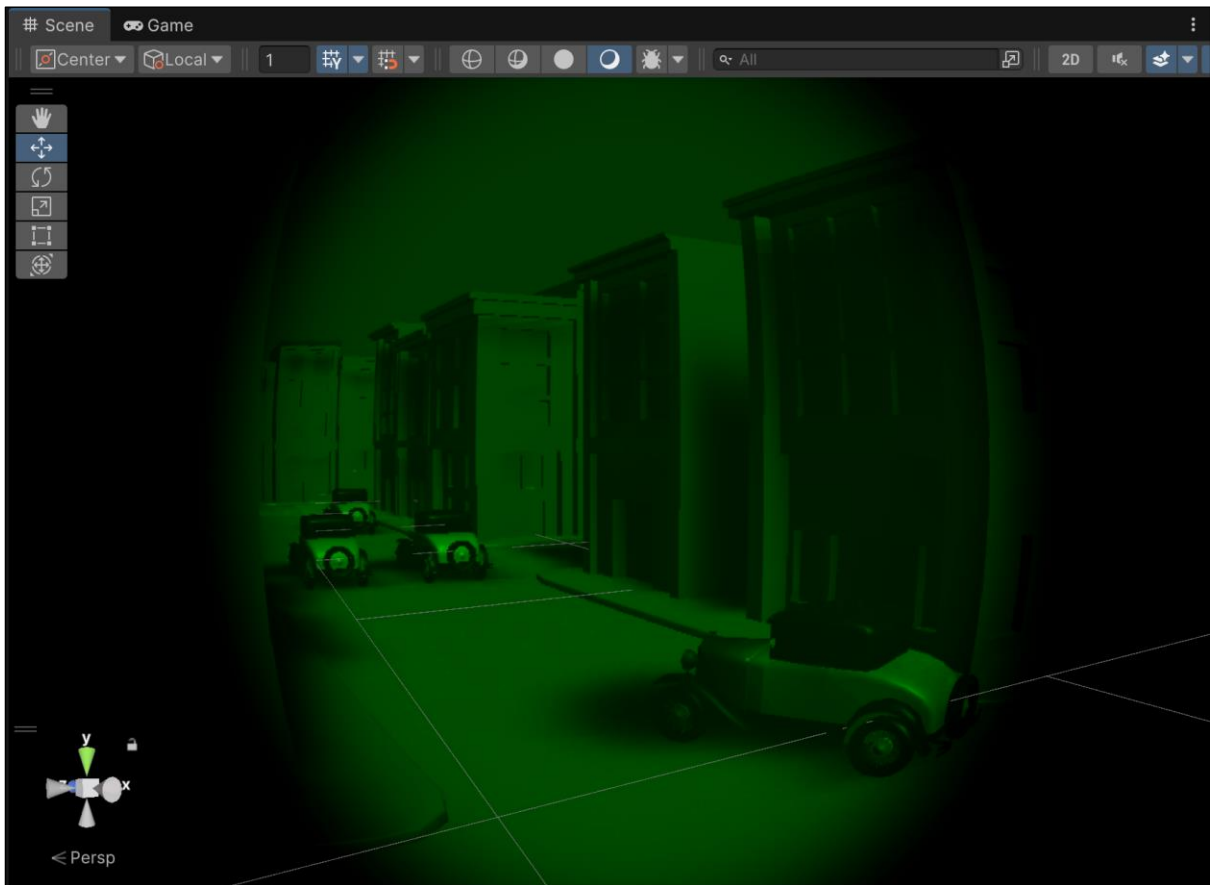
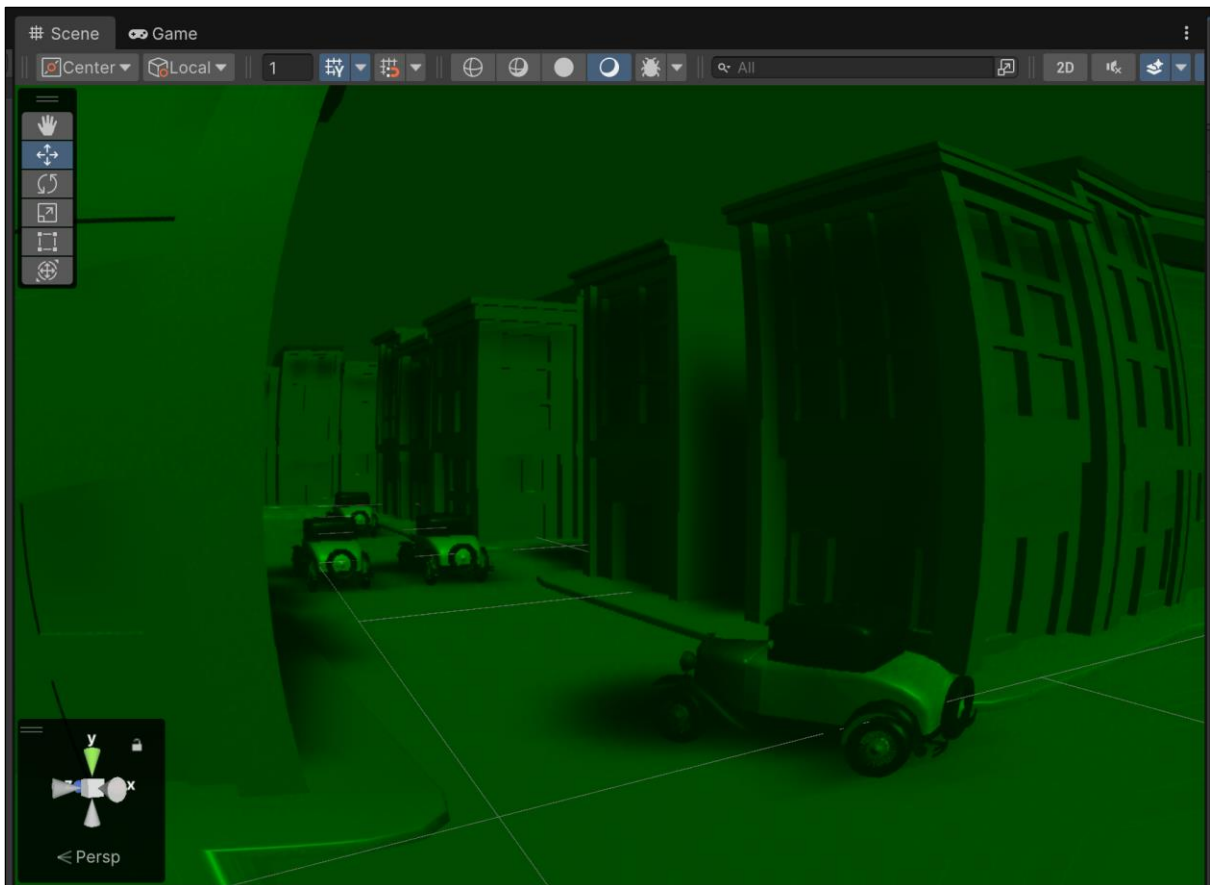
Float

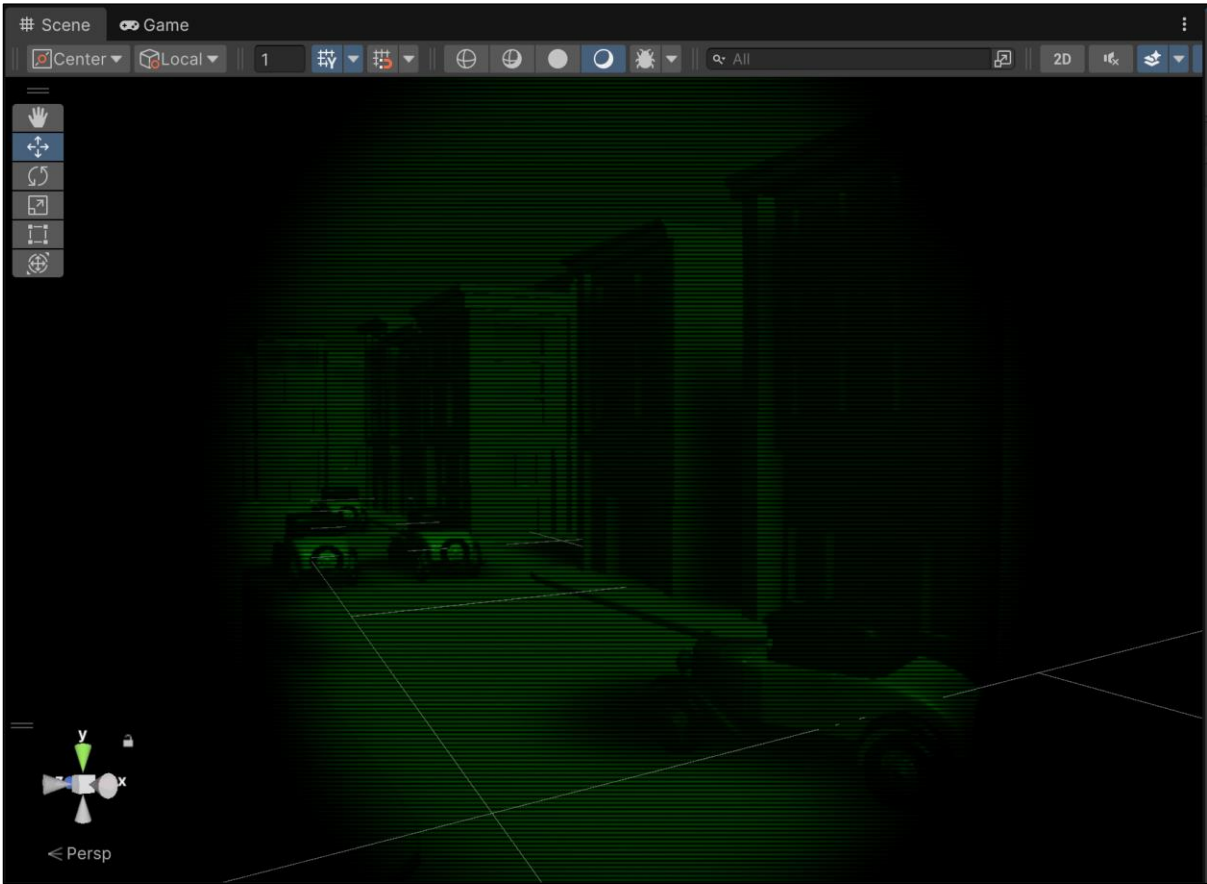
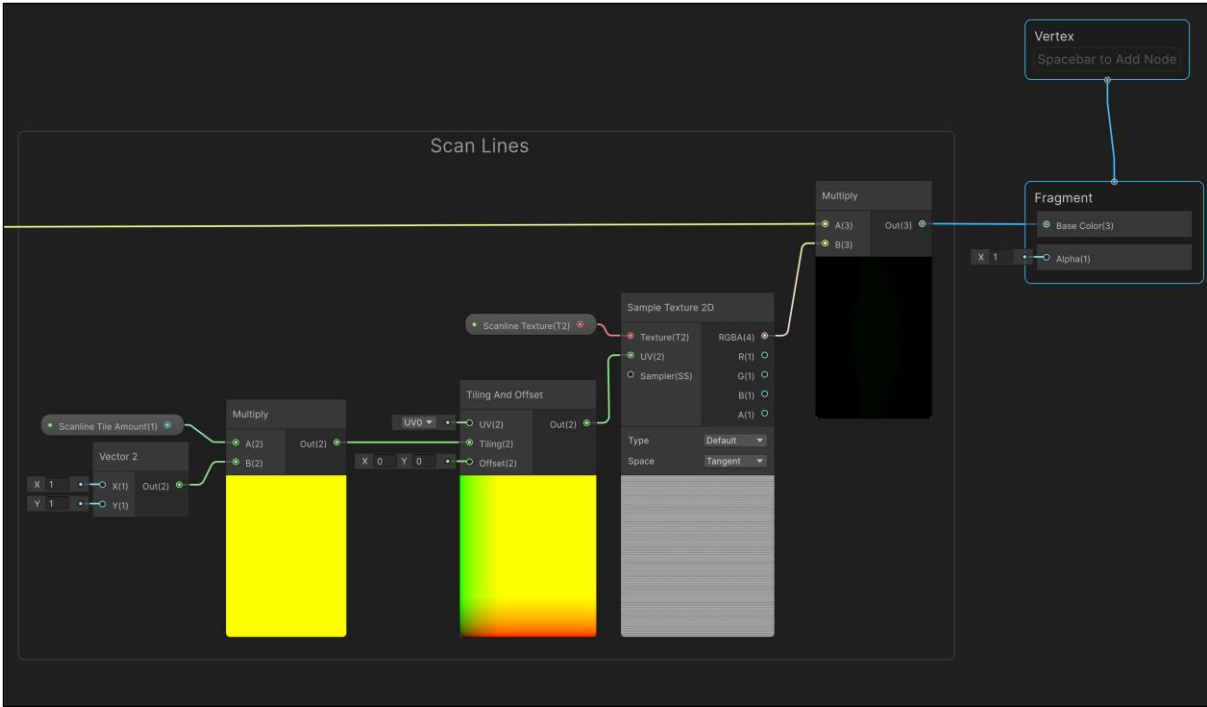
• Distortion

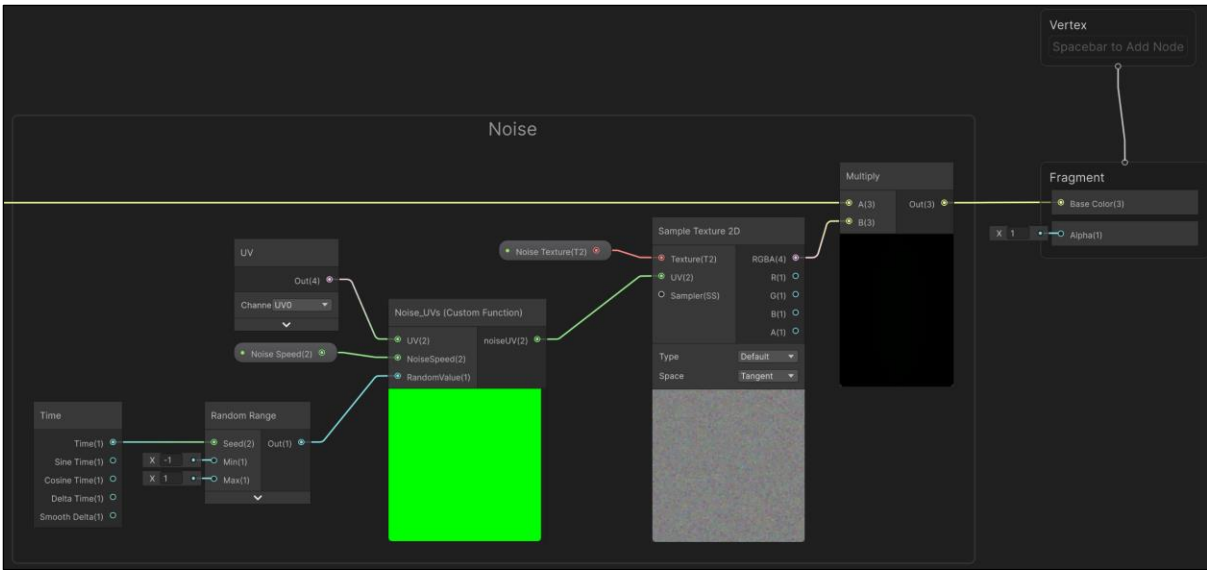
Float



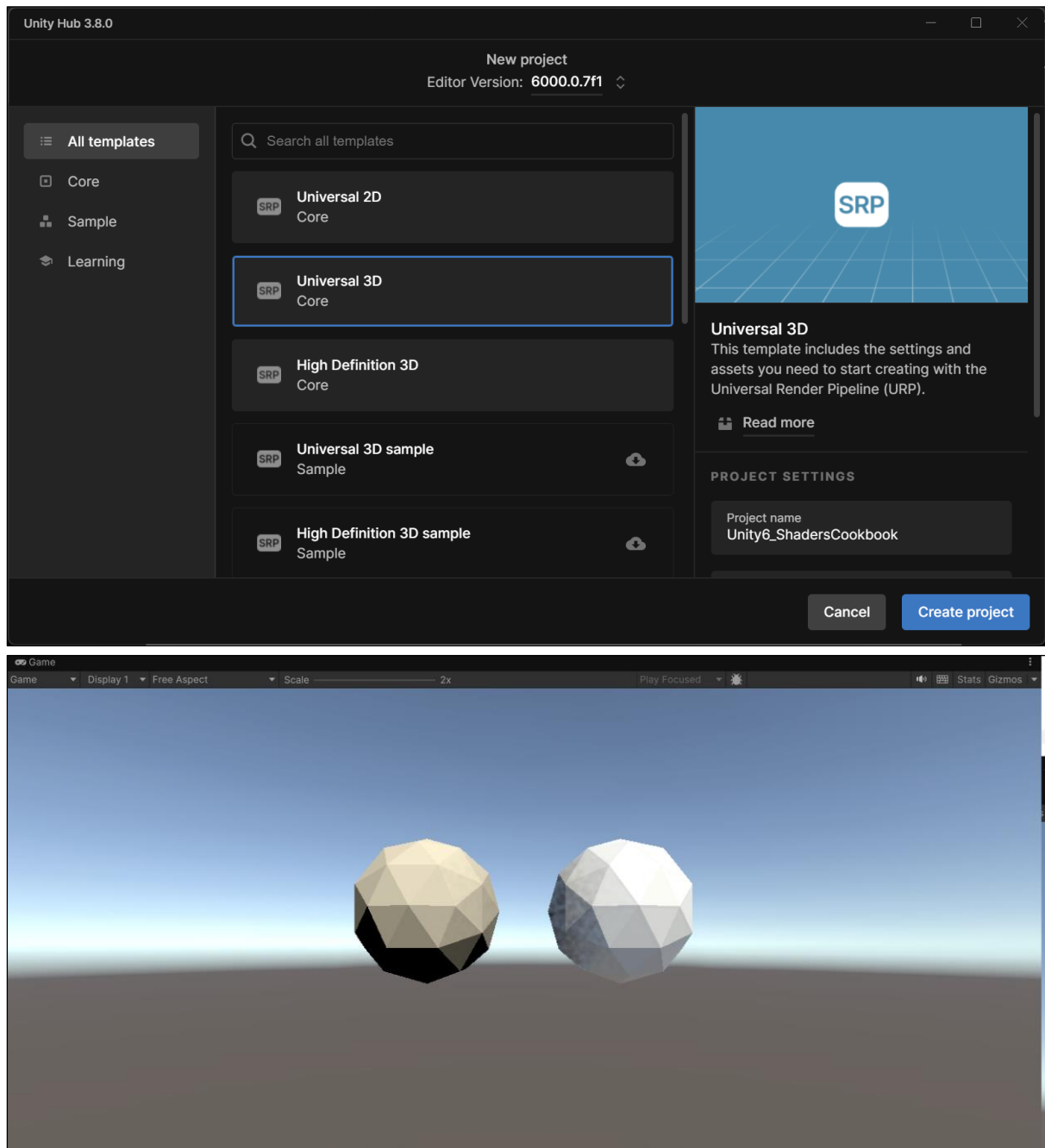


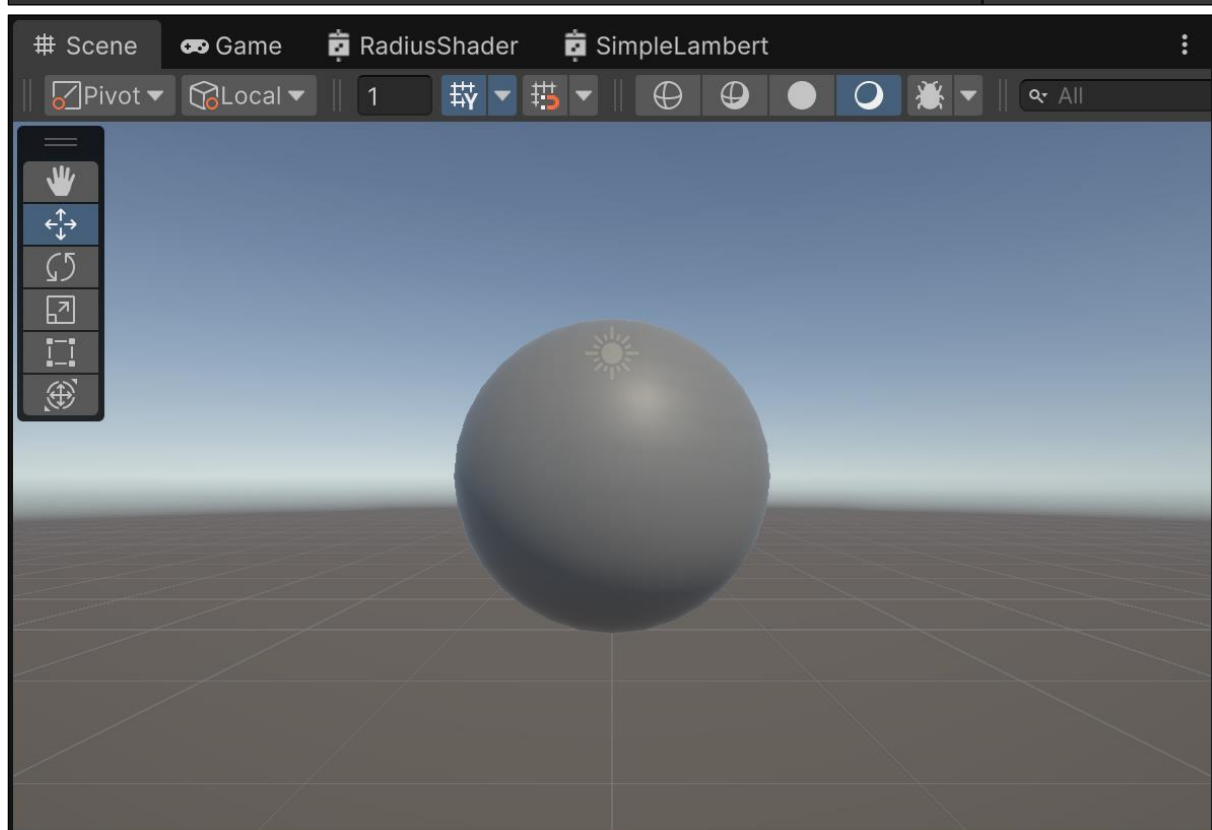
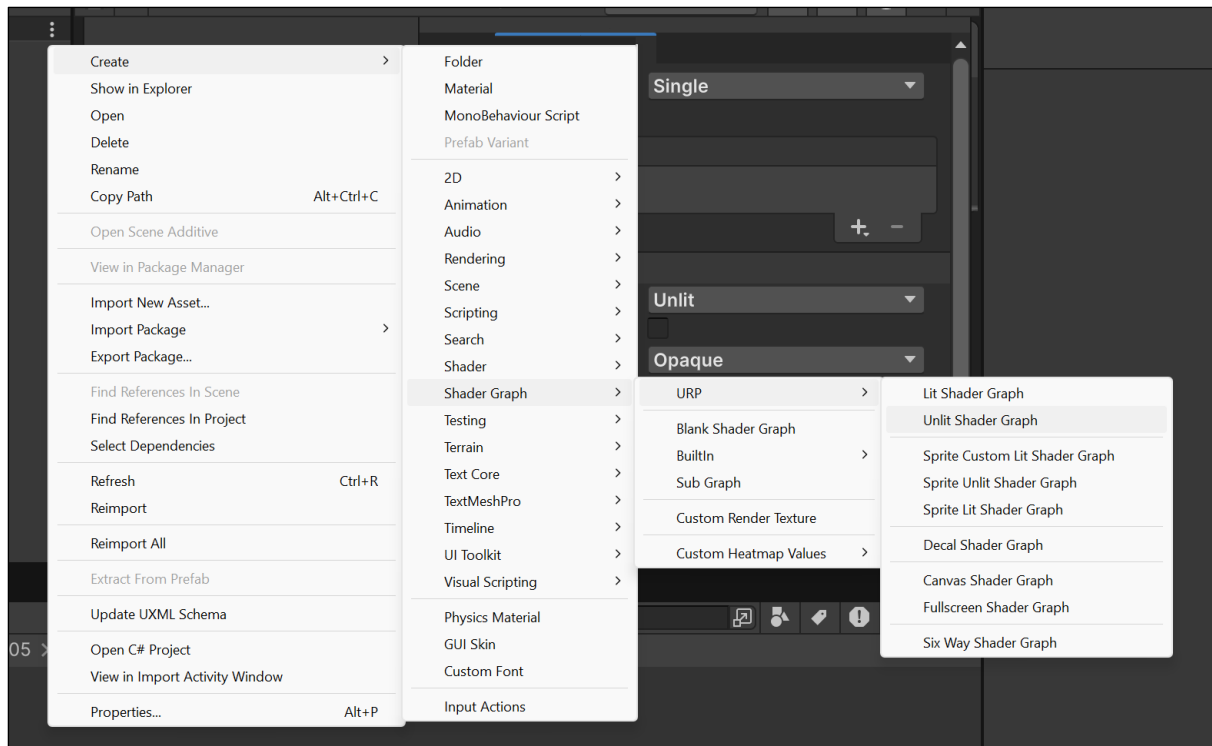


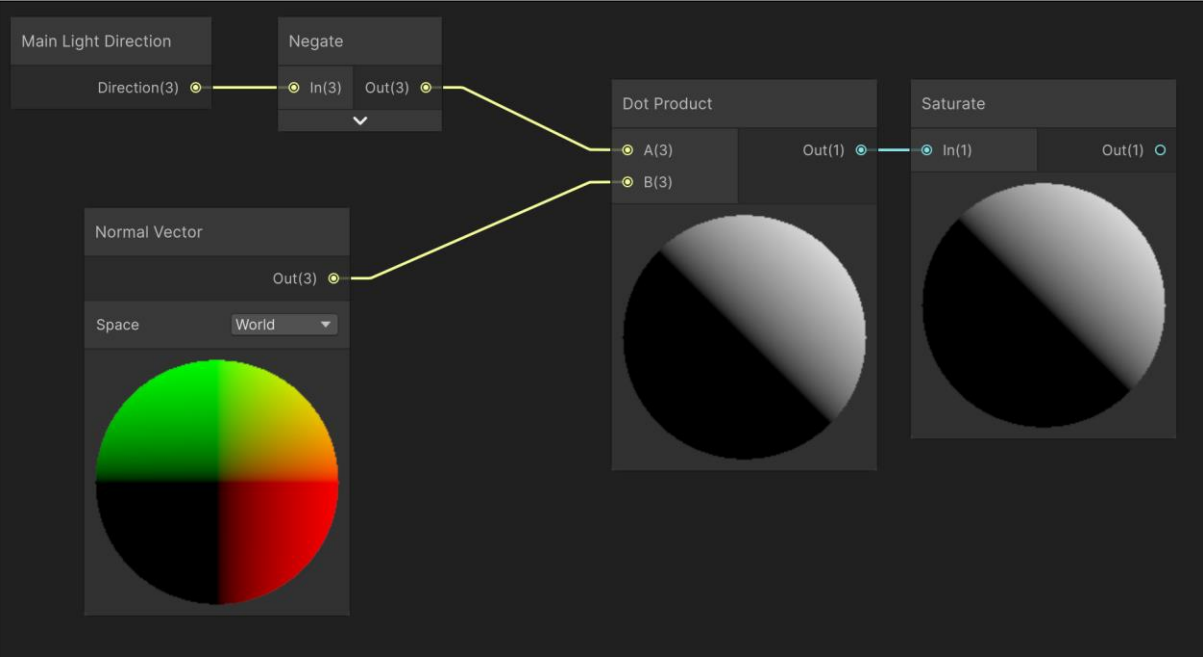
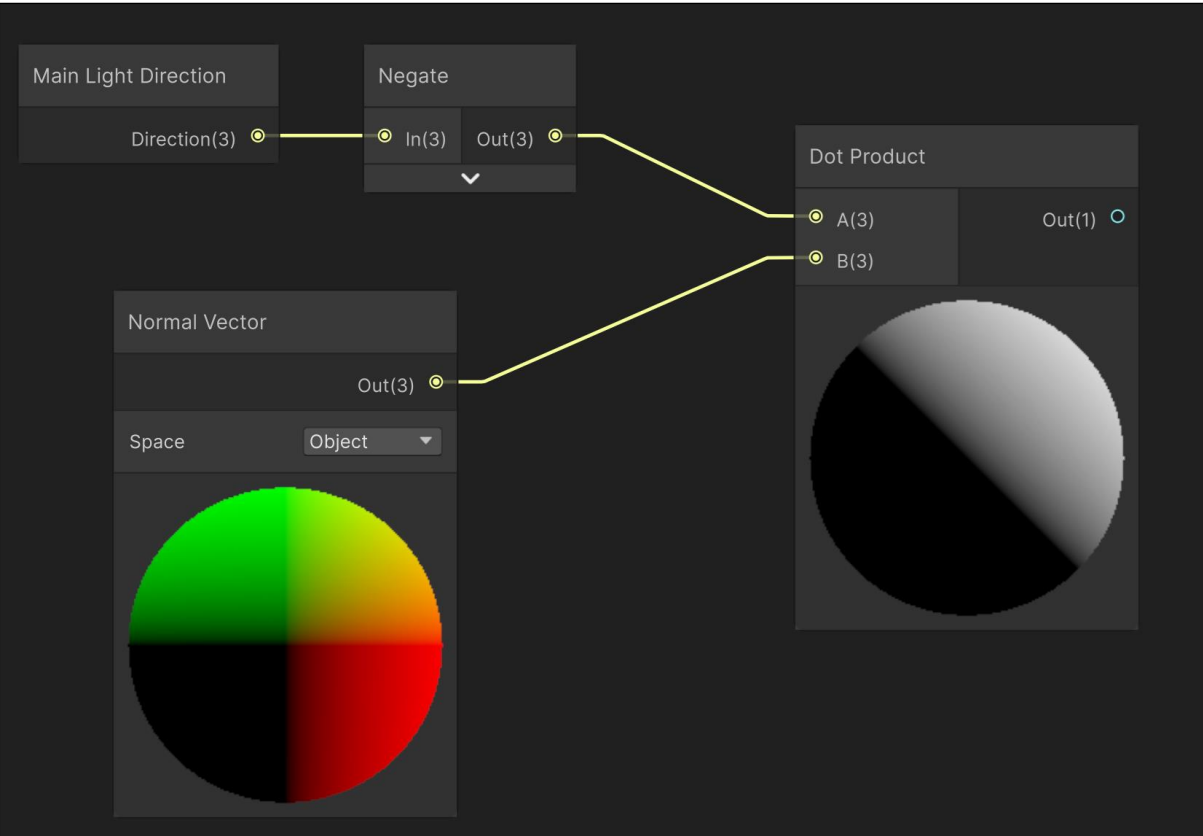


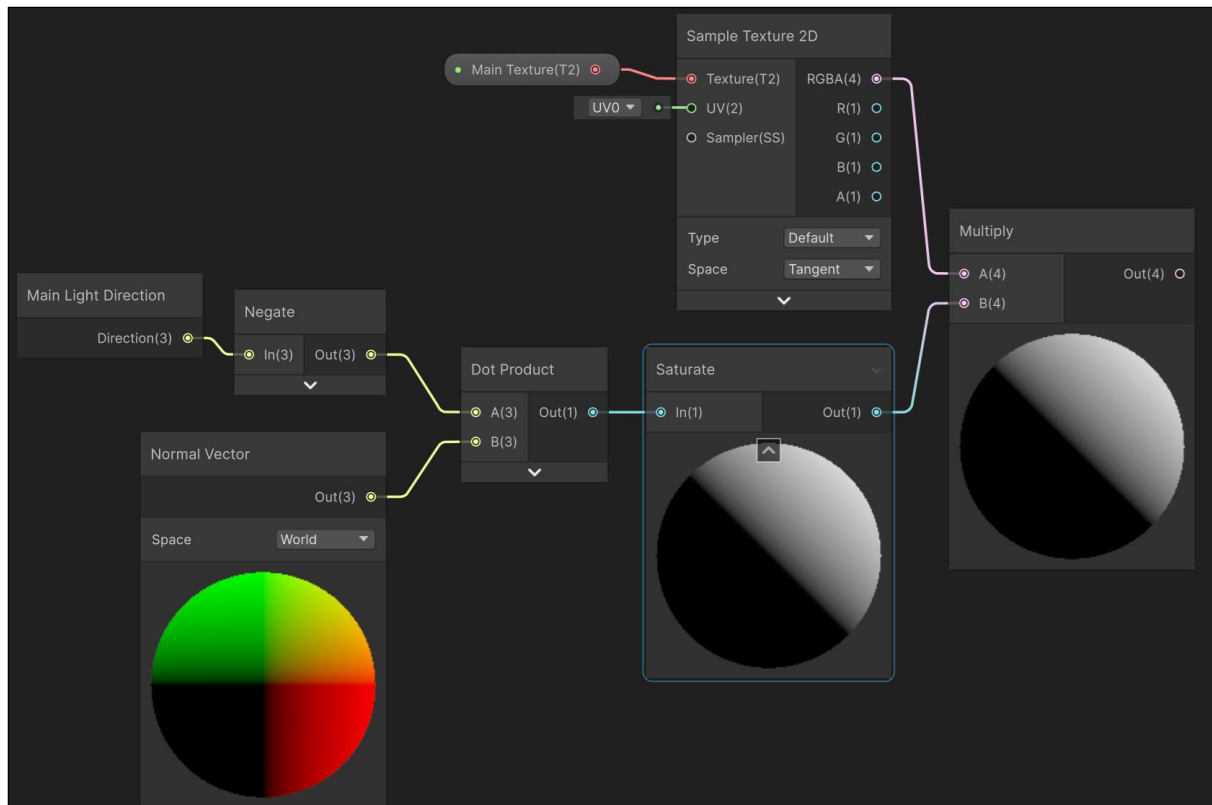


Chapter 11: Understanding Lighting Models









SimpleLambert

Shader Graphs/Chapter 05

Main Texture

Texture2D

LightColor0

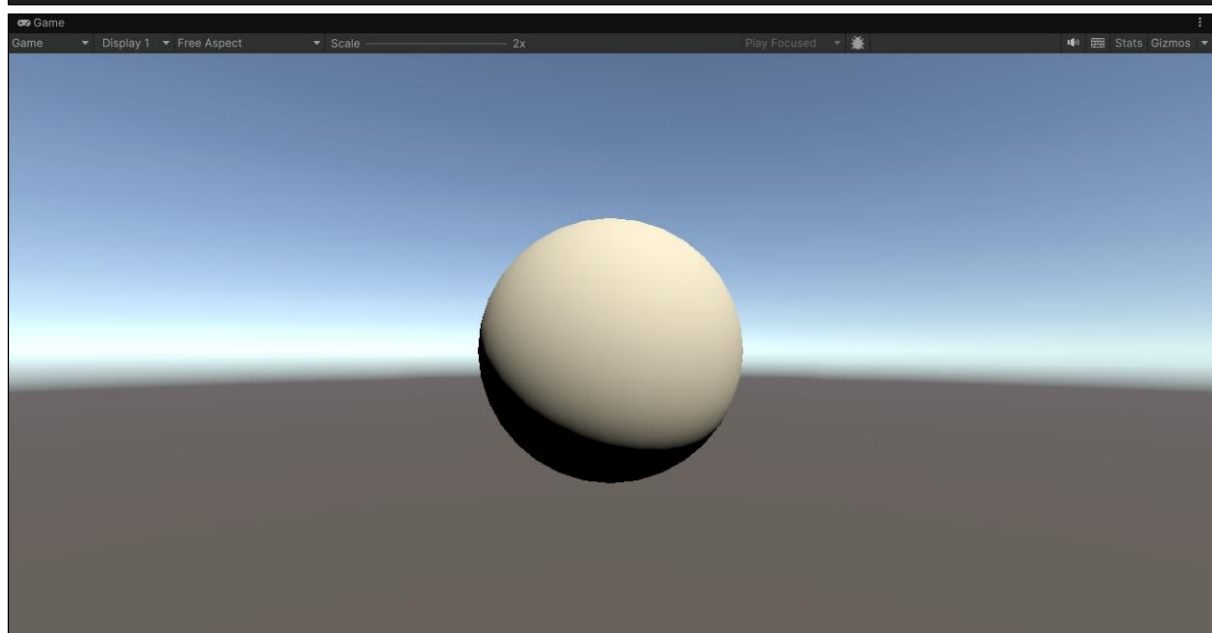
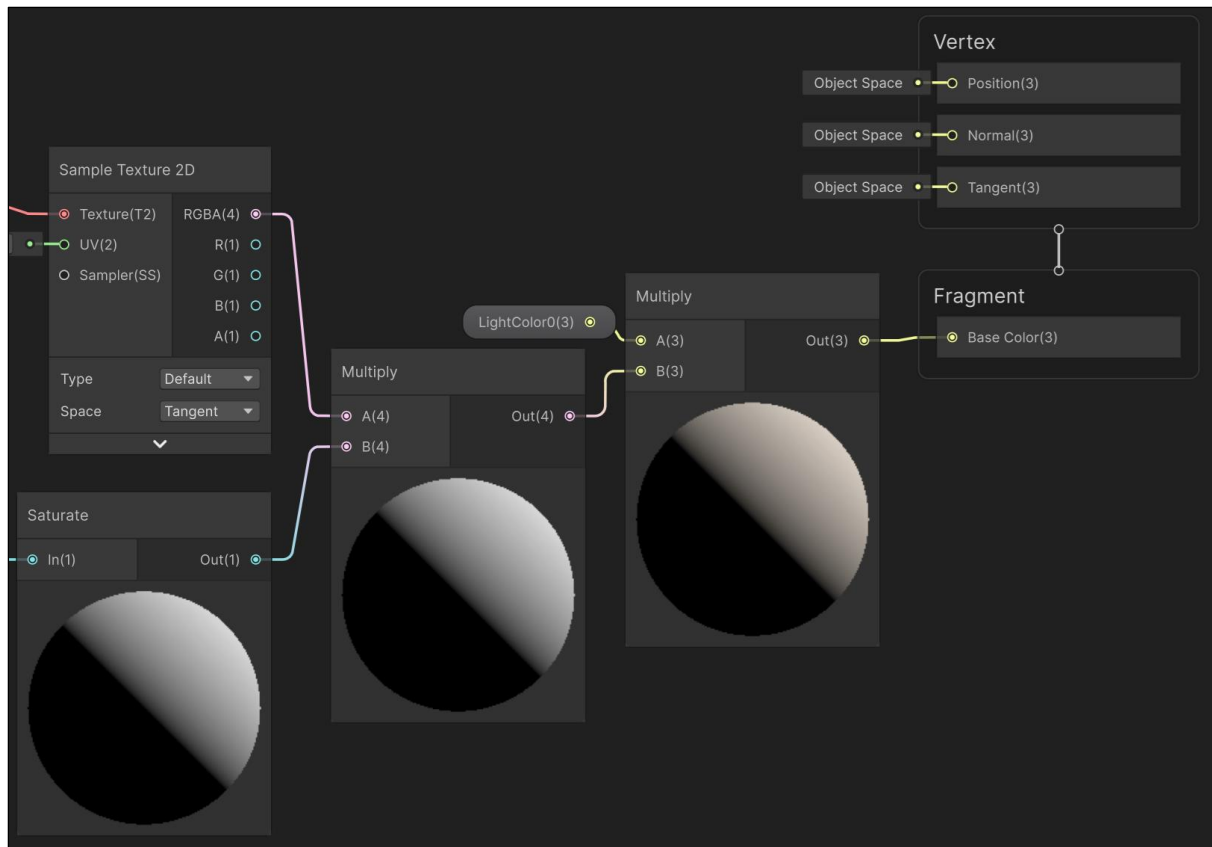
Vector3

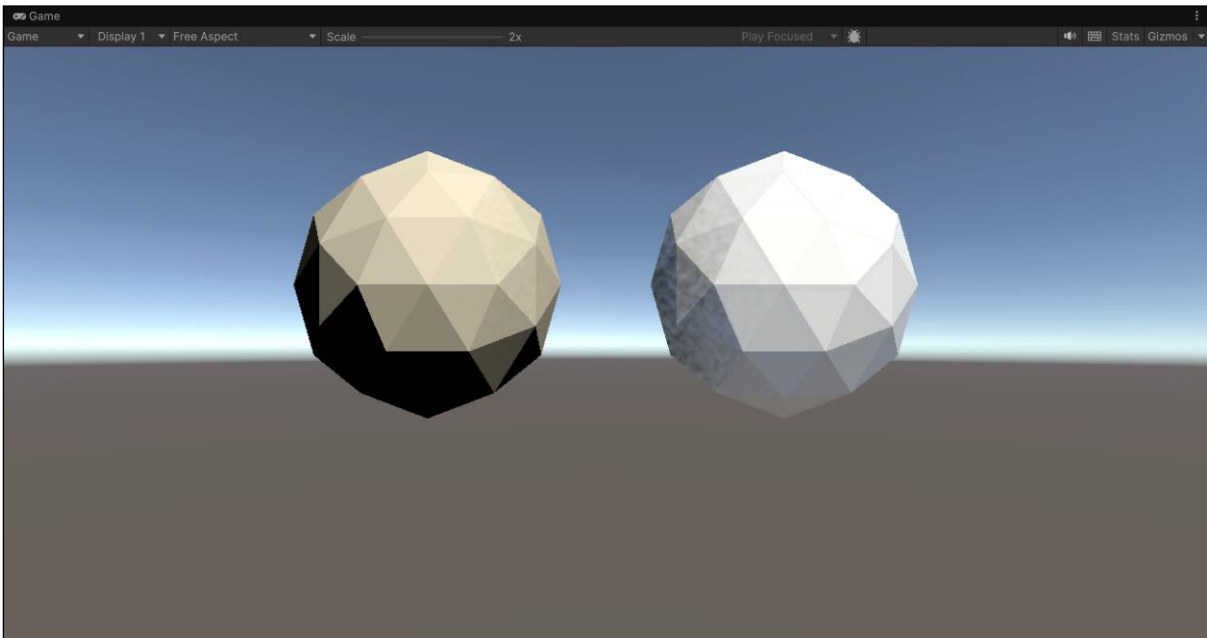
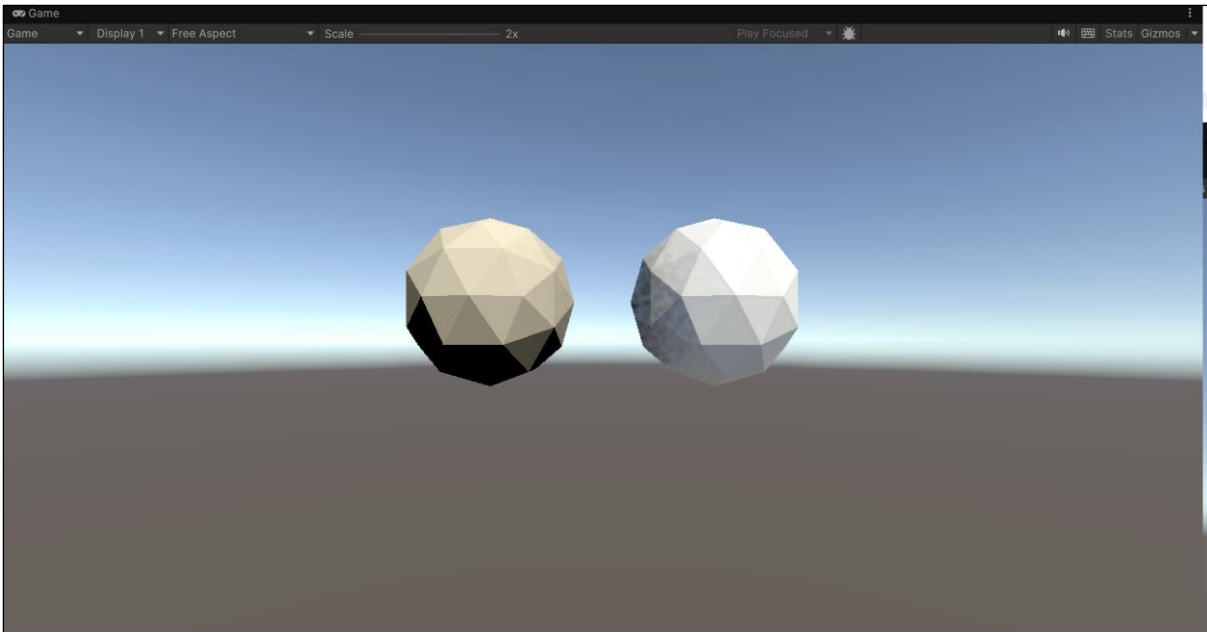
Graph Inspector

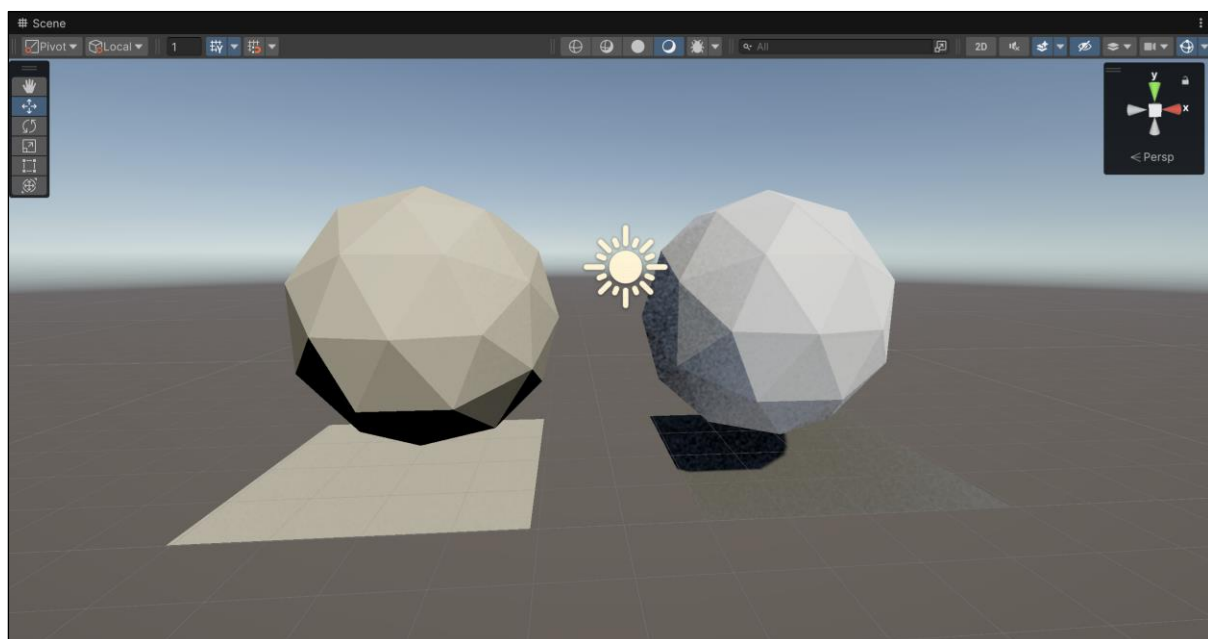
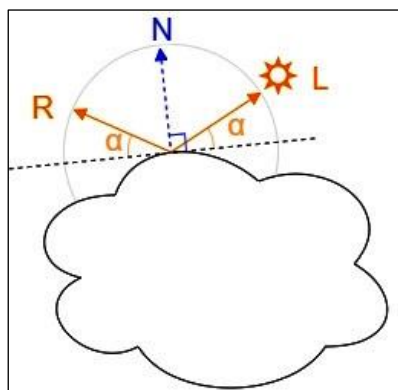
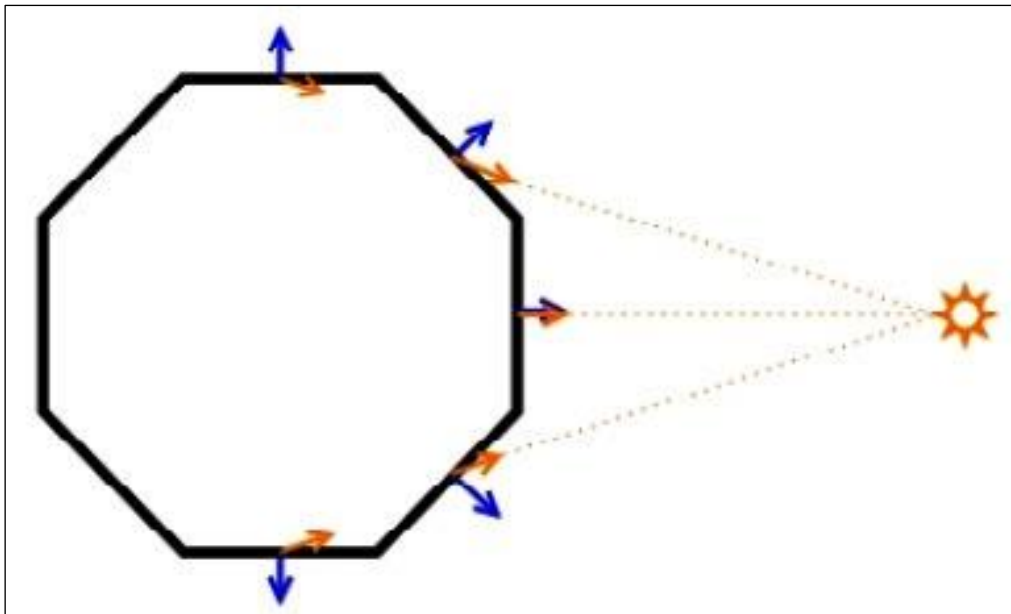
Node SettingsGraph Settings

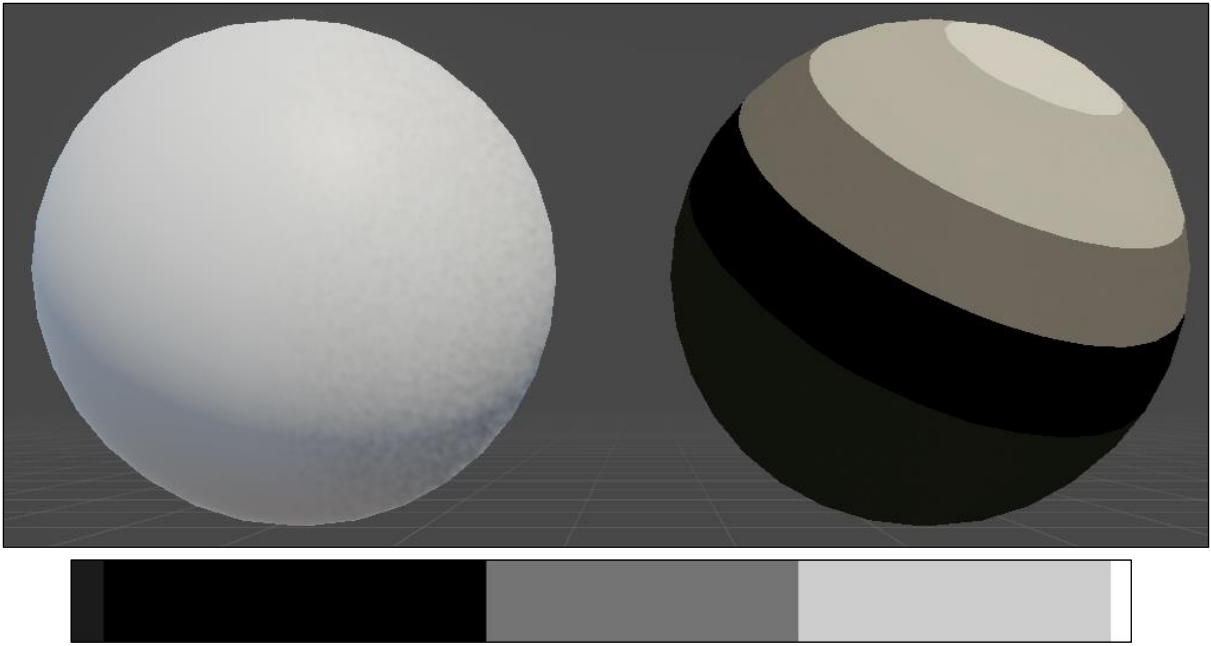
Property: LightColor0

Name	LightColor0
Reference	_LightColor0
Precision	Inherit
Scope	Per Material
Show In Inspector	☐
Default Value	X 1Y 0.9Z 0.8









Inspector

⌵ ⋮

 Toon Ramp (Texture 2D) Import Settings

ⓘ ⚙ ⋮ ⬆

Open

Texture Type

Default

▼

Texture Shape

2D

▼

sRGB (Color Texture)

☒

Alpha Source

Input Texture Alpha

▼

Alpha Is Transparency

☐

▶ Advanced

Wrap Mode

Clamp

▼

Filter Mode

Point (no filter)

▼

Aniso Level

1

Default





Max Size

2048

▼

Resize Algorithm

Mitchell

▼

Format

Automatic

▼

Compression

Normal Quality

▼

Use Crunch Compression

☐

Revert

Apply

▼ Asset PostProcessors

⬇

ToonRamp

=====

RGB

R

G

B





⋮



ToonRamp

32x32 RGB Compressed DXT1|BC1 sRGB 0.7 KB

ToonShader

Shader Graphs/Chapter 05

Main Texture

Texture2D

LightColor0

Vector3

Ramp Texture

Texture2D

Node Settings

Graph Settings

Property: Ramp Texture

Name

Ramp Texture

Reference

_Ramp_Texture

Precision

Inherit

Scope

Per Material

Show In Inspector

✓

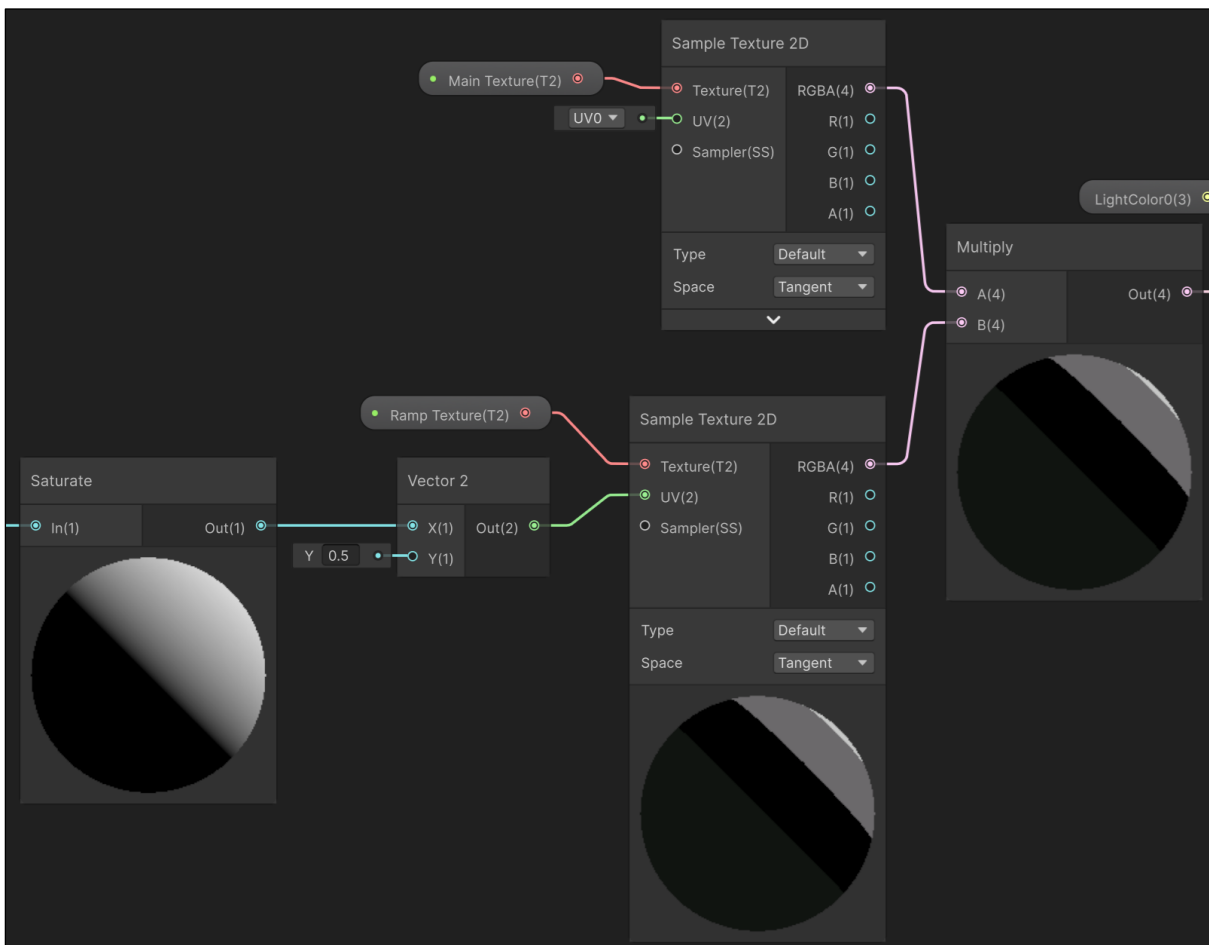
Default Value

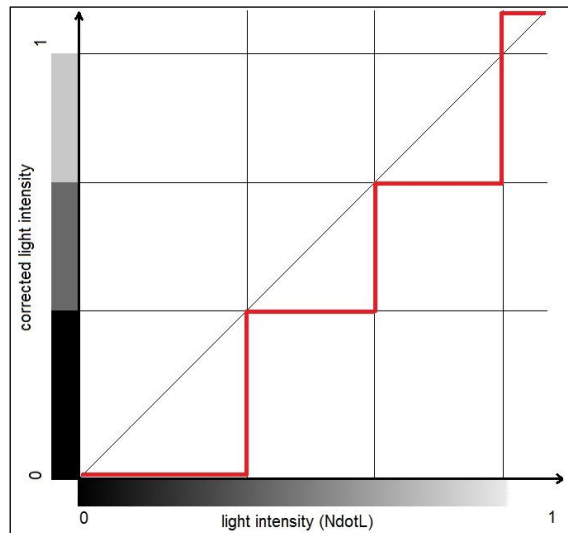
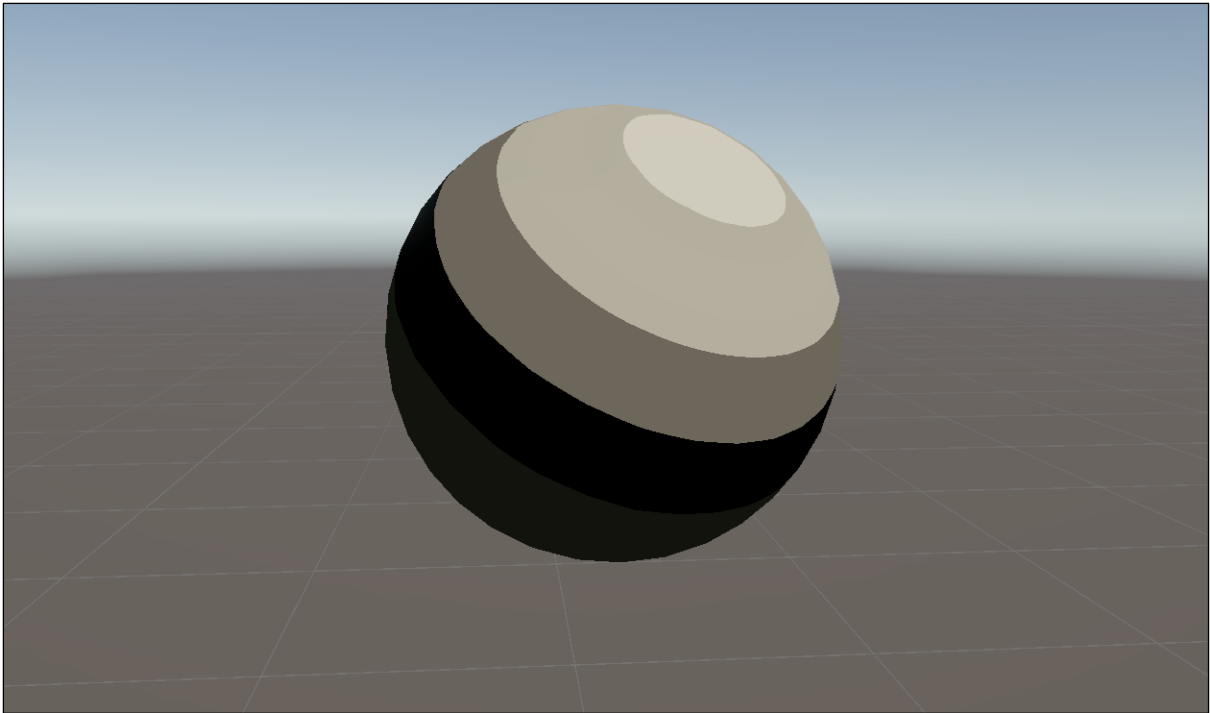
ToonRamp

Mode

White

Use Tiling and Offset





+

Shader Graphs/Chapter 05

Main Texture

Texture2D

LightColor0

Vector3

Cel Shading Levels

Float

Graph Inspector

Node SettingsGraph Settings

Property: Cel Shading Levels

Name

Cel Shading Levels

Reference

_Cel_Shading_Levels

Precision

Inherit

Scope

Per Material

Show In Inspector

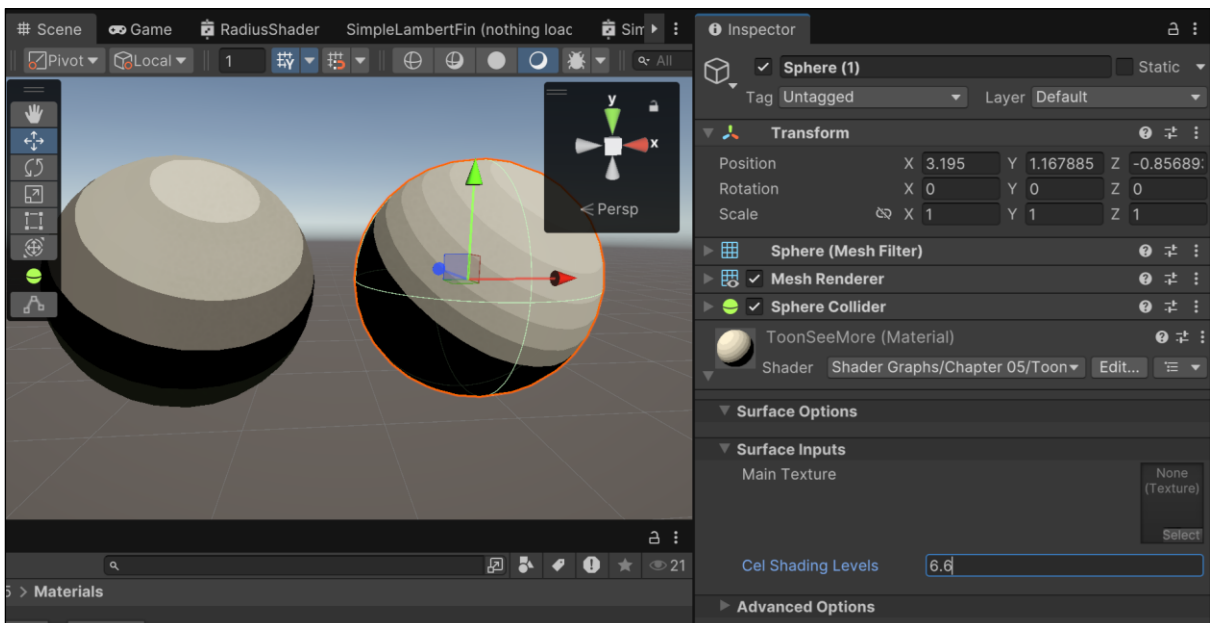
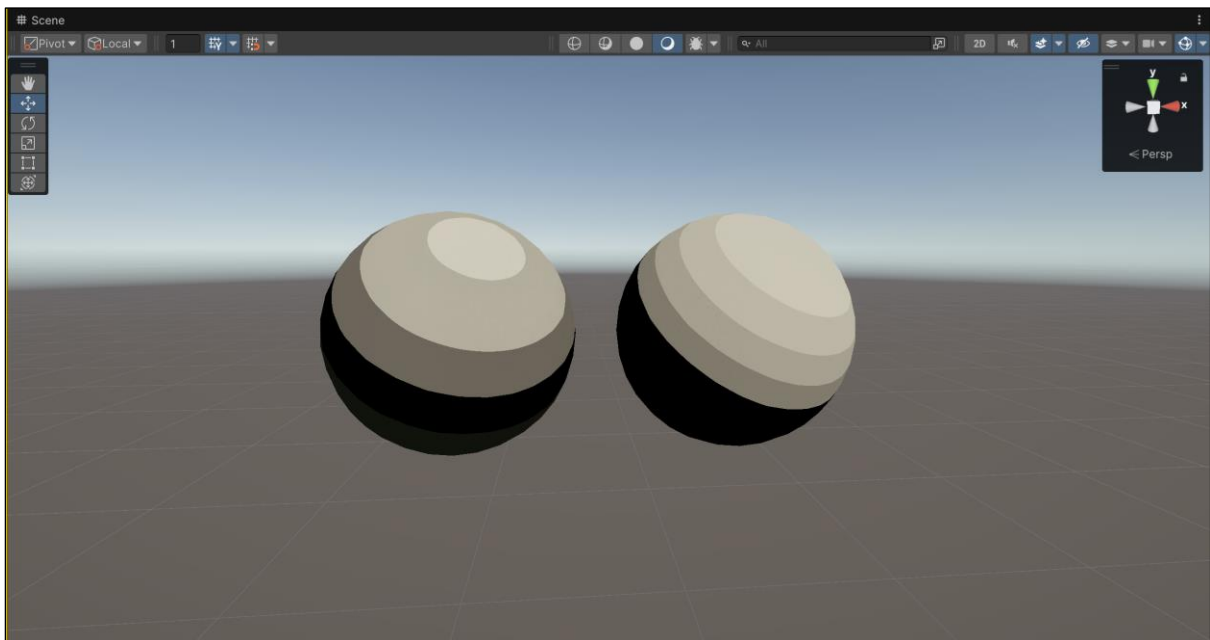
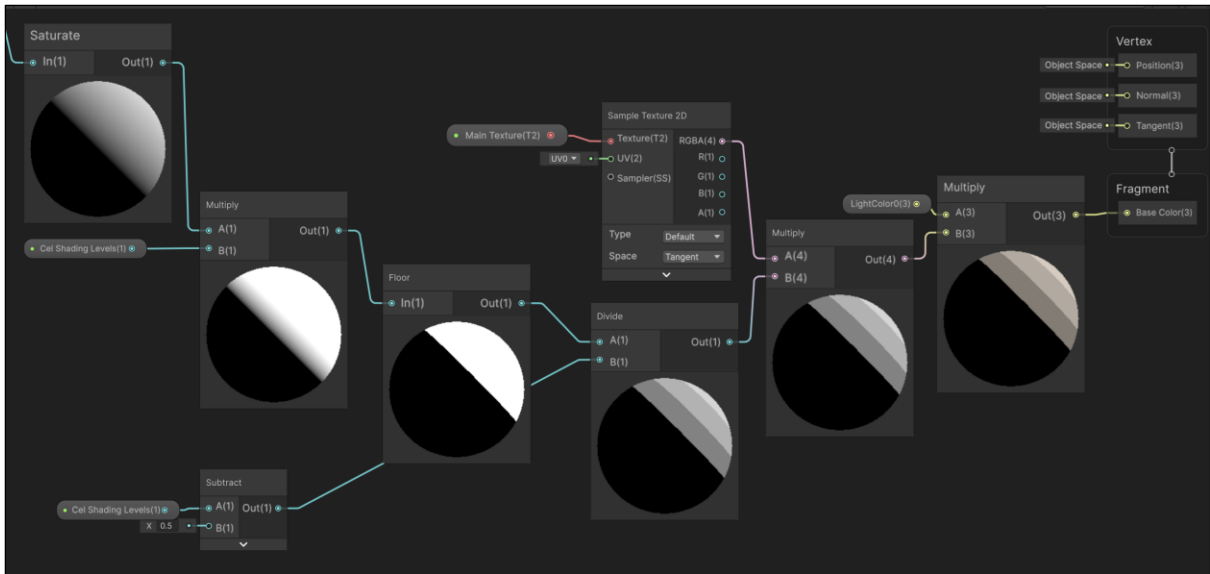
☒

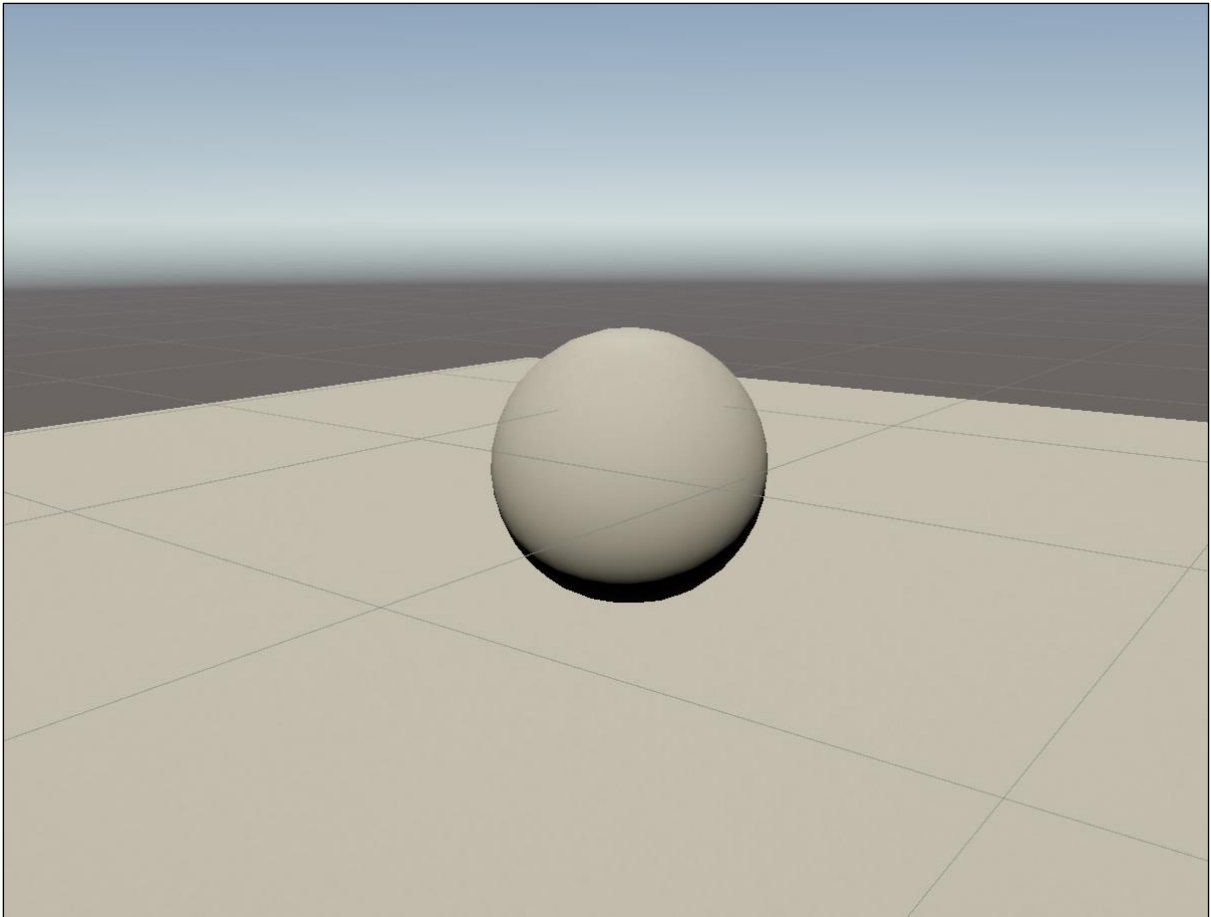
Default Value

X 5

Mode

Default





X 0Y 0Z 0

WorldPos(3)

ShadowAtten(1)

GetShadowAtten (Custom Function)

Graph Inspector

Node SettingsGraph Settings

Custom Function Node

PrecisionInherit

PreviewInherit

Inputs

WorldPosVector 3

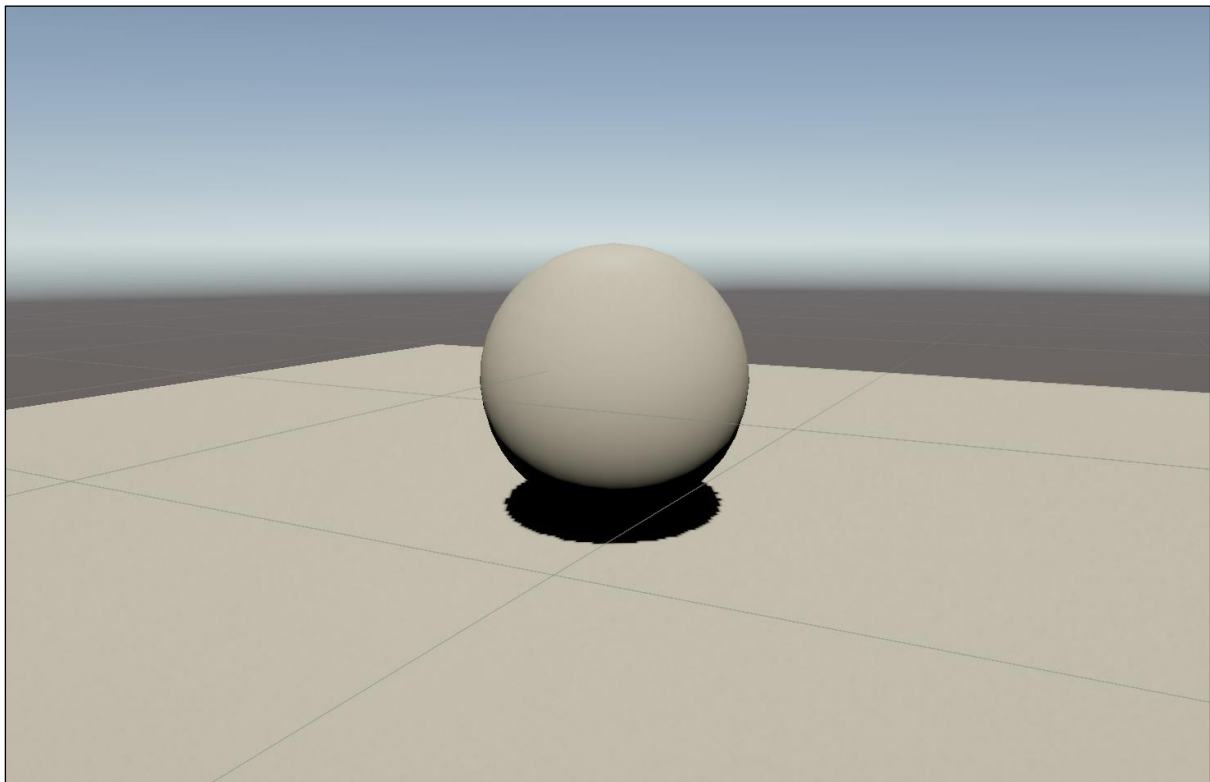
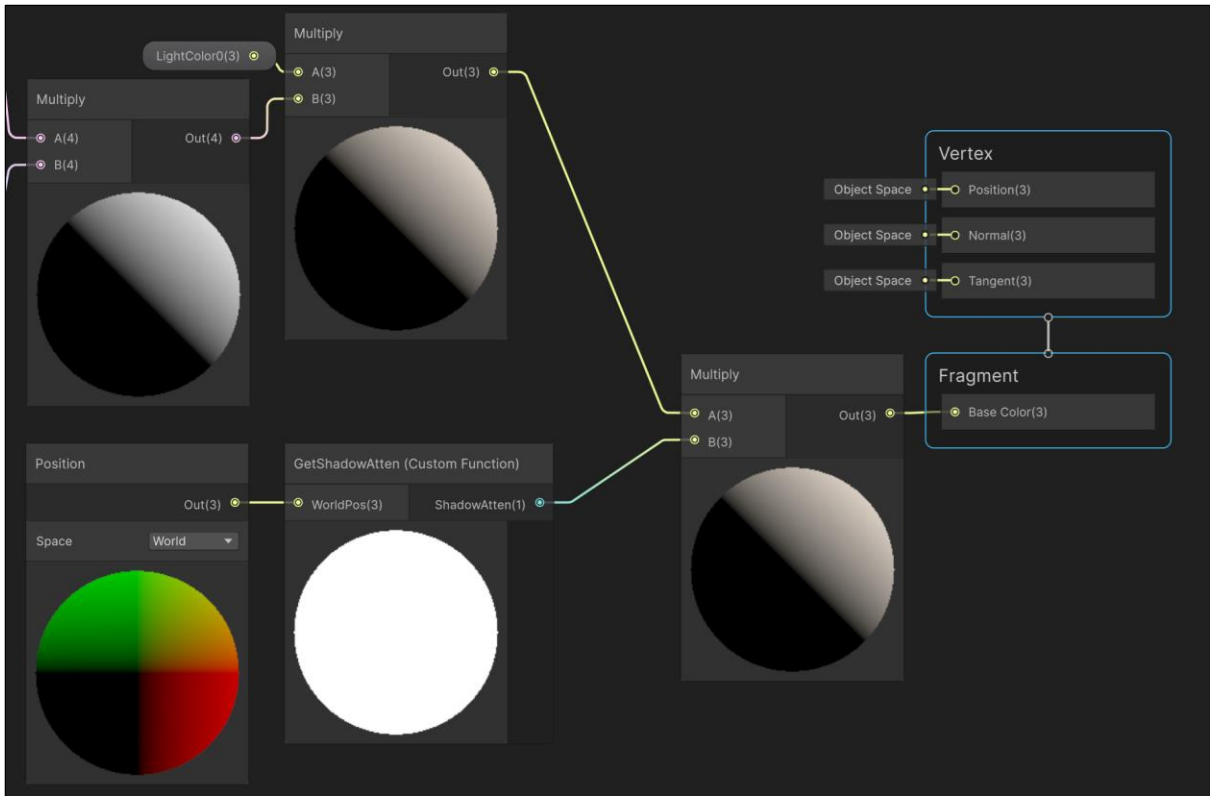
Outputs

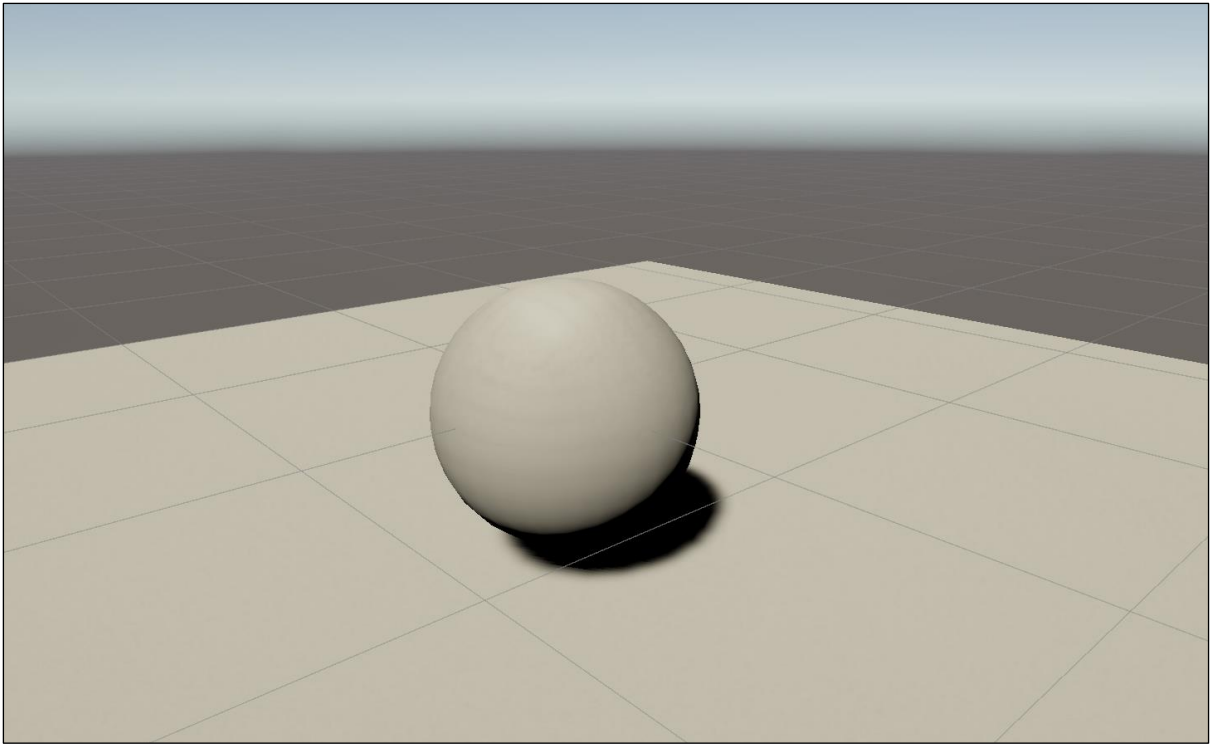
ShadowAttenFloat

TypeFile

NameGetShadowAtten

SourceCustomLighting





Inspector

PC_RP Asset (Universal Render Pi ?)

Open

▼ Rendering

Renderer List

= 0

PC_Renderer (Ur)

Default

+

-

Depth Texture

☒

Opaque Texture

☒

Opaque Downsam

2x Bilinear

▼

Terrain Holes

☒

GPU Resident Dra

Disabled

▼

► Quality

► Lighting

▼ Shadows

Max Distance

50

Working Unit

Percent

▼

Cascade Count

4

Split 1

30

Split 2

61

Split 3

81

Last Border

11

0

30.0%

1

31.0%

2

20.0%

3

16.9%

Depth Bias

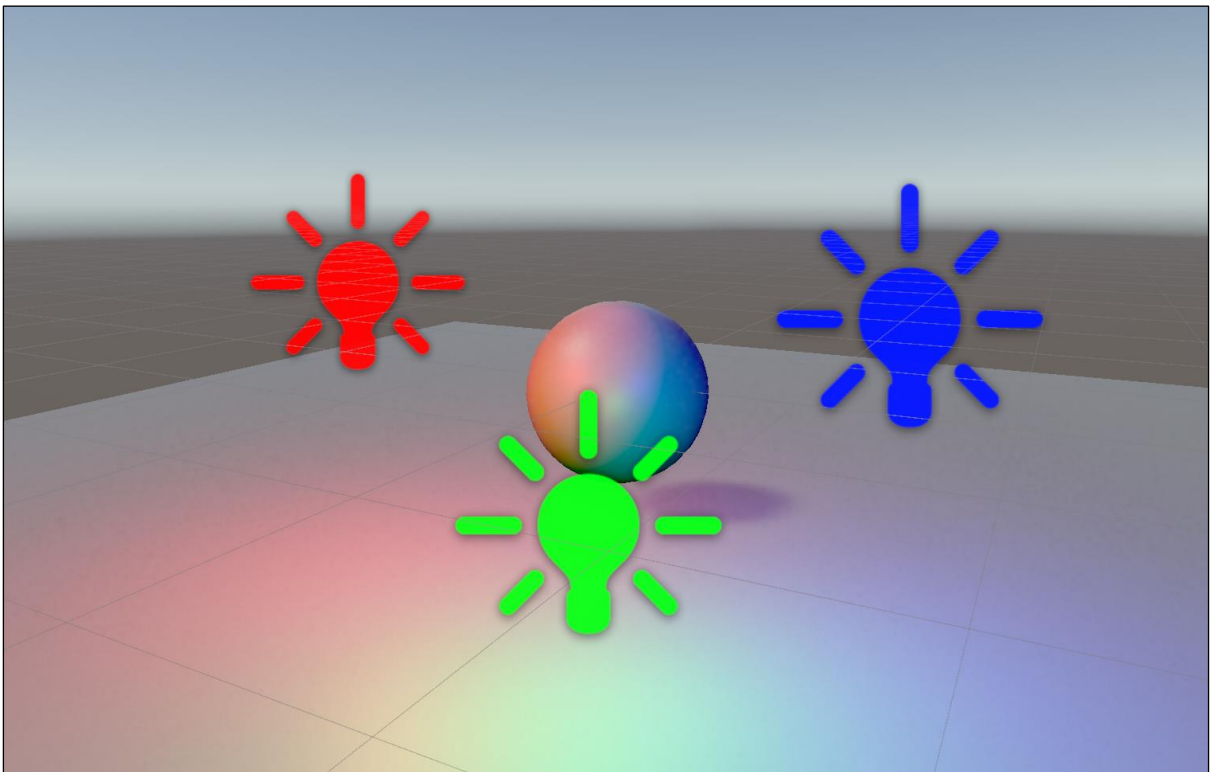
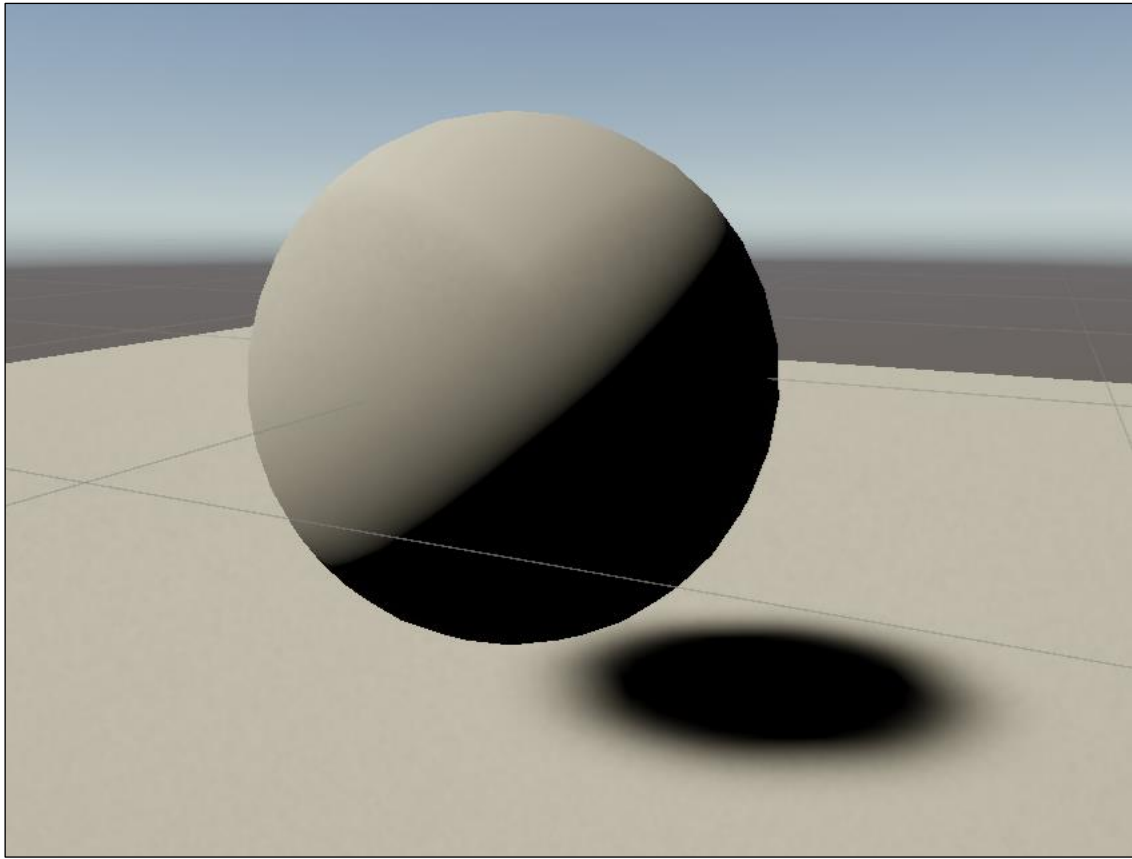
0.1

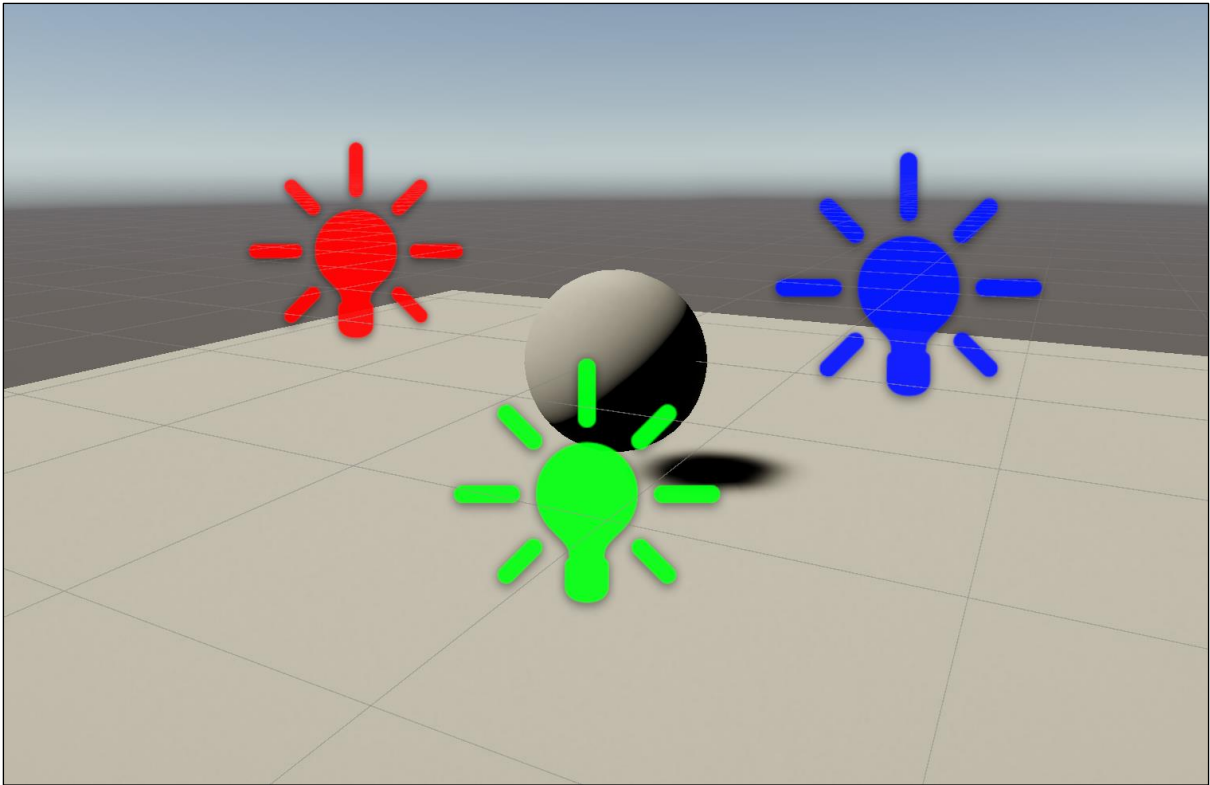
Normal Bias

2.1

Soft Shadows

☒





Graph Inspector

Node Settings Graph Settings

AdditionalLights (Custom Function) Node

Precision:

Preview:

Inputs

☐ WorldPos	Vector 3
☐ WorldNormal	Vector 3
☐ WorldView	Vector 3
☐ SpecColor	Vector 3
☐ Smoothness	Float
☐ SpecPower	Float

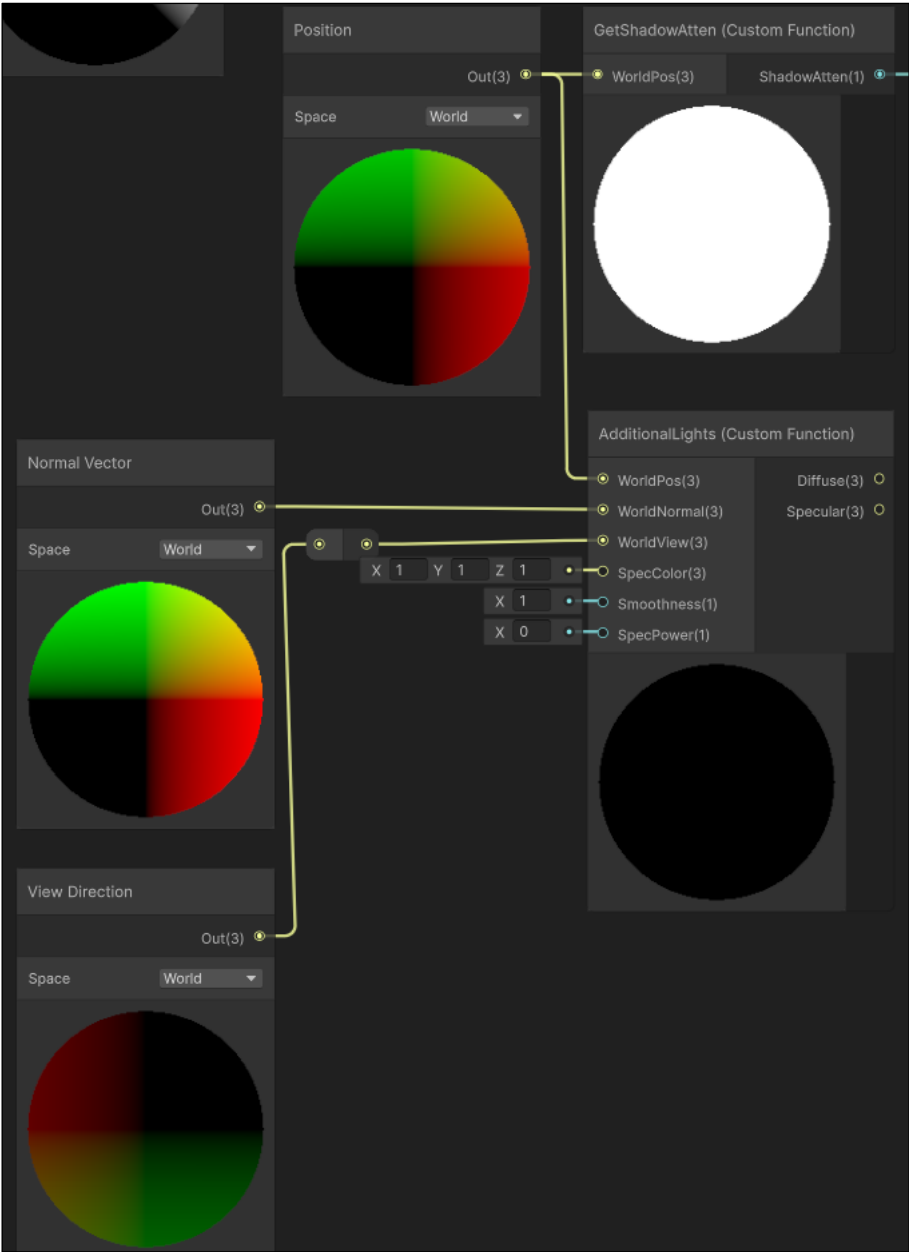
Outputs

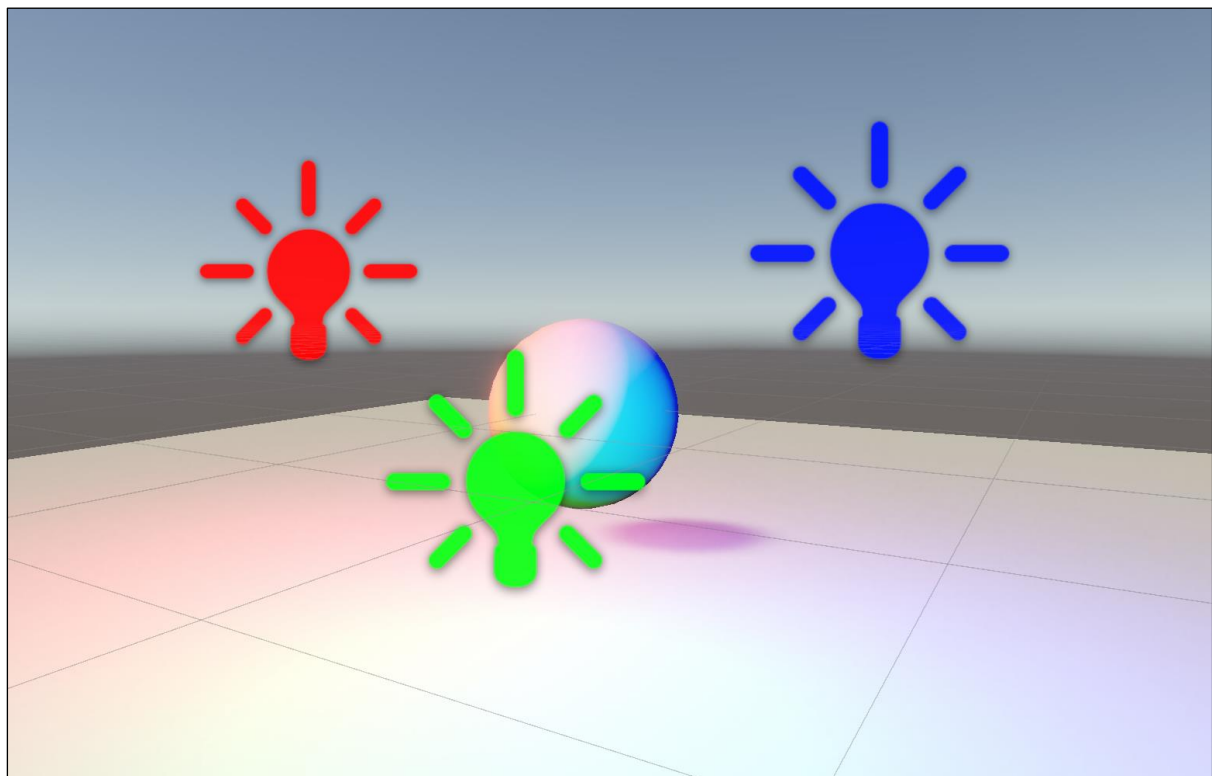
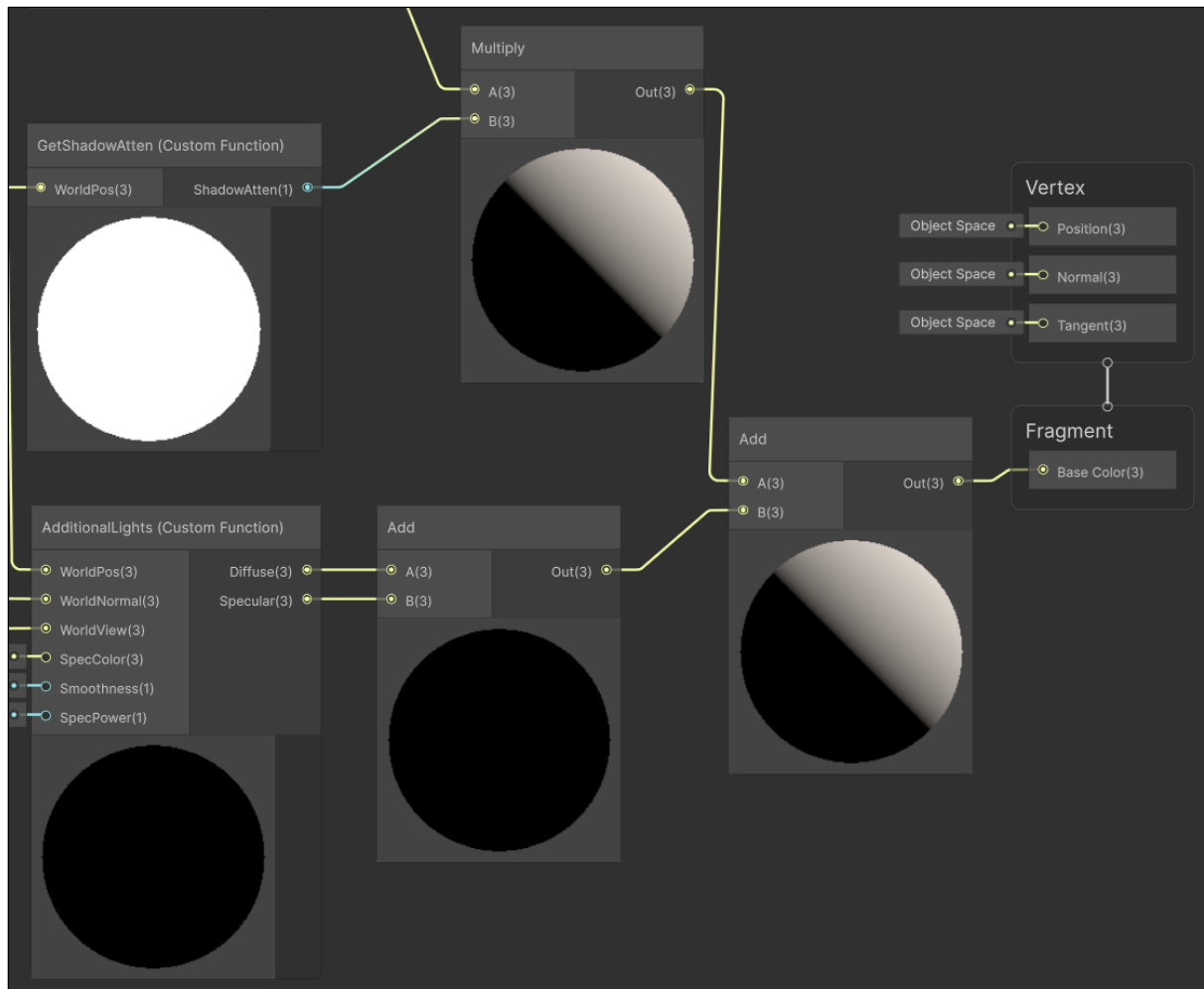
☐ Diffuse	Vector 3
☐ Specular	Vector 3

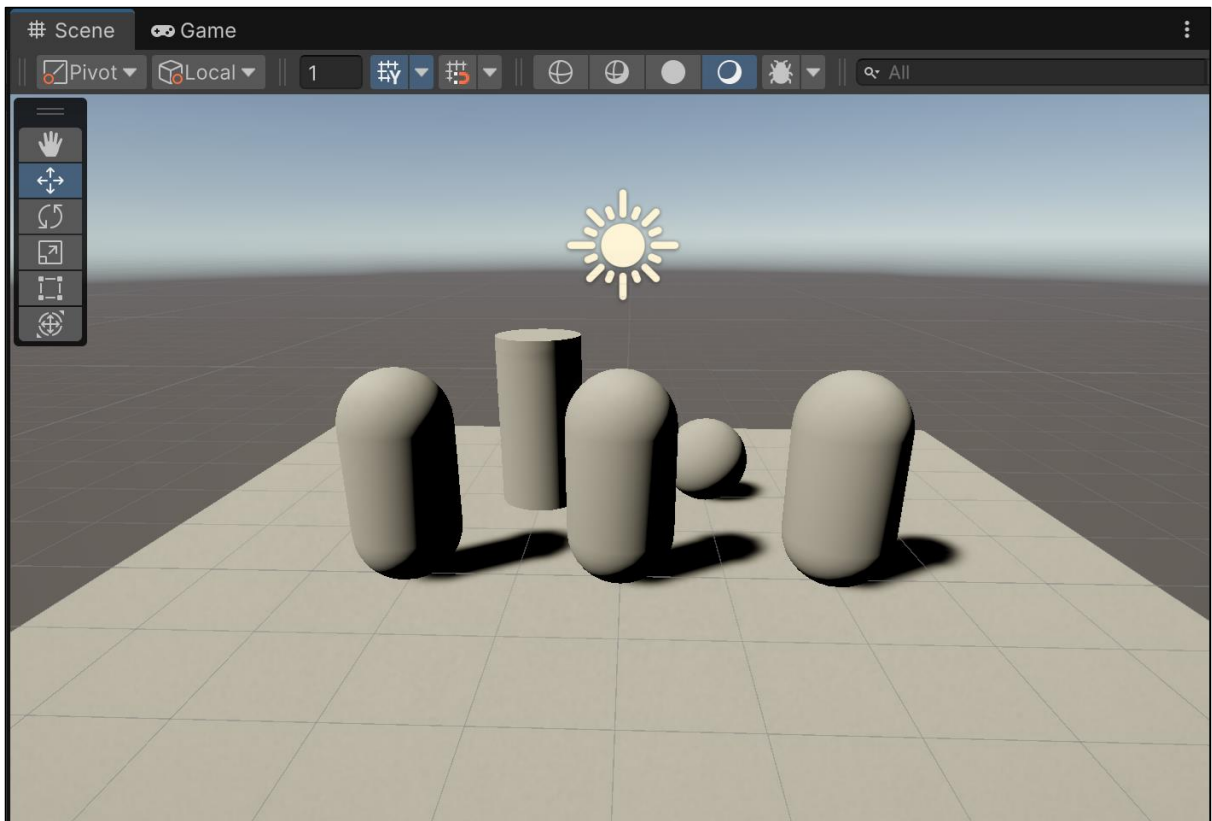
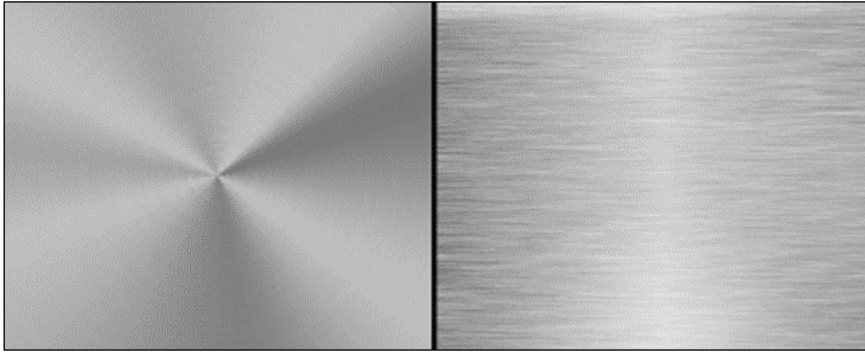
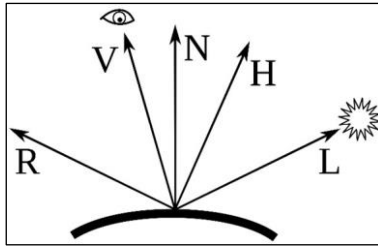
Type:

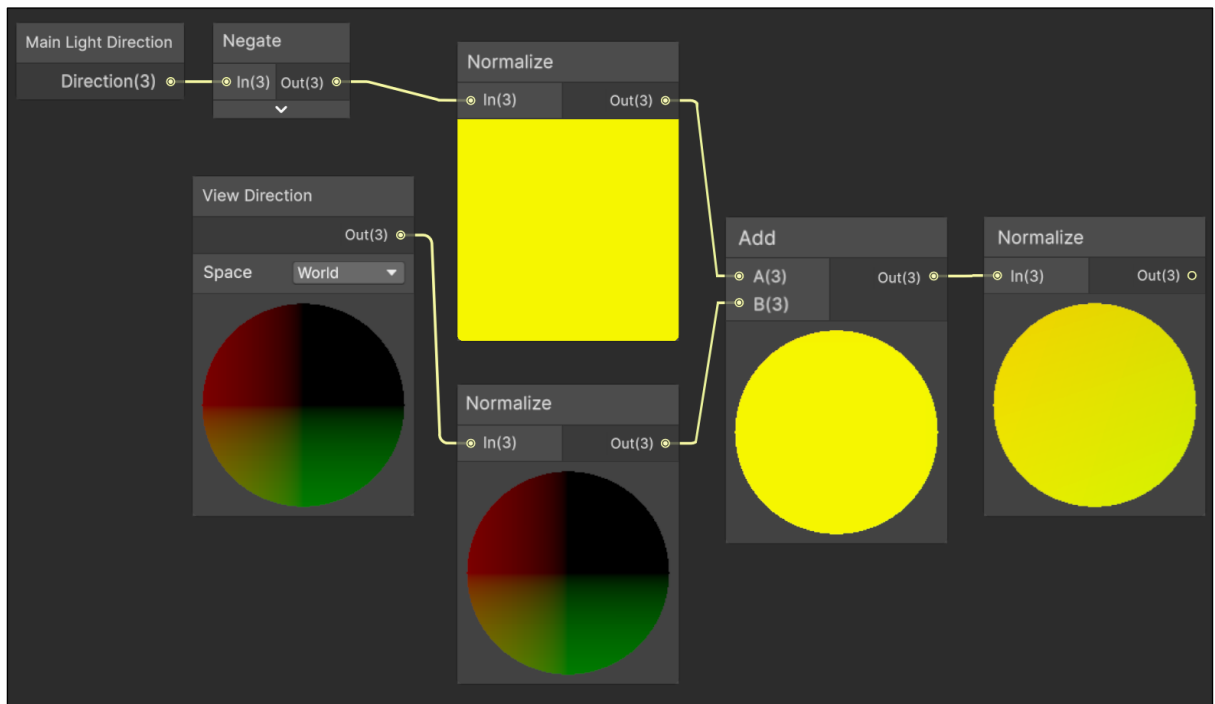
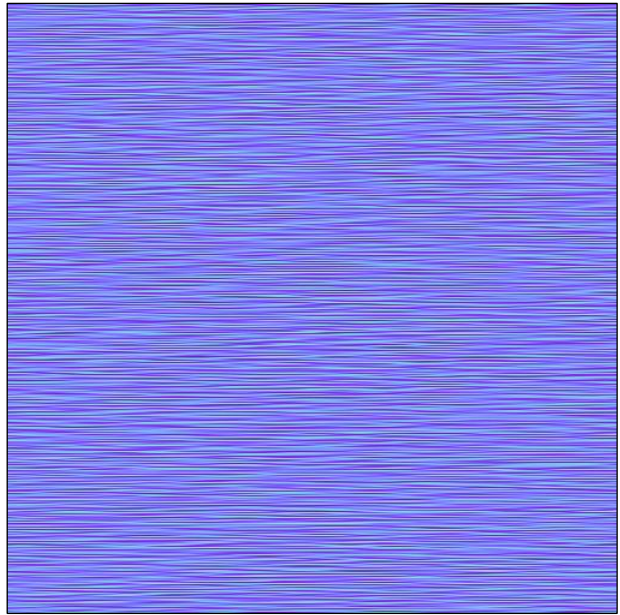
Name:

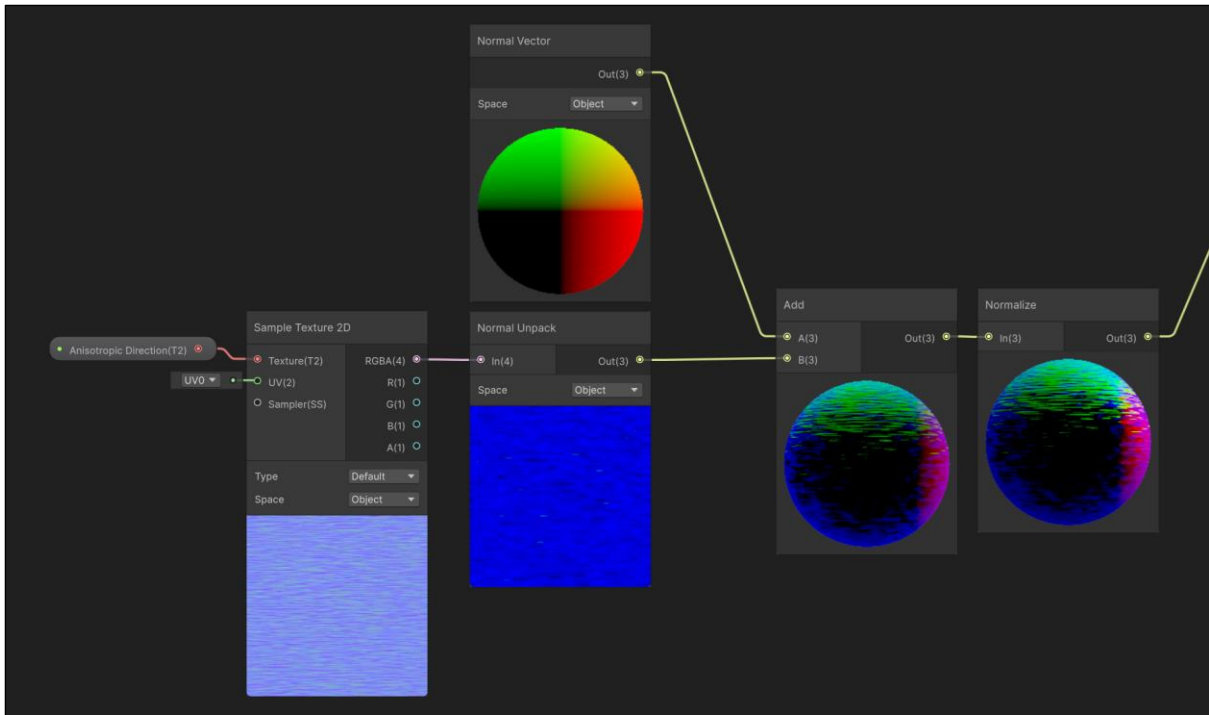
Source:











Anisotropic

Shader Graphs/Chapter 05

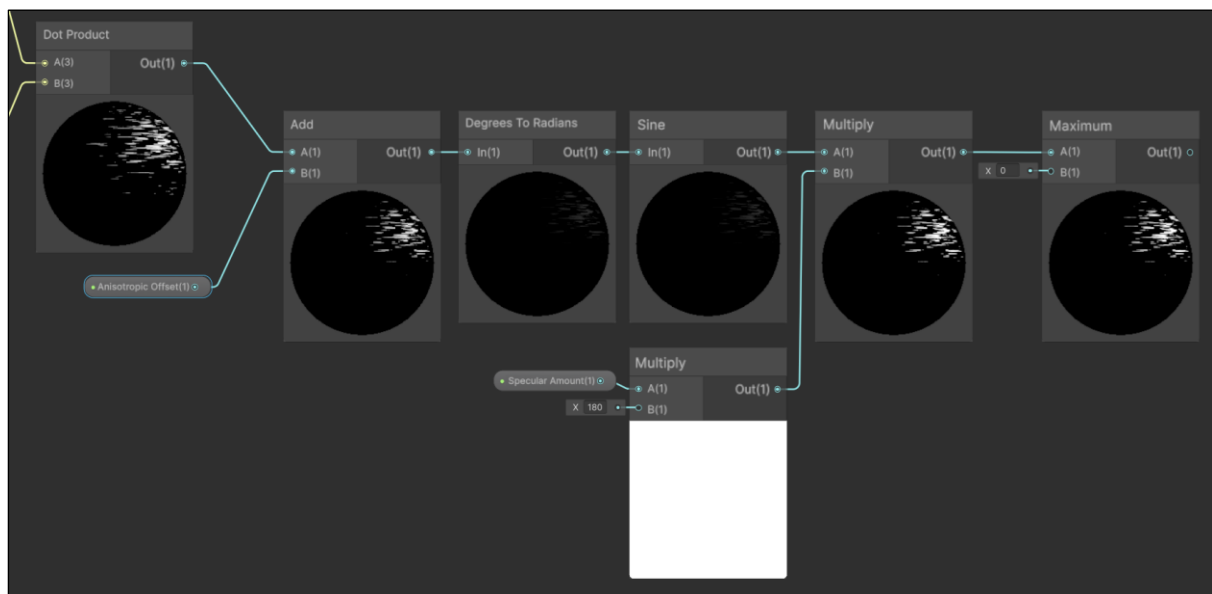
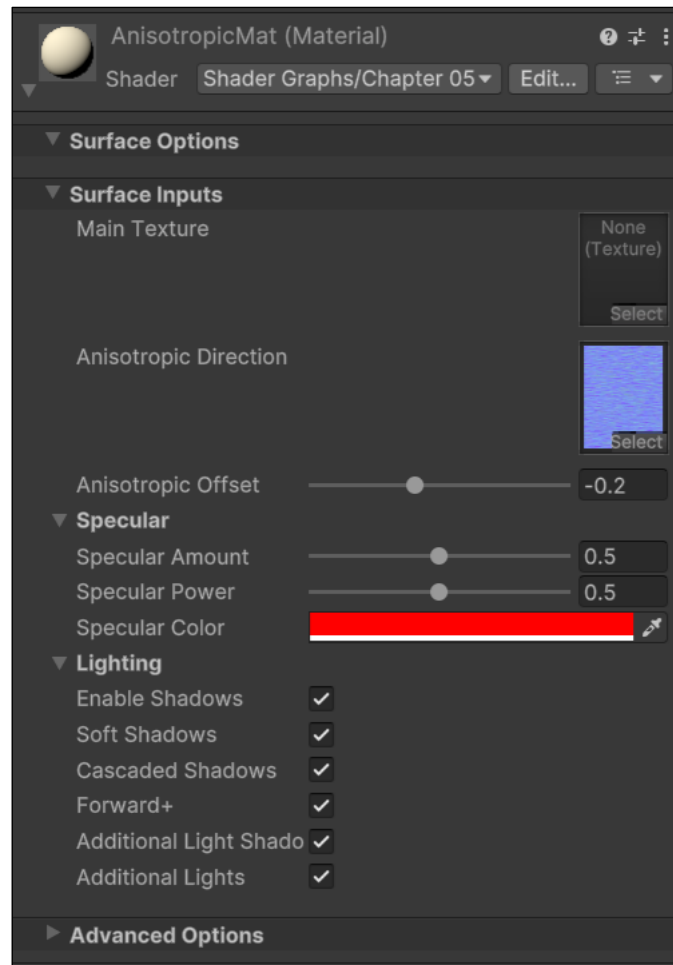
- Main Texture Texture2D
- Anisotropic Direction Texture2D
- Anisotropic Offset Float

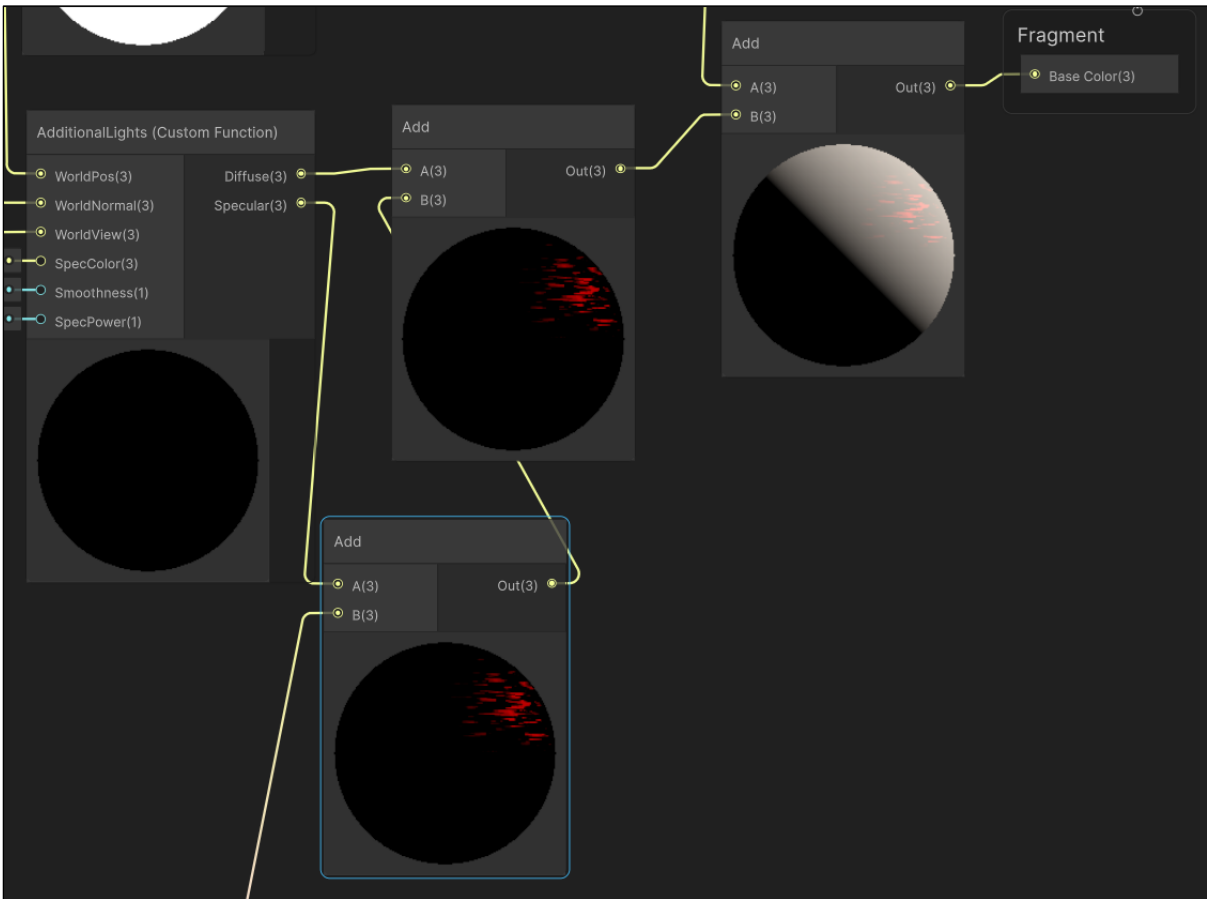
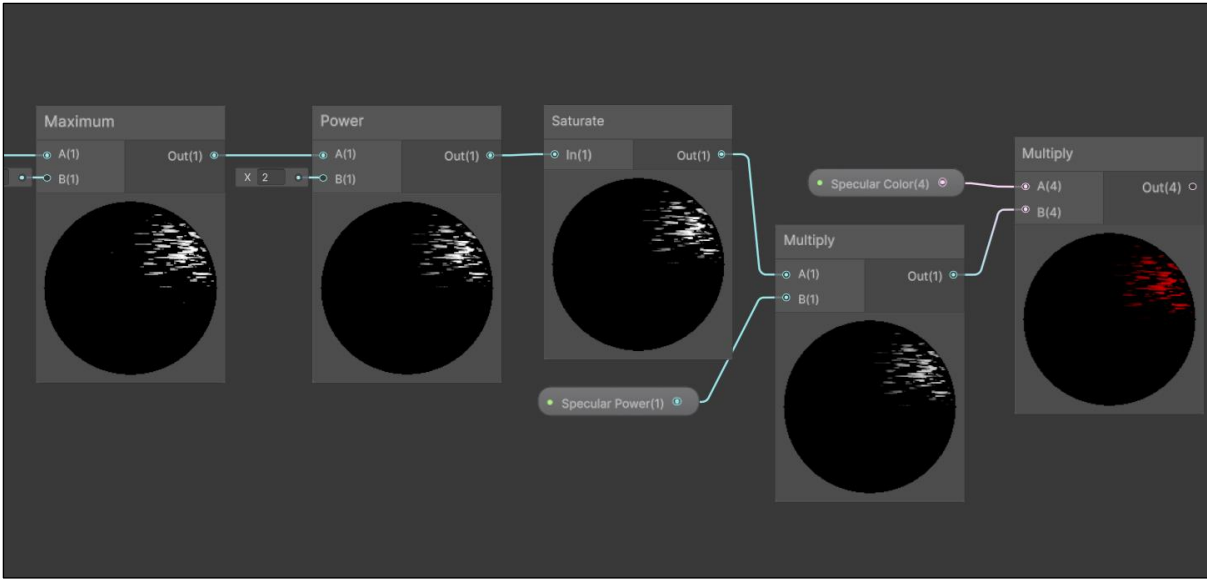
▼ Specular

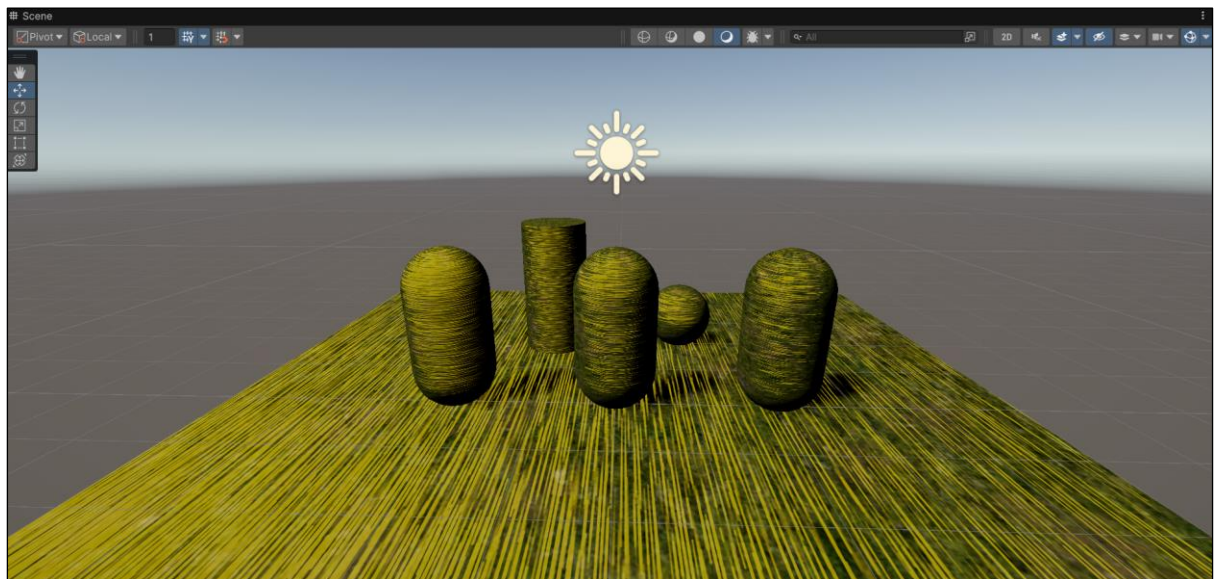
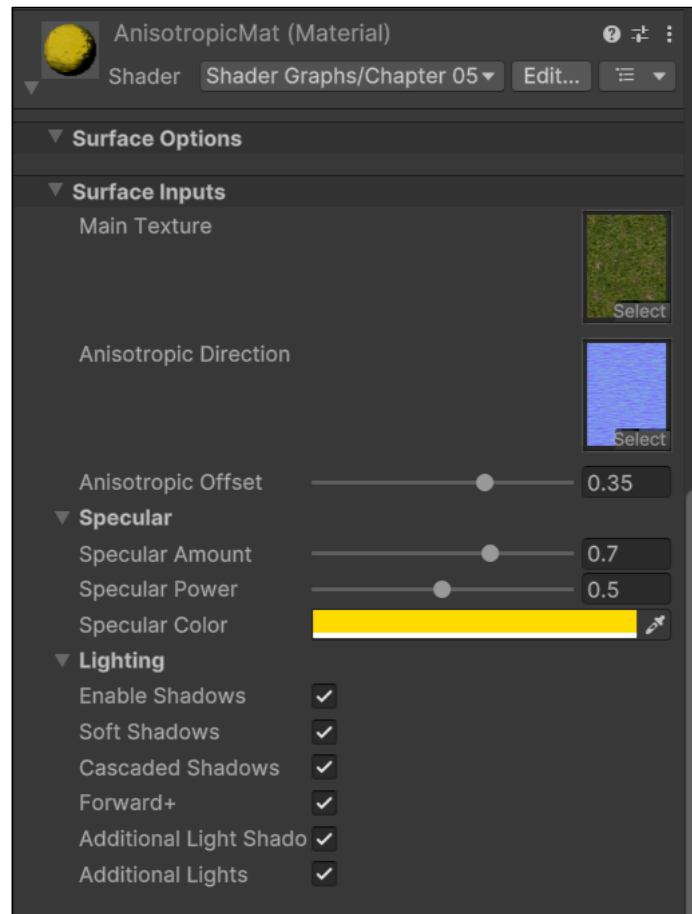
- Specular Amount Float
- Specular Power Float
- Specular Color Color

▼ Lighting

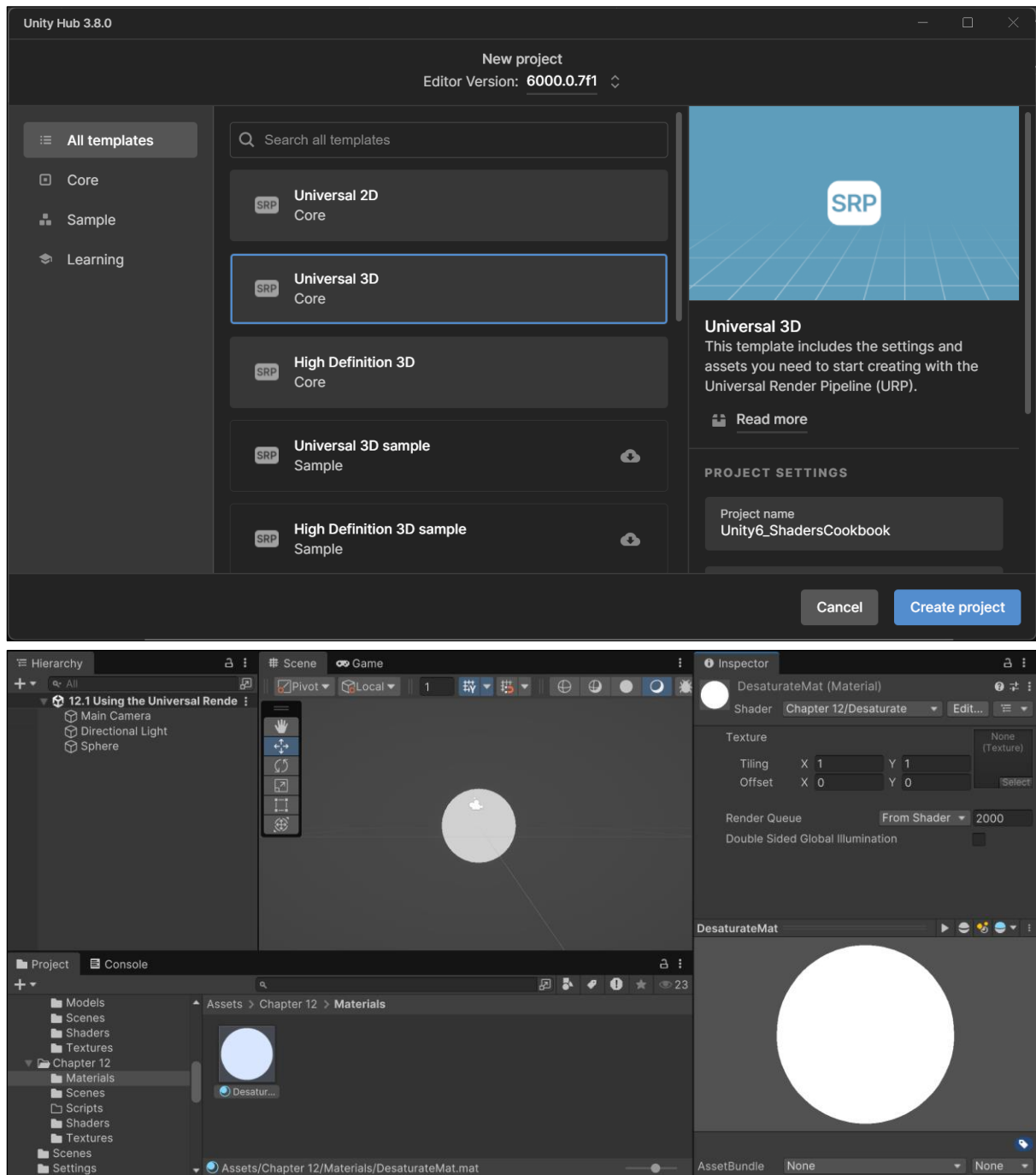
- LightColor0 Vector3
- Enable Shadows Boolean Keyword
- Soft Shadows Boolean Keyword
- Cascaded Shadows Boolean Keyword
- Forward+ Boolean Keyword
- Additional Light Shadows Boolean Keyword
- Additional Lights Boolean Keyword

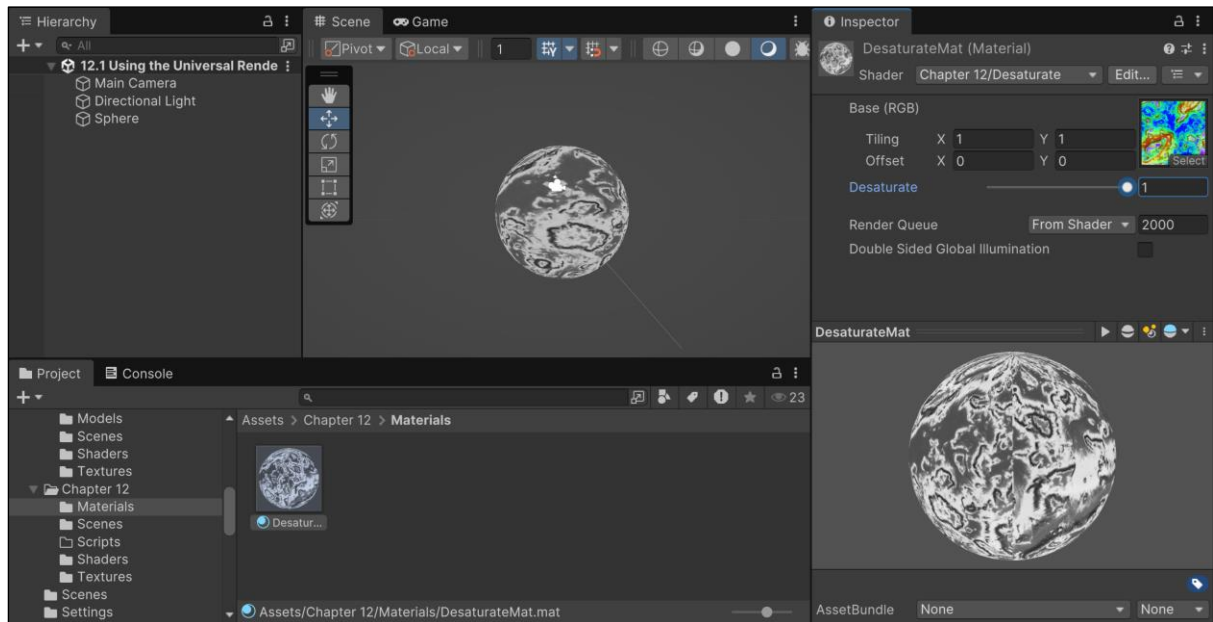
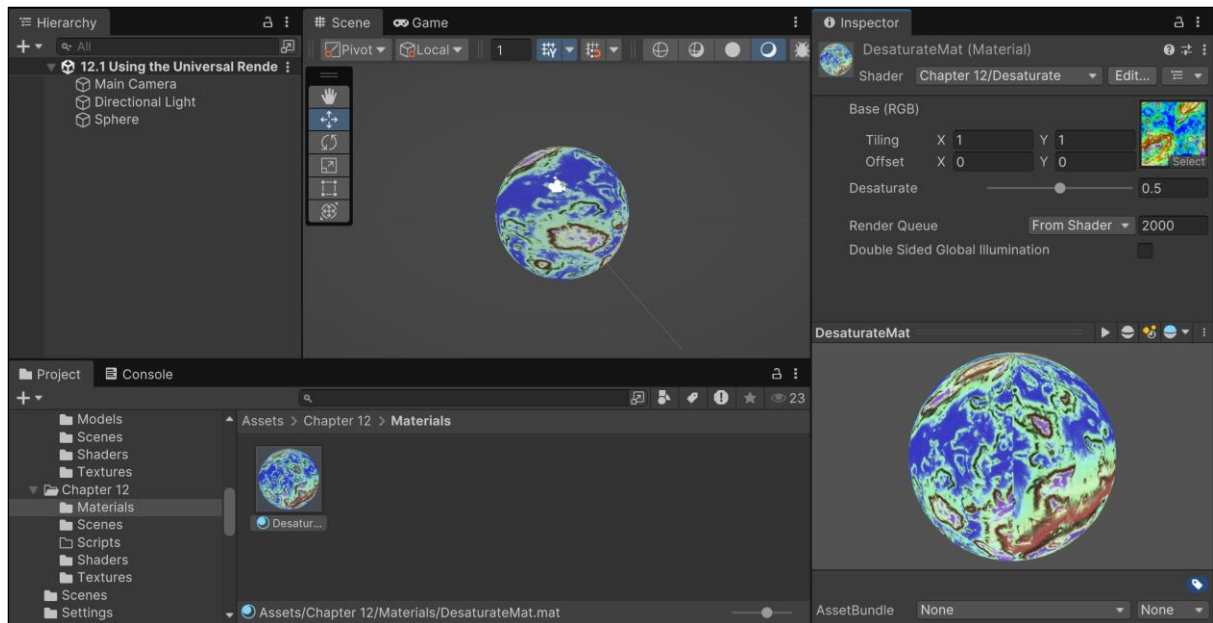


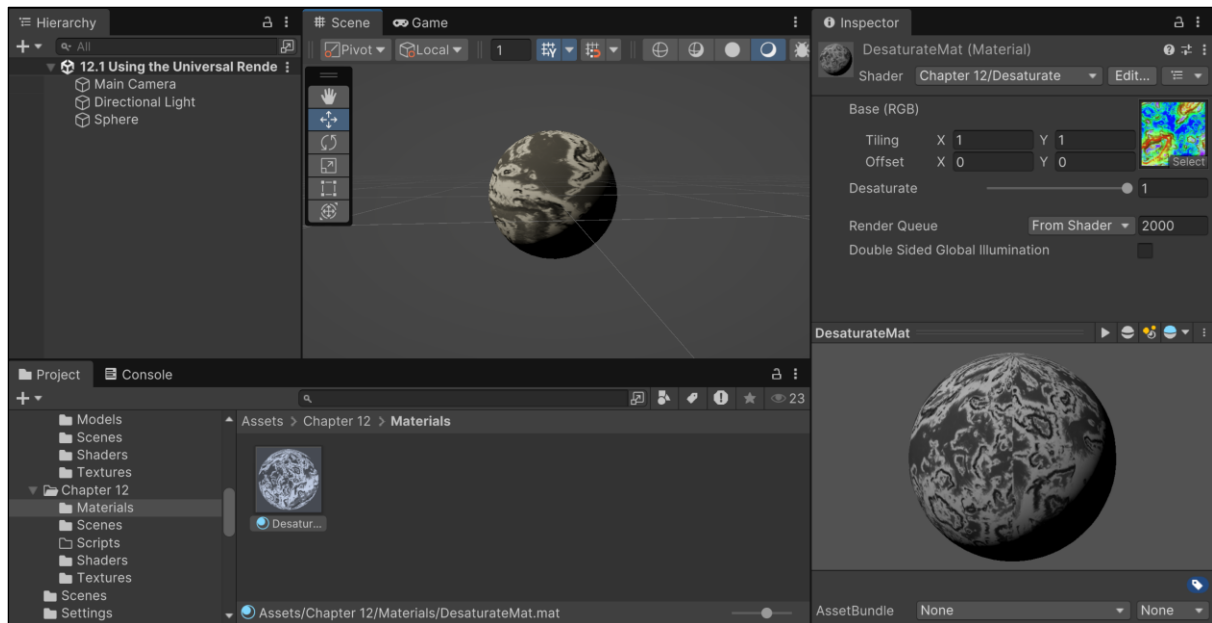




Chapter 12: Developing Advanced Shading Techniques



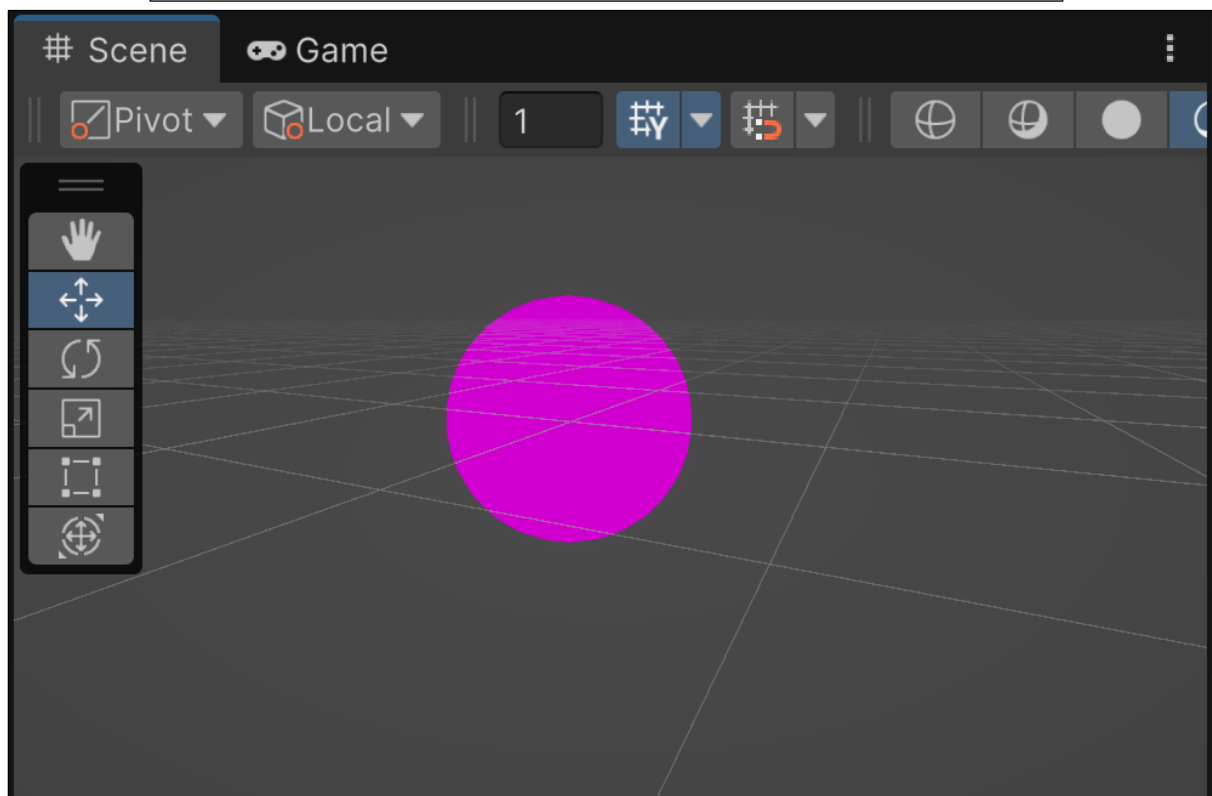


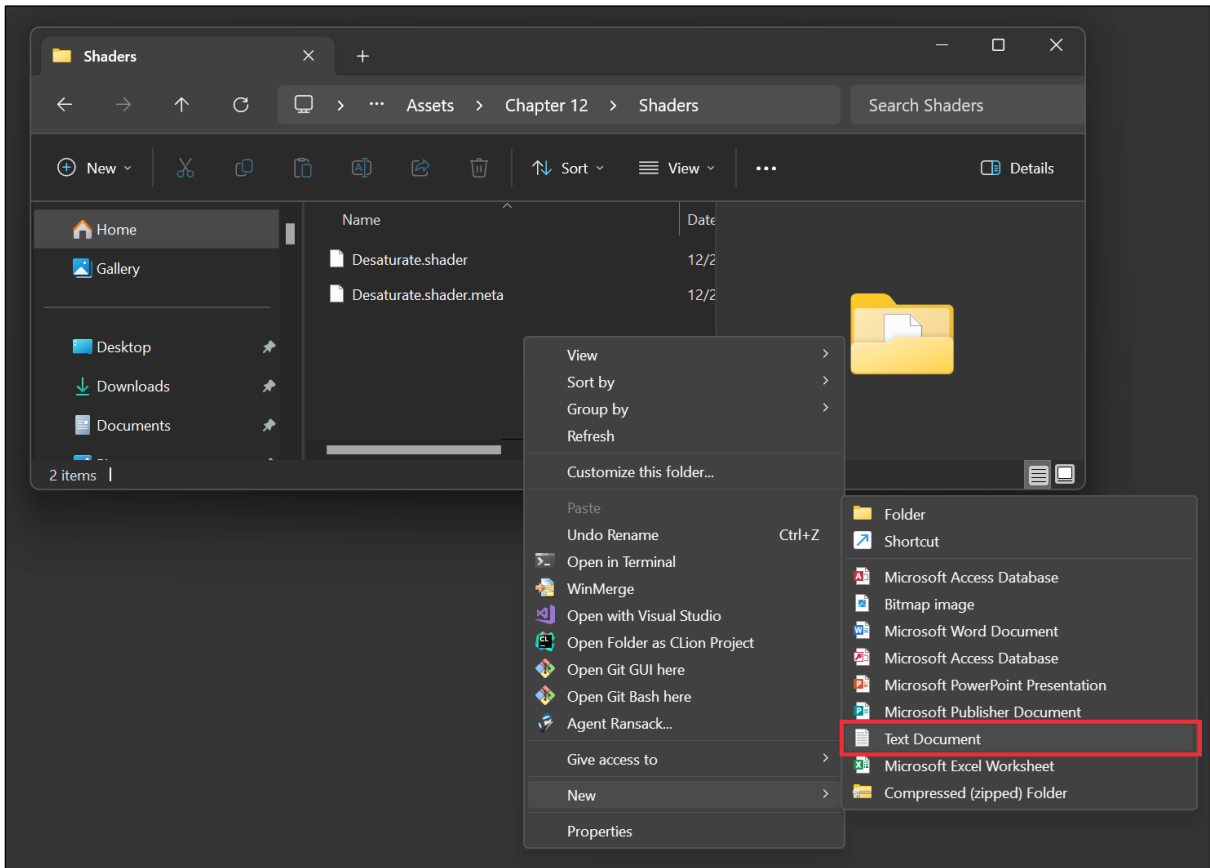
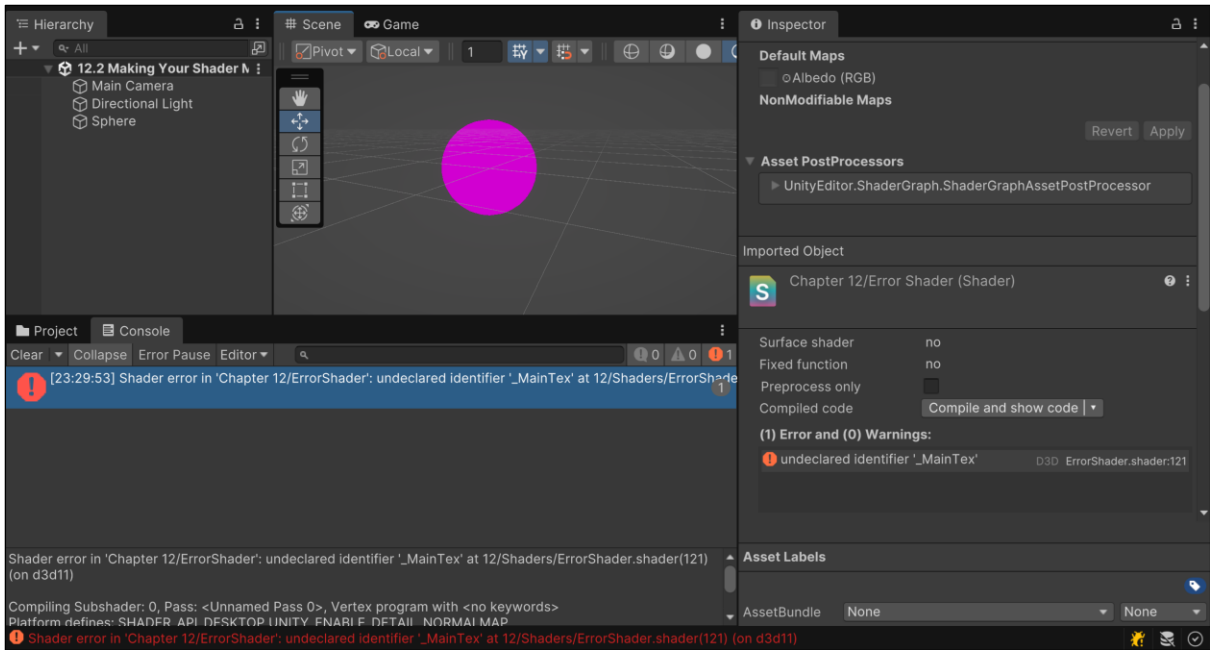


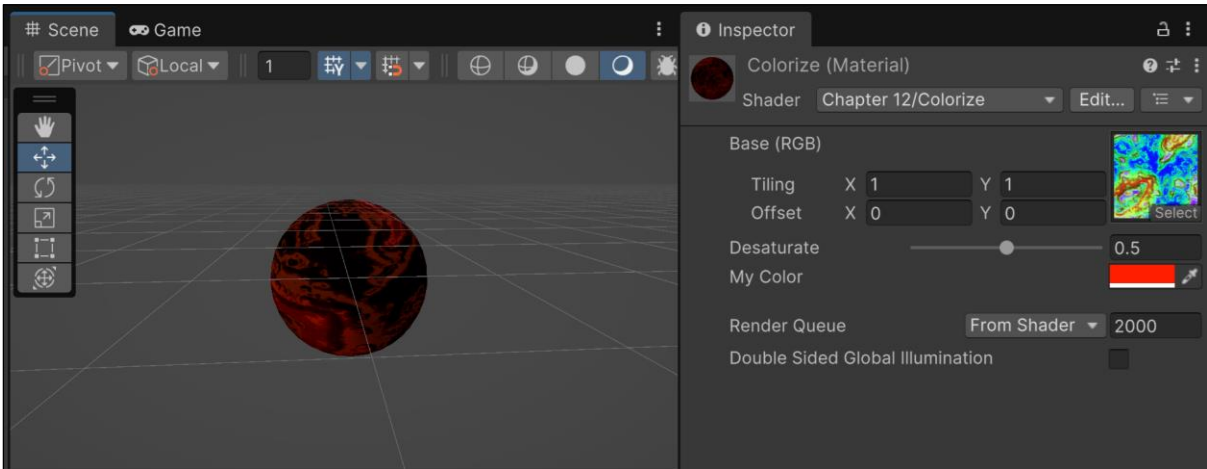
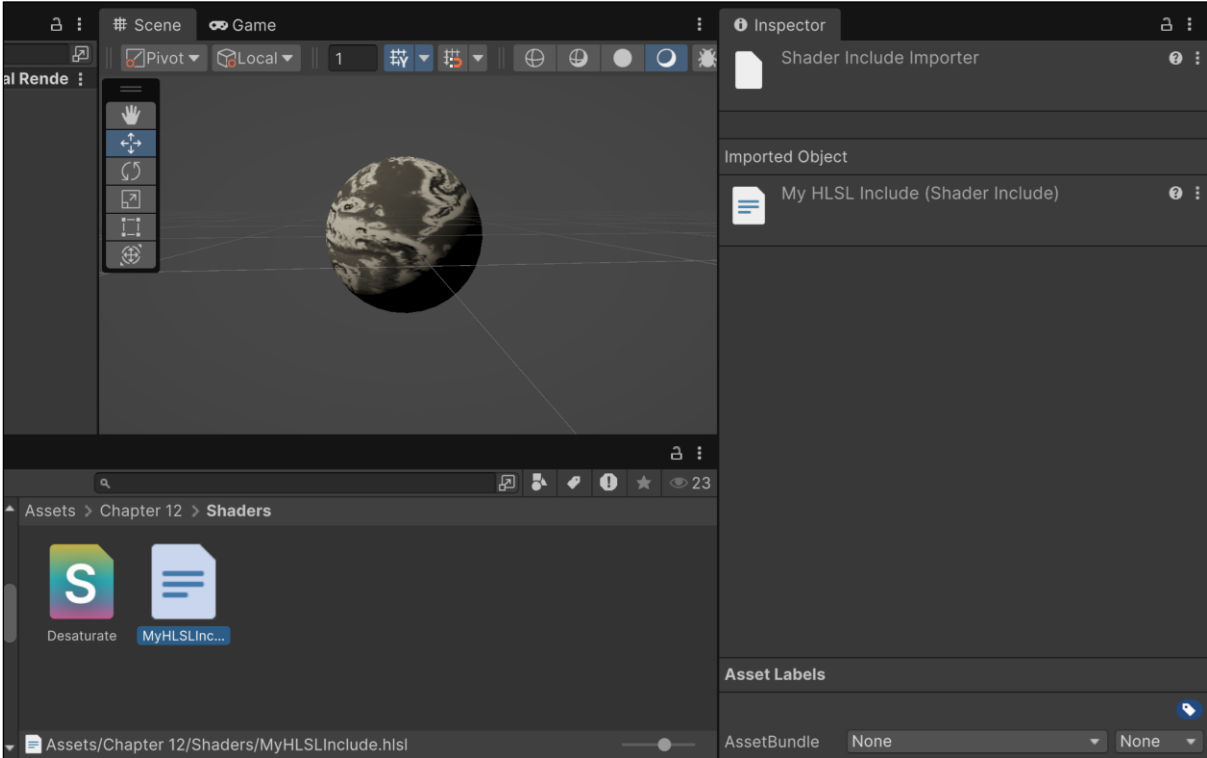
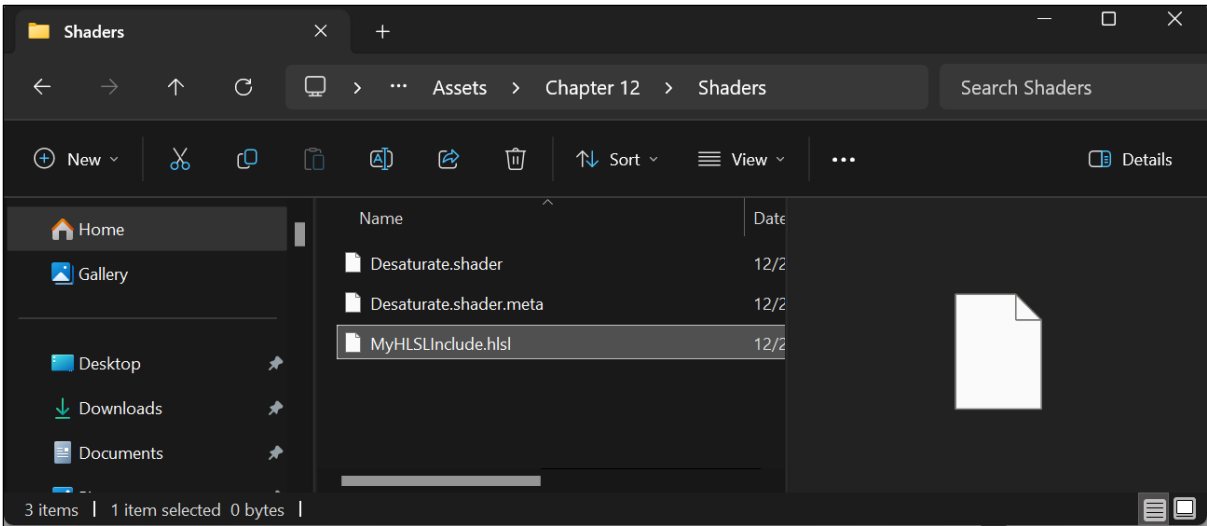
Properties

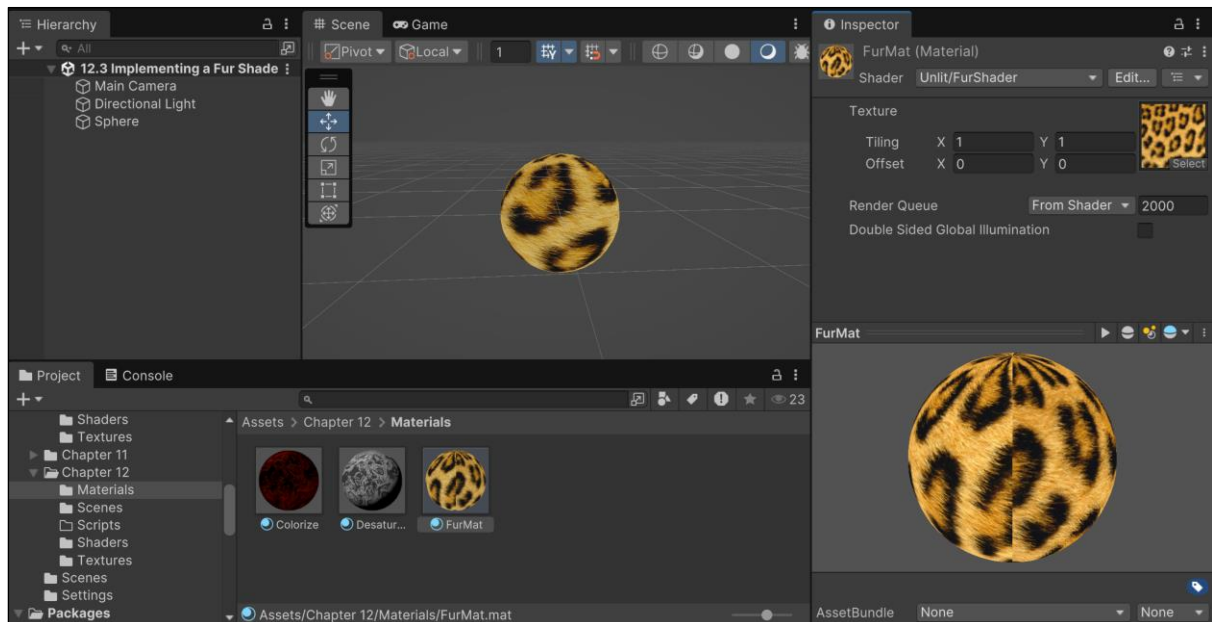
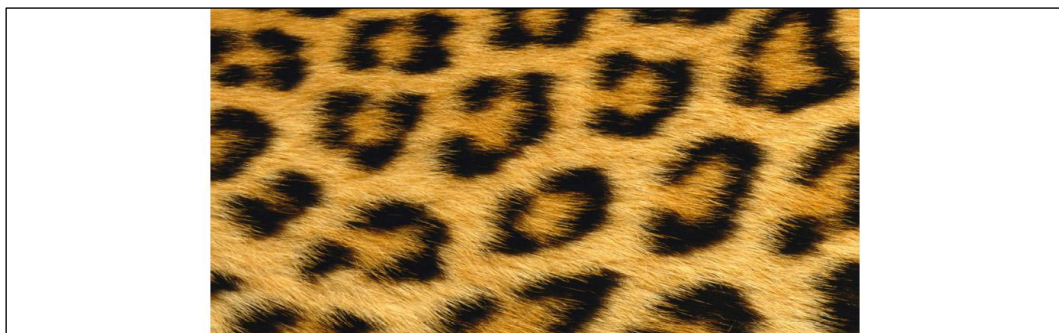
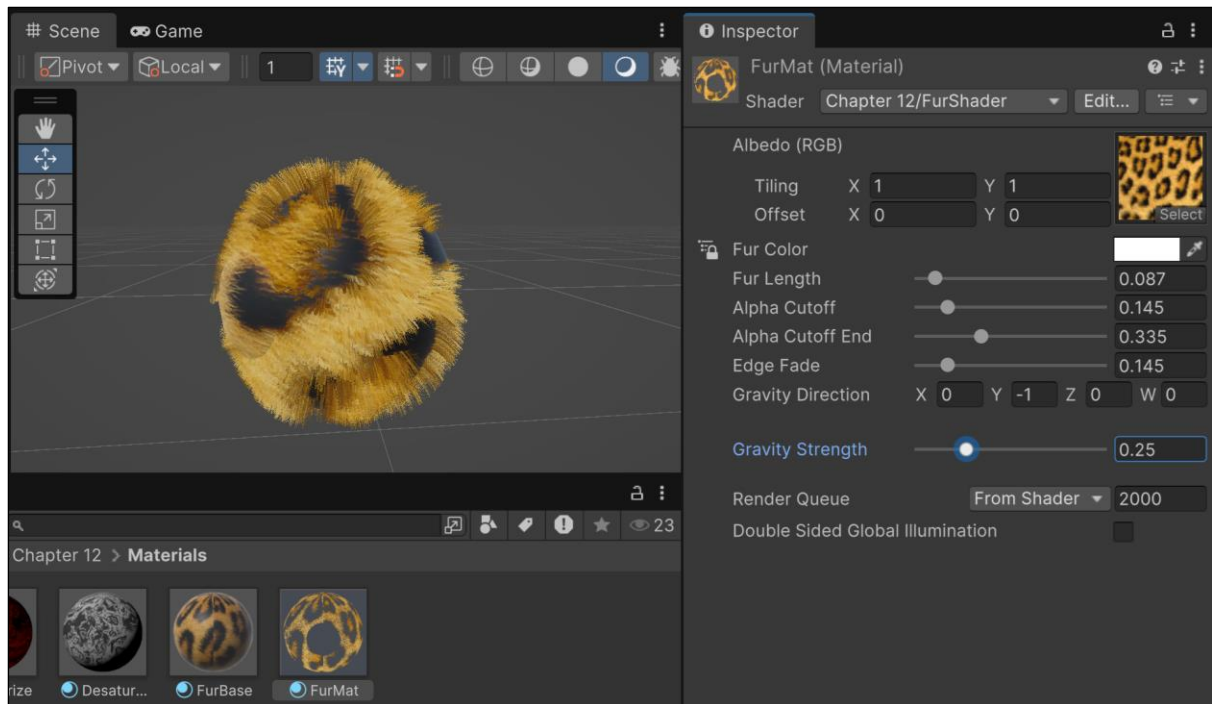
```
{
  _AmbientColor ("Ambient Color", Color) = (1,1,1,1)
}
```

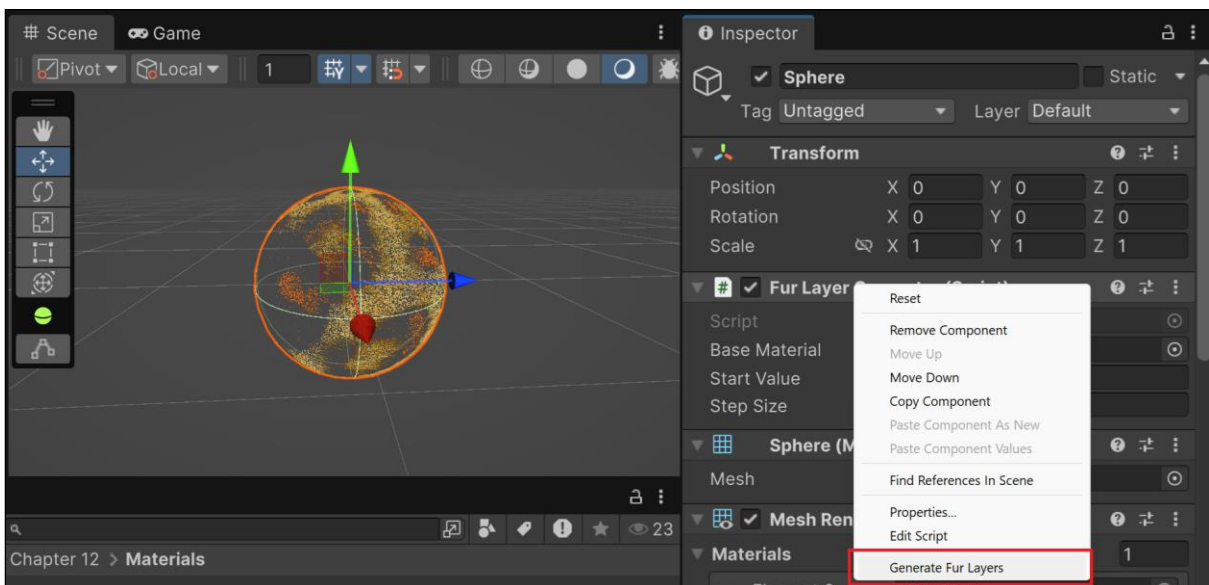
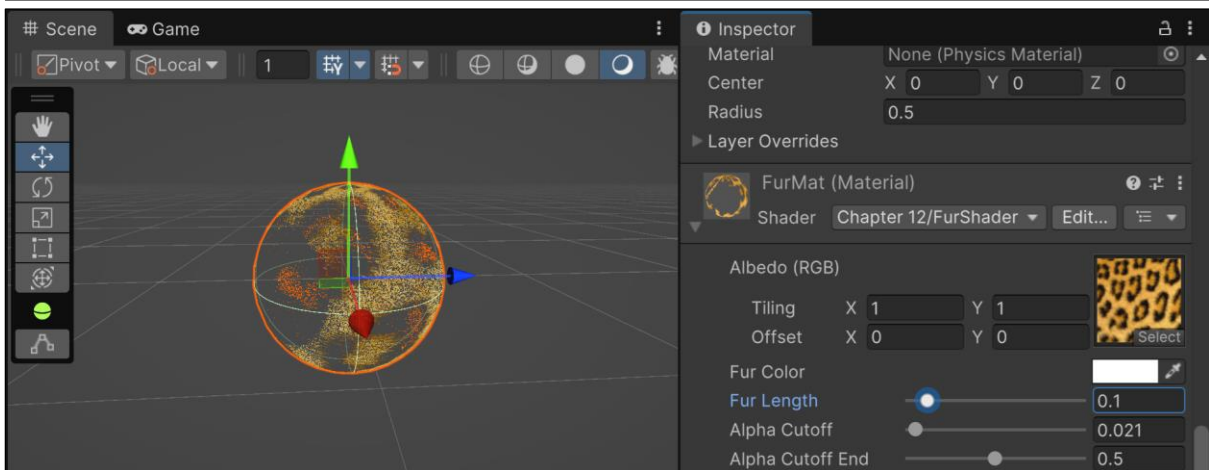
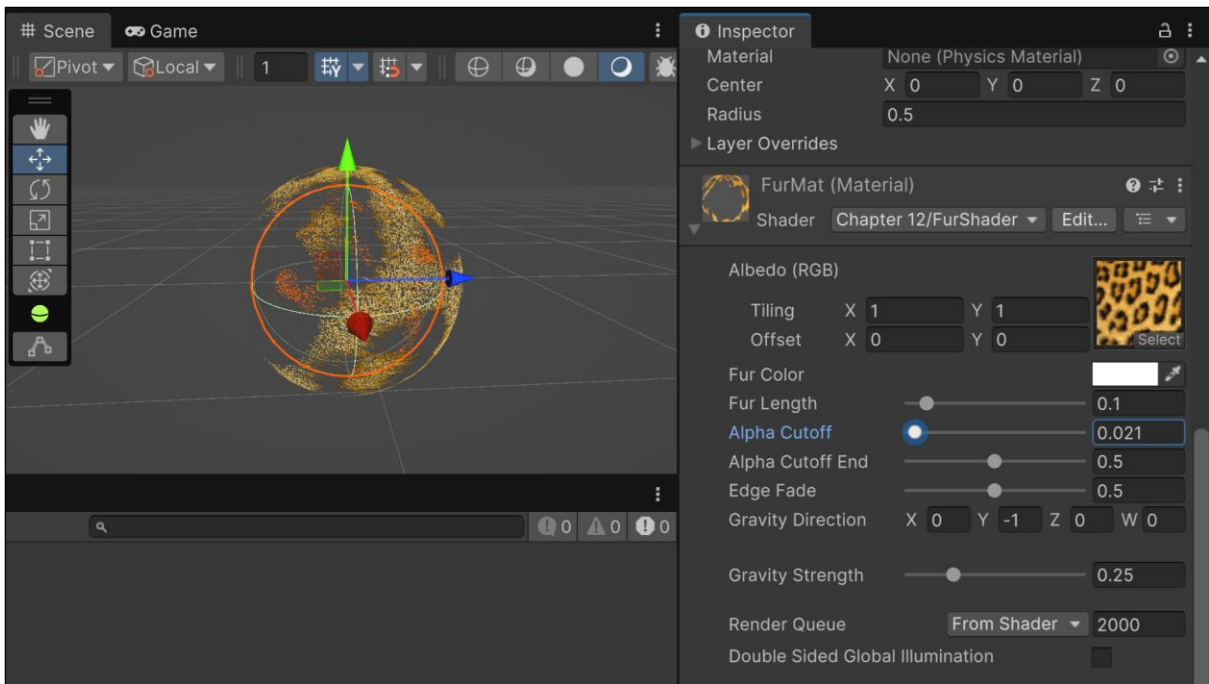
Variable Name Inspector GUI Name Type Default Value

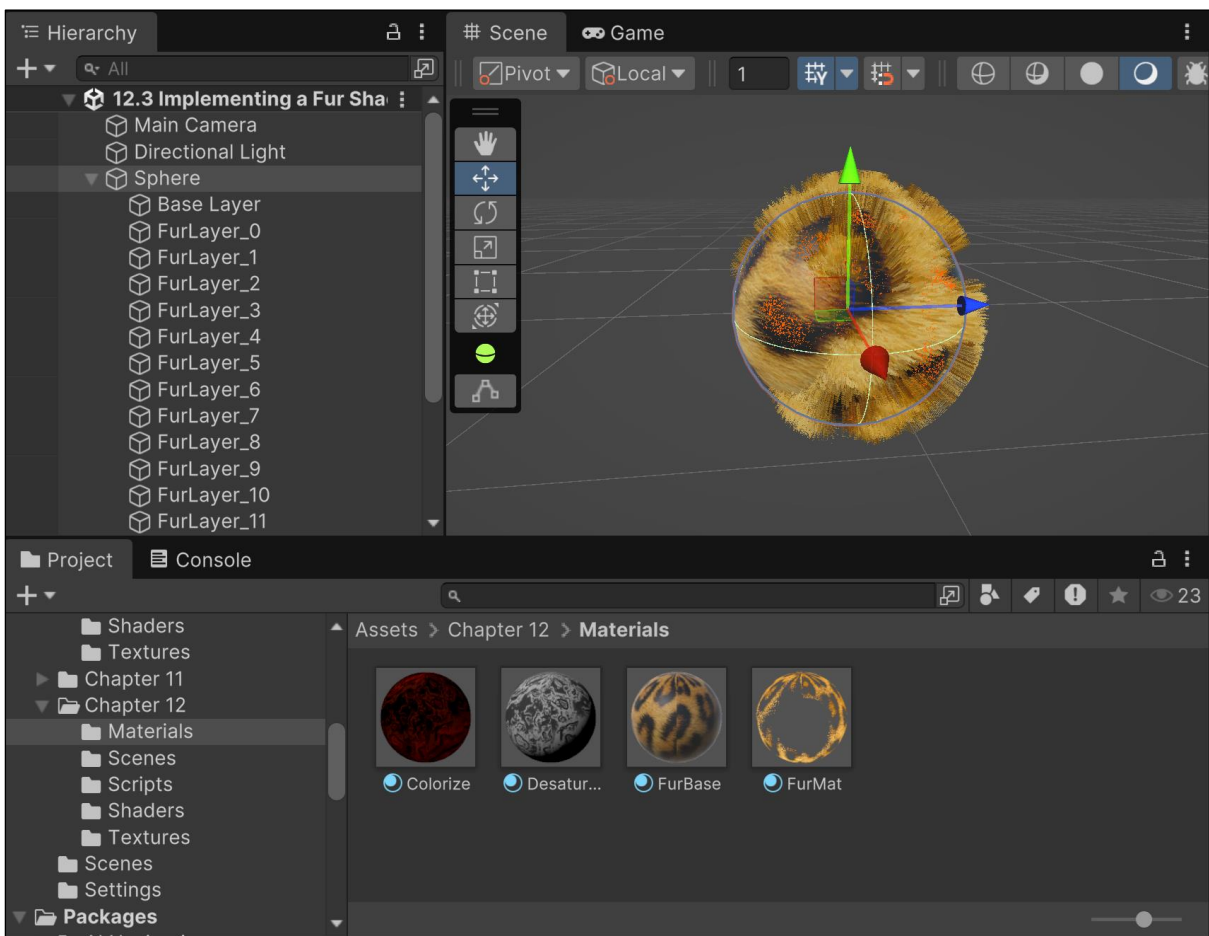
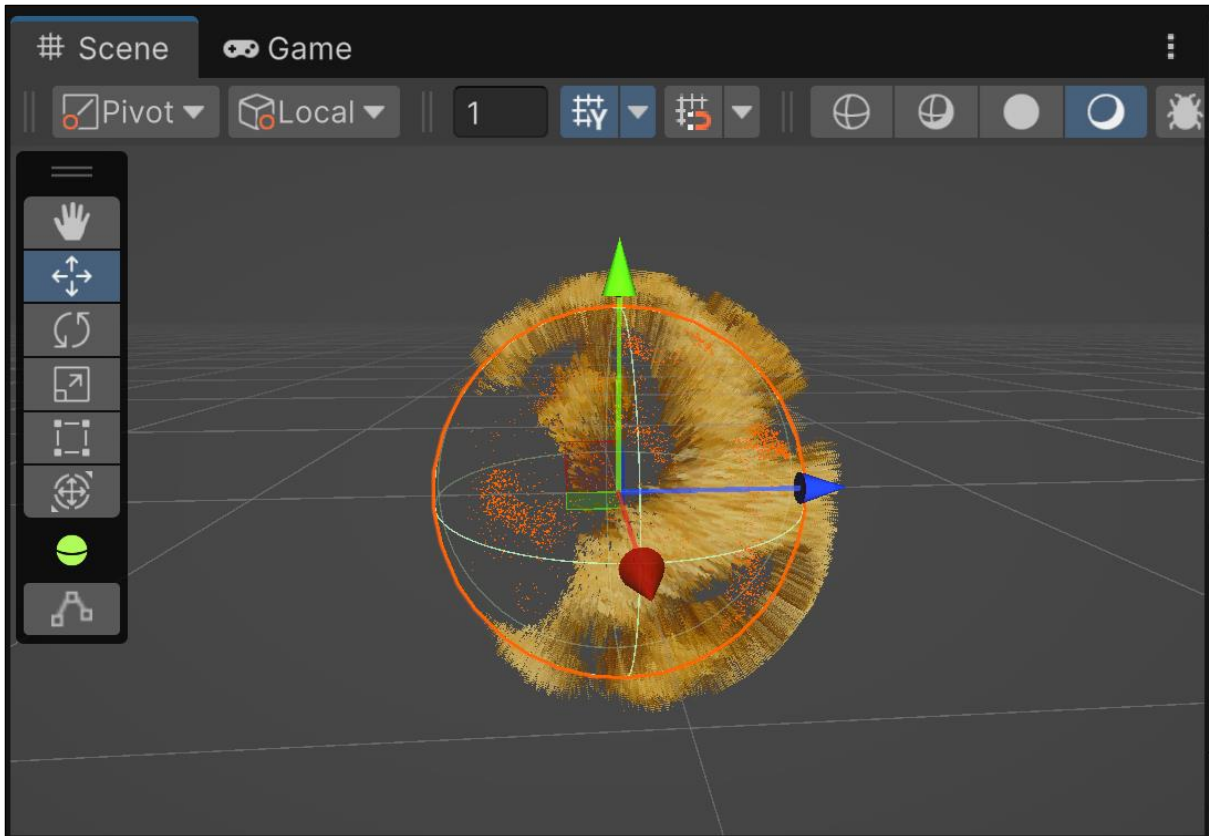


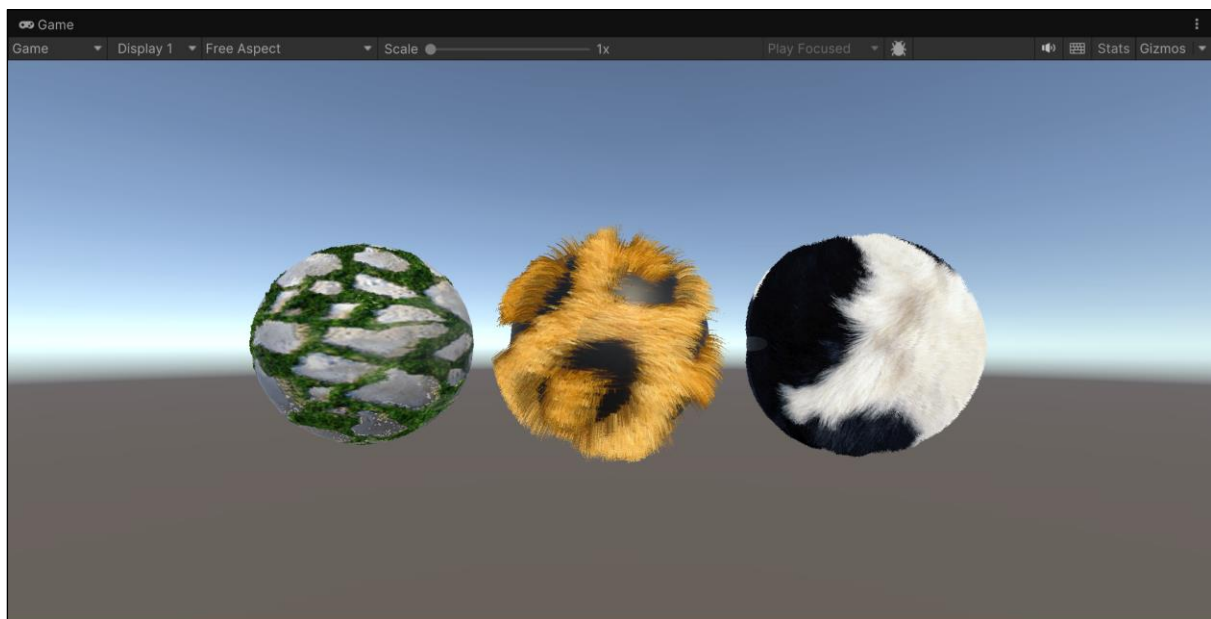
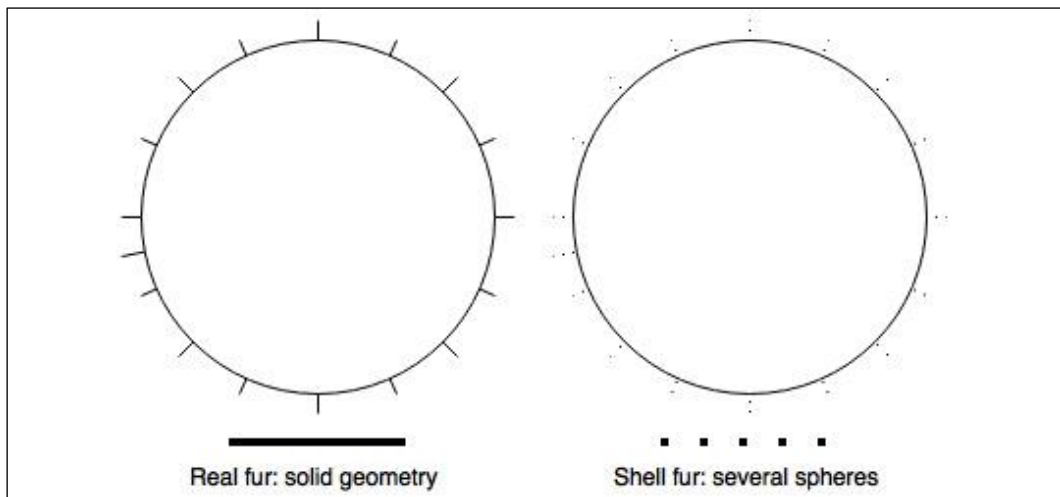
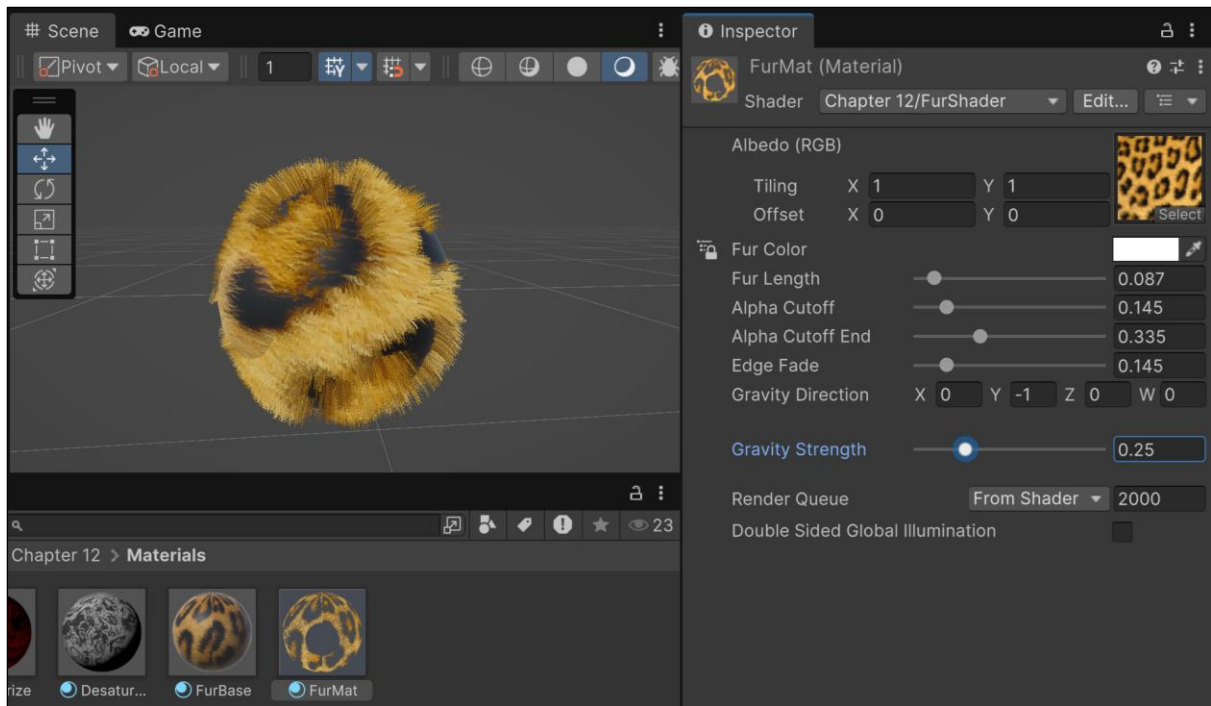


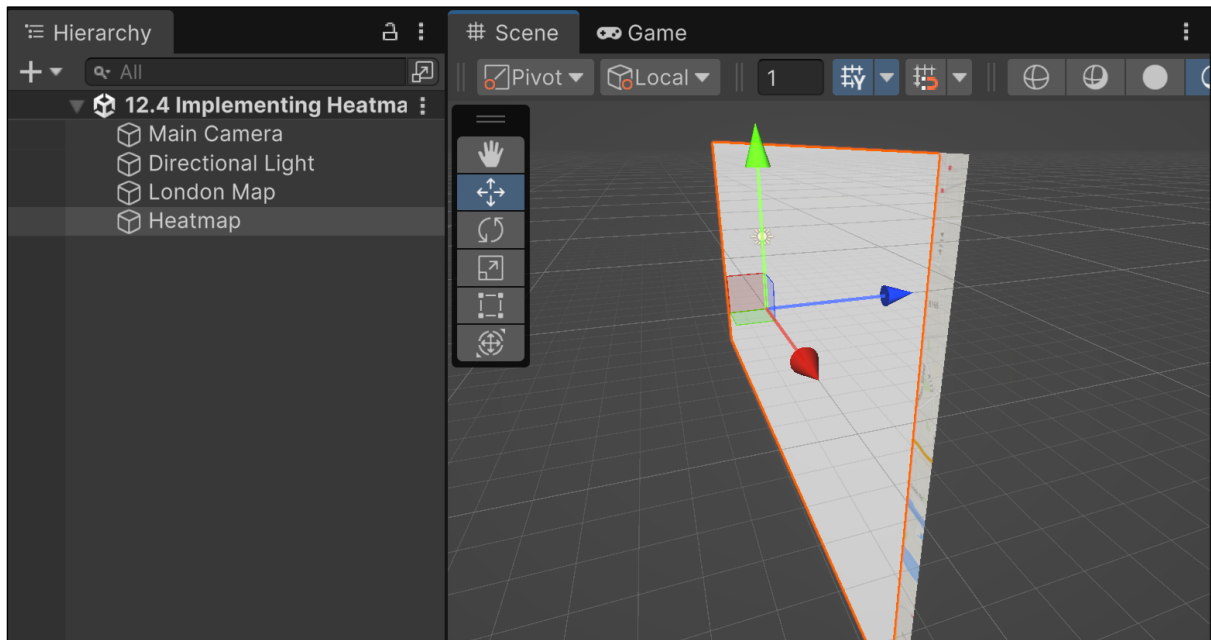
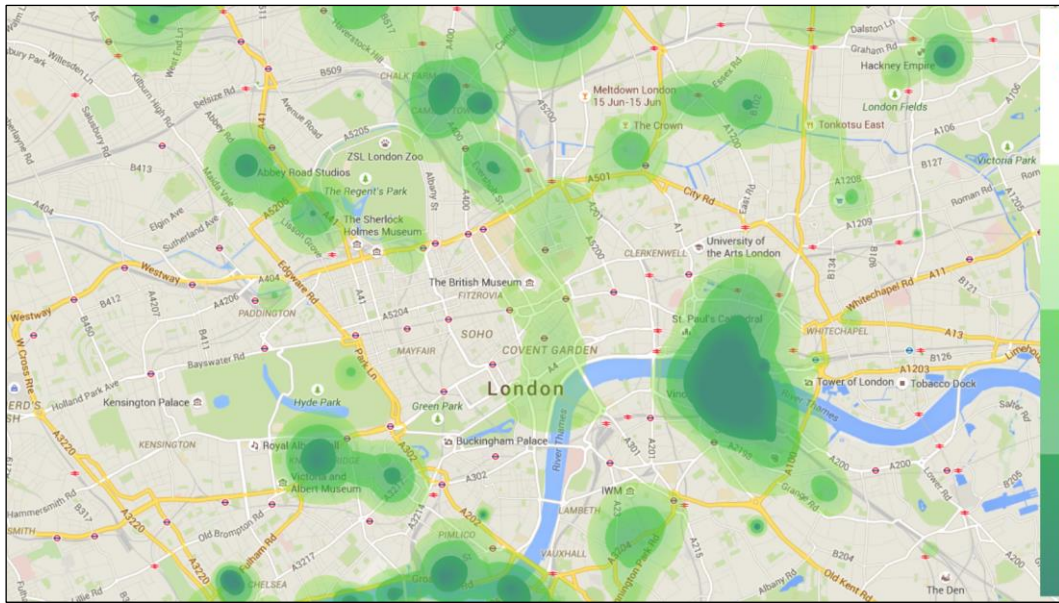


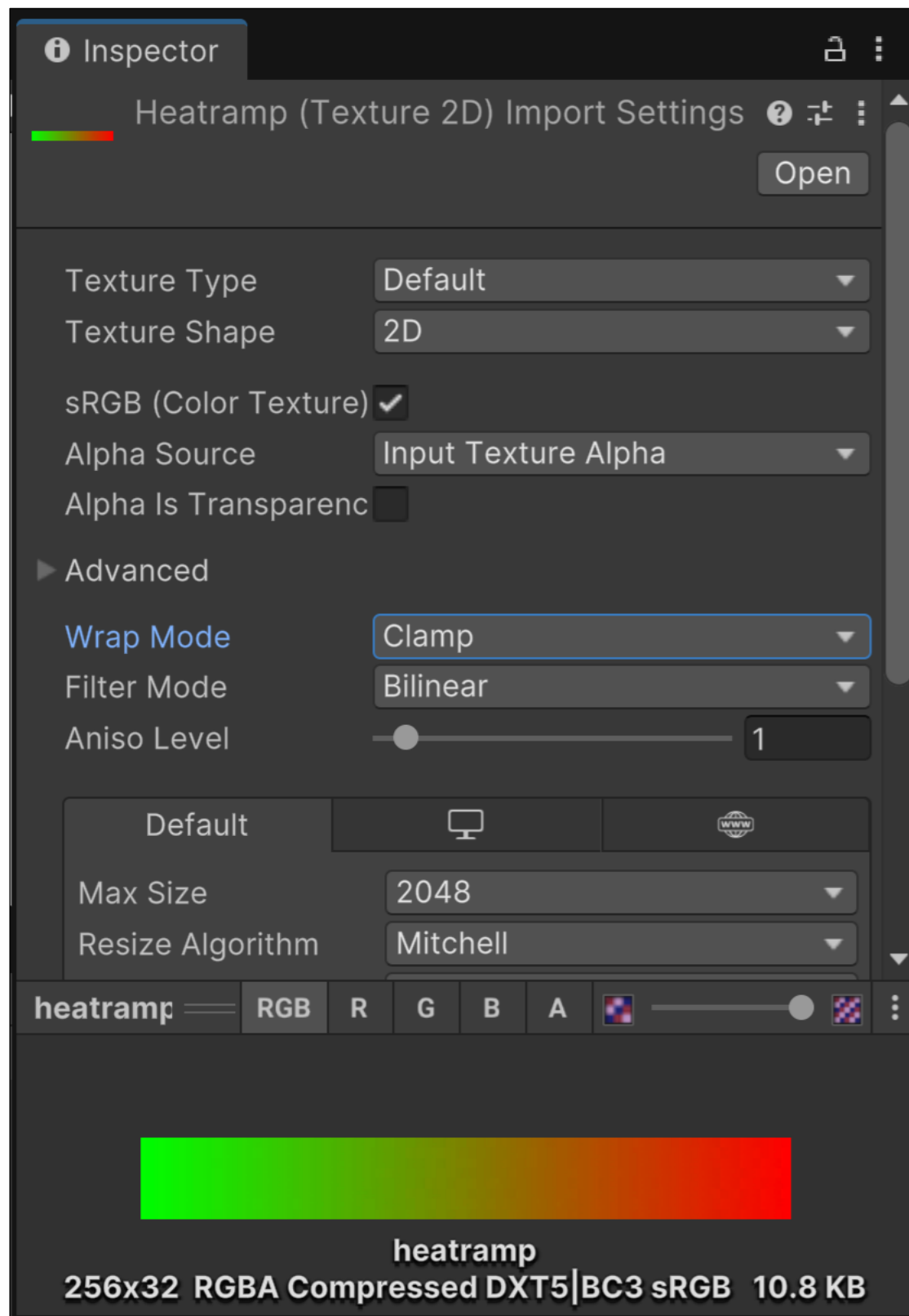


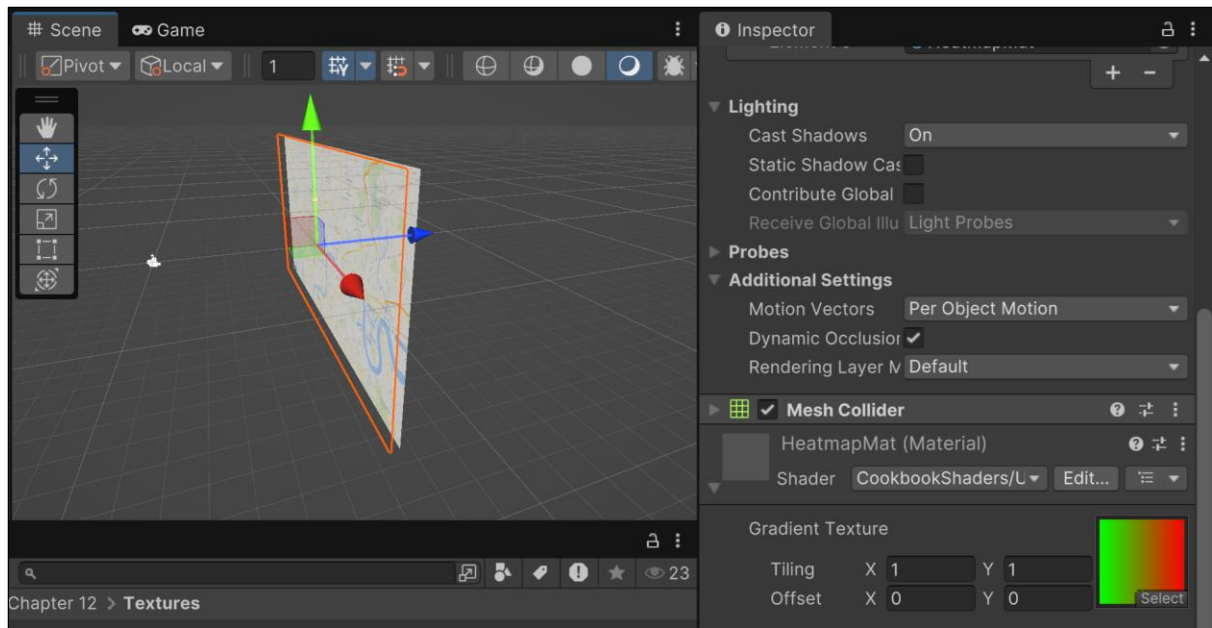












#

Heatmap Drawer (Script)

?

≡

⋮

Script

HeatmapDrawer

▼ Positions

3

▼ Element 0

X

0.2

Y

0

Z

0

W

0

▼ Element 1

X

-0.3

Y

-0.2

Z

0

W

0

▼ Element 2

X

0.5

Y

0.3

Z

0

W

0

+

-

► Radiuses

0

► Intensities

0

Material

HeatmapMat

▼ Radiuses

3

Element 0

0.2

Element 1

0.3

Element 2

0.4

+

-

▼ Intensities

3

Element 0

2

Element 1

1

Element 2

1

+

-

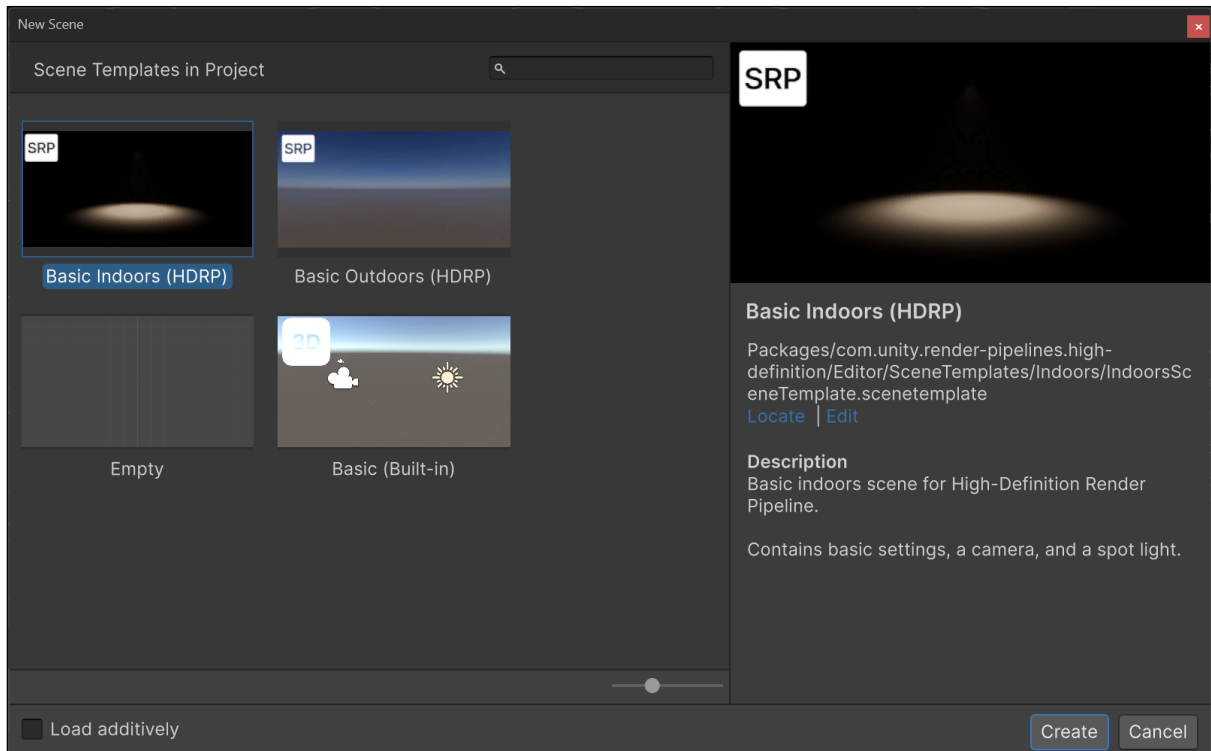
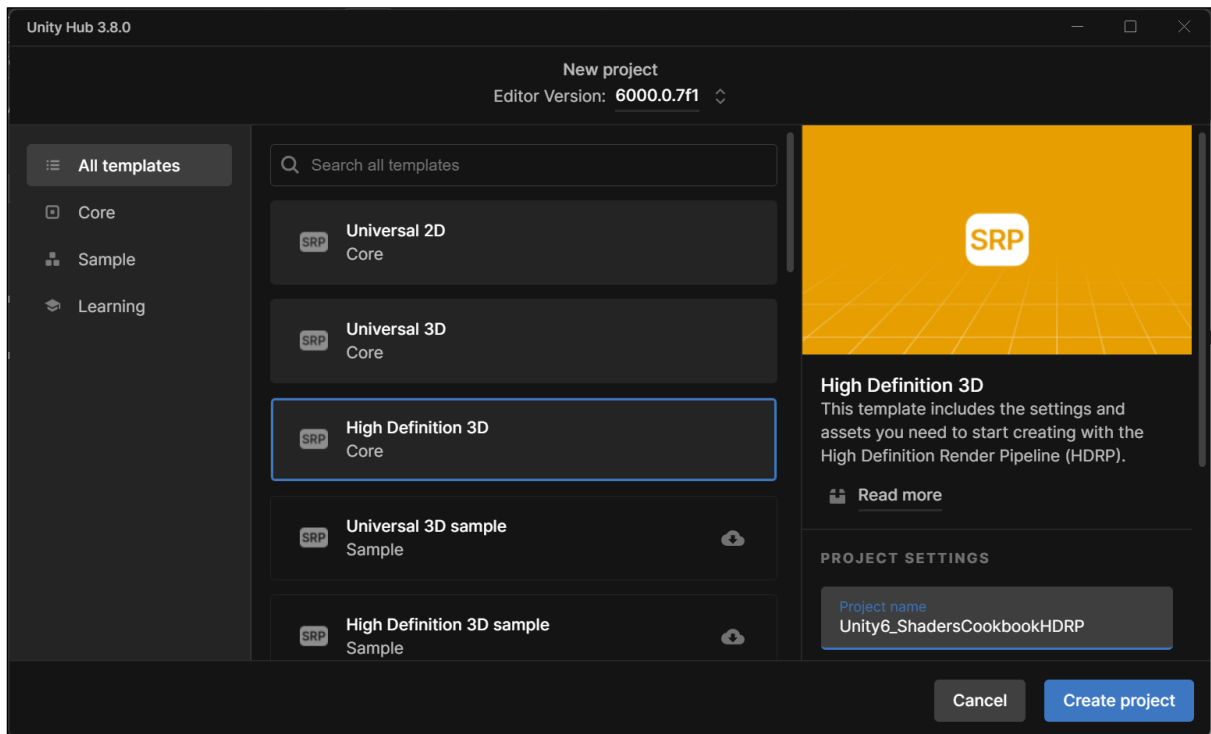
Material

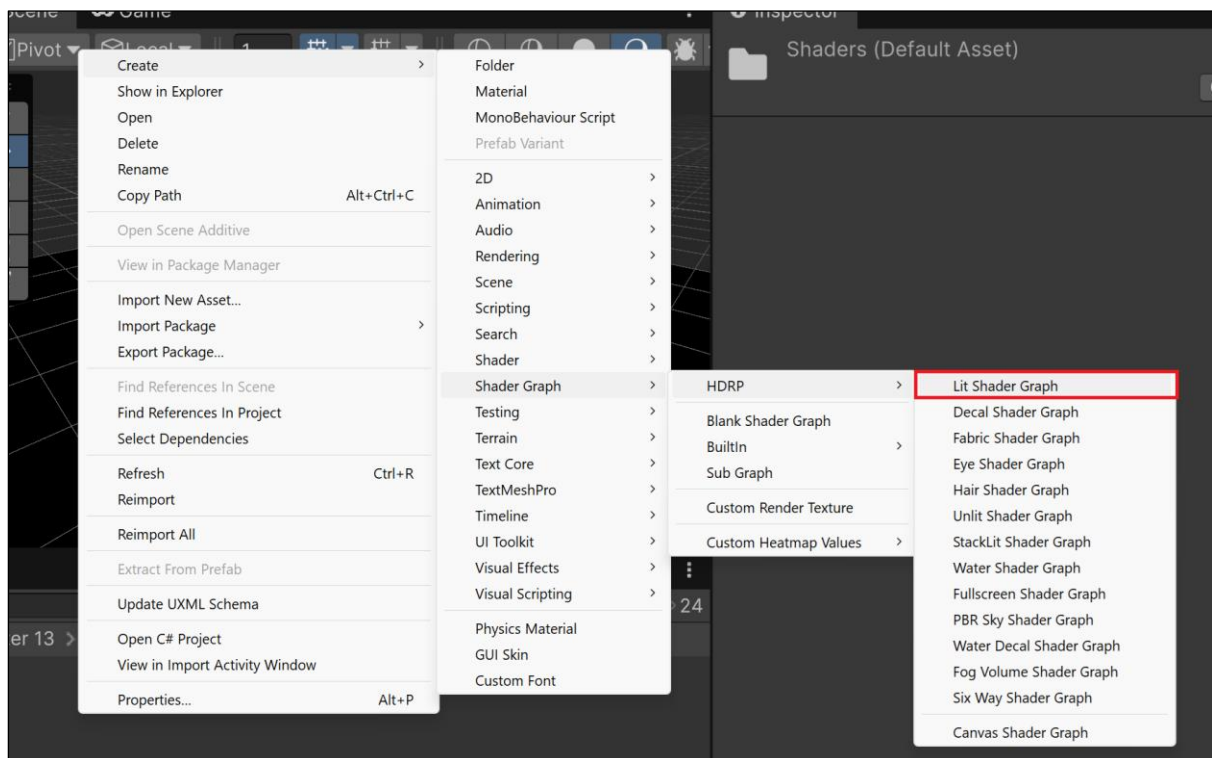
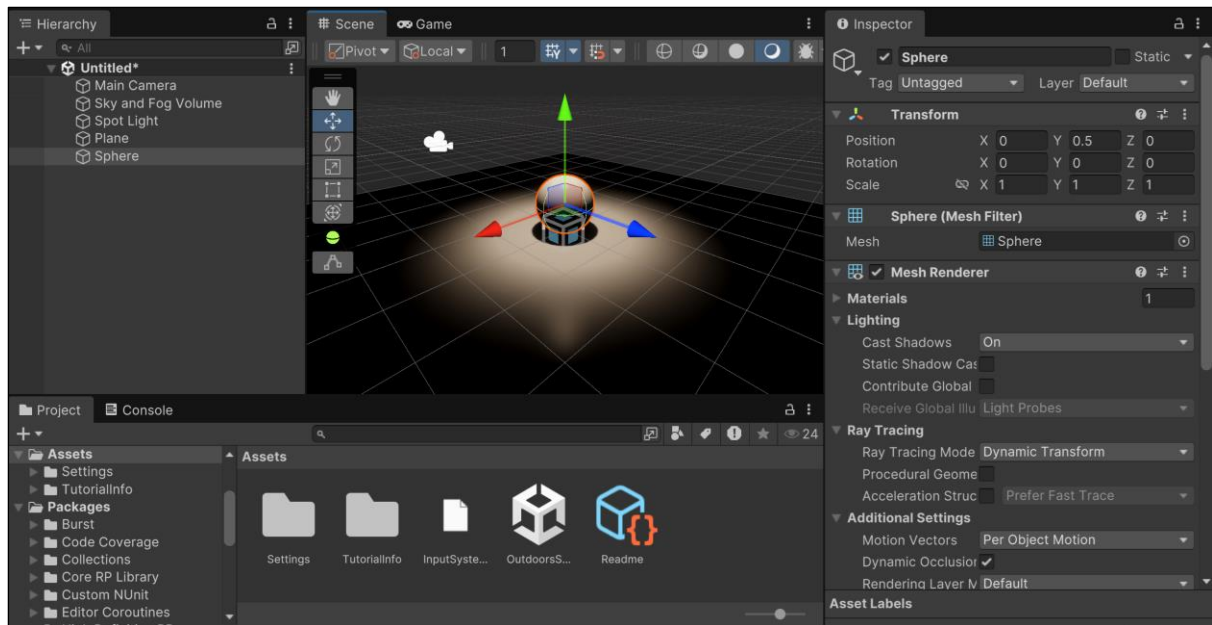
HeatmapMat

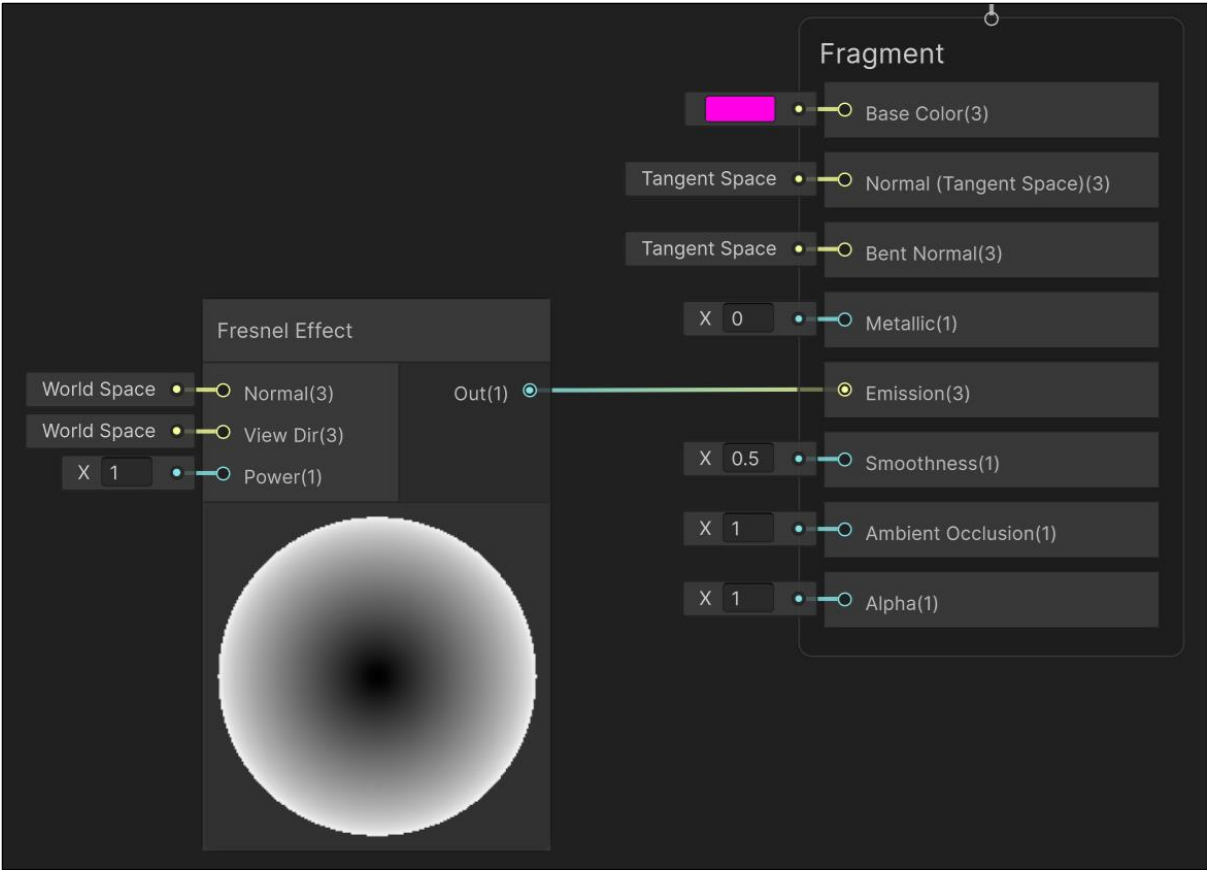
⊙

The figure shows a map of London with three large red circular heatmaps overlaid, indicating high intensity areas. The heatmaps are centered in the north, east, and south-central parts of the city. The map includes labels for various locations such as Brent Park, White City, Shepherd's Bush, Kensington Palace, Hyde Park, Covent Garden, Soho, The British Museum, ZSL London Zoo, The Crown, Meltdown London, Stratford, and the Isle of Dogs. The heatmaps are semi-transparent, allowing the map details to be seen through them.

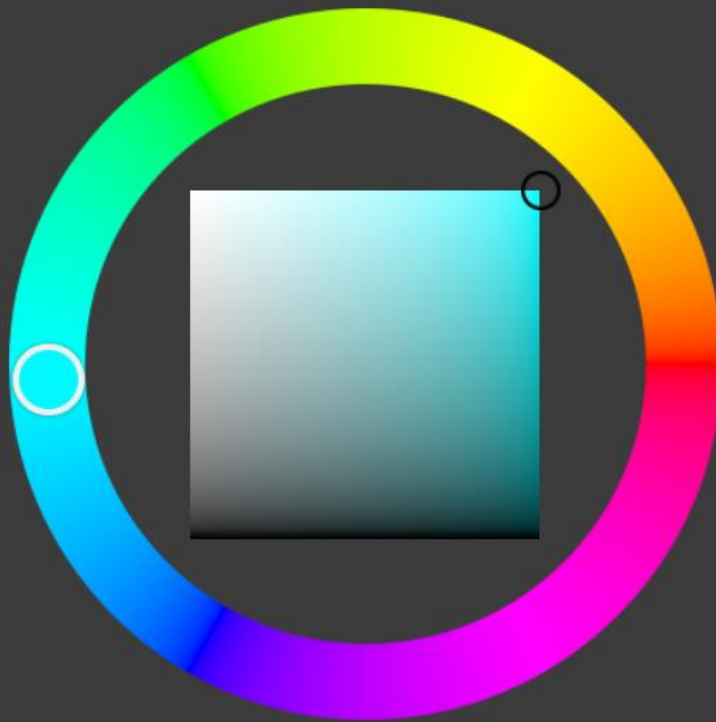
Chapter 13: Utilizing the HDRP







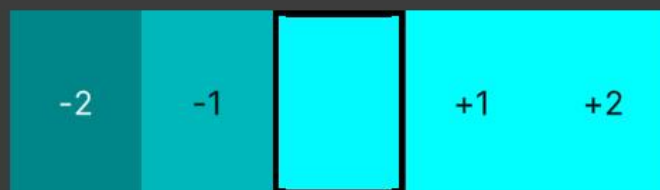
HDR Color



RGB 0-255 ▾

R	<input type="range"/>	0
G	<input type="range"/>	243
B	<input type="range"/>	255
A	<input type="range"/>	255

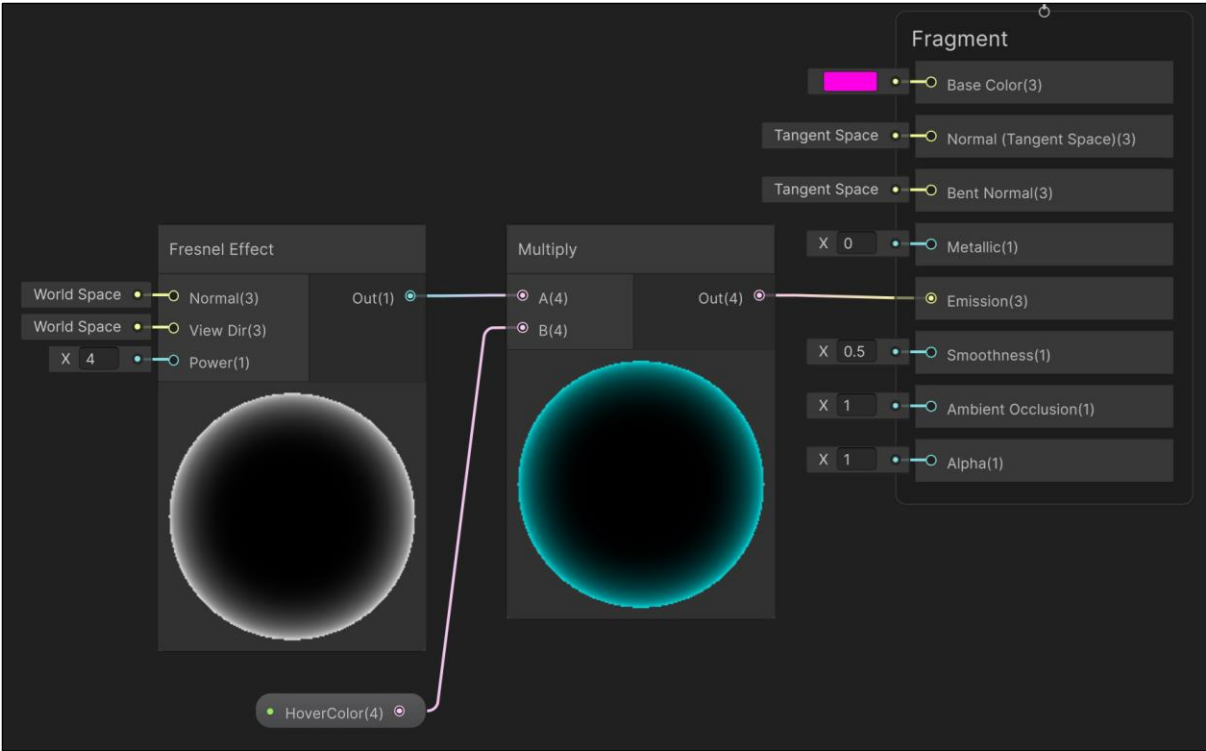
Intensity 0

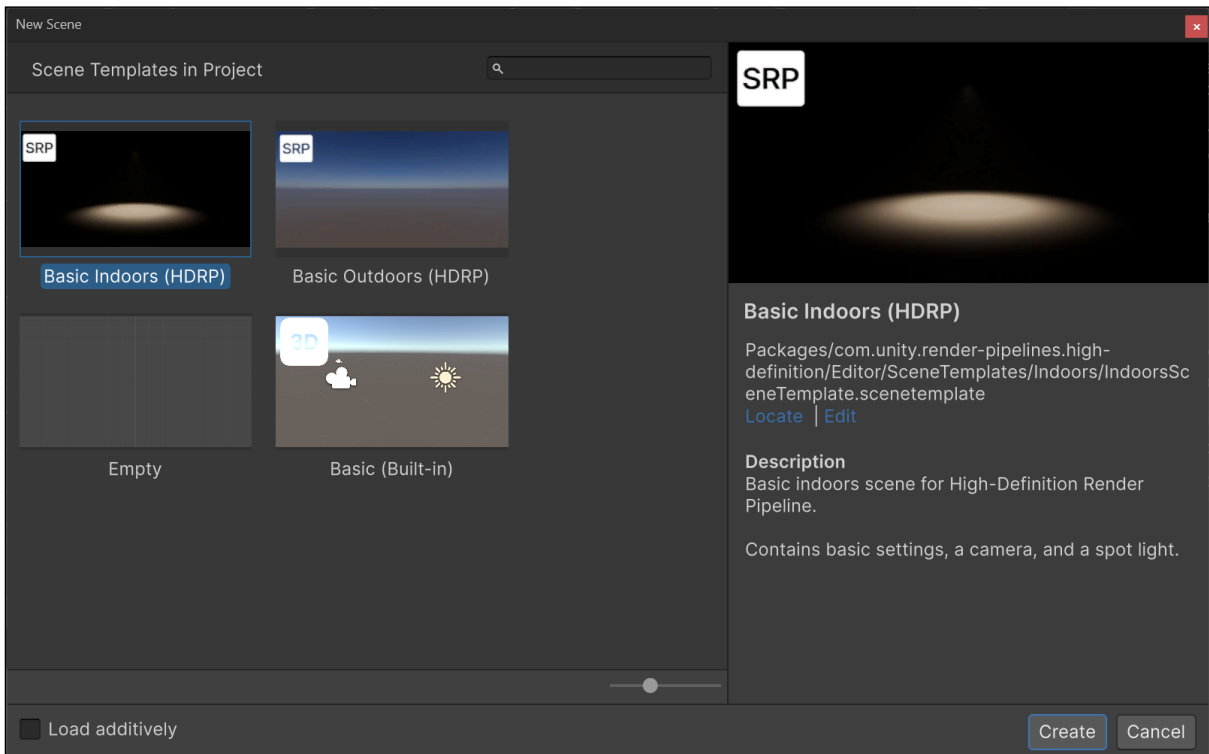


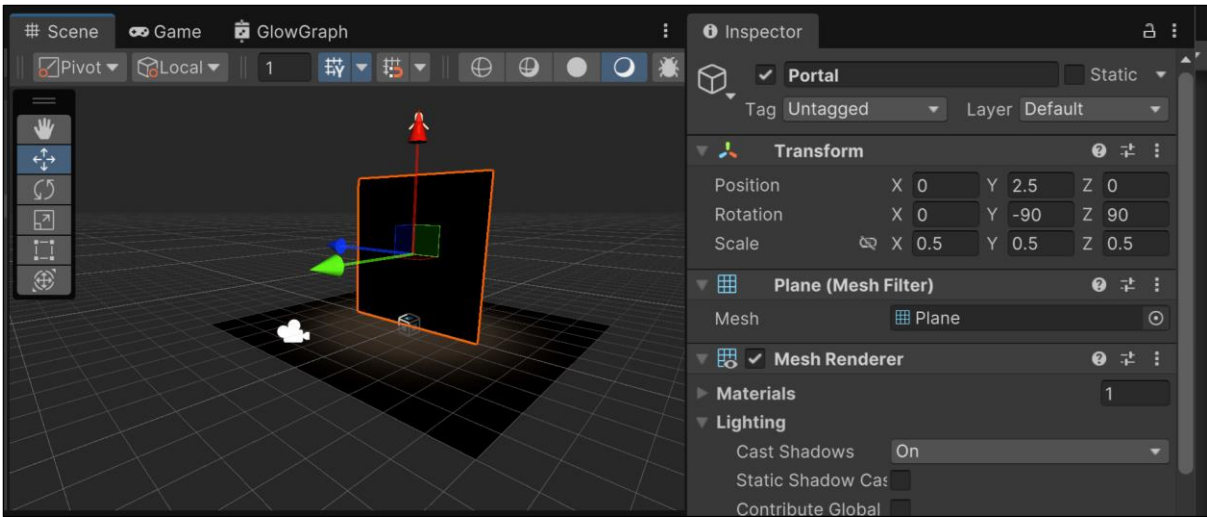
▼ Swatches



Click to add new preset







Inspector

 PortalGraphMat (Material)

Shader

Shader Graphs/Portal

Edit...

▼ Surface Options

Surface Type

Transparent

Rendering Pass

Default

Blending Mode

Alpha

Preserve specular

☒

Sorting Priority

50

Receive fog

☒

Sort with Refractive Index

☐

Transparent Depth

☐

Transparent Write Mask

☐

Depth Write

☐

Depth Test

LessEqual

Cull Mode

Off

Double-Sided

☒

Normal Mode

None

Double-Sided GI

Auto

PortalGraphMat

