Mega URP Shadergraphs is an extensive collection of Shadergraphs specifically designed for the Ultimate Render Pipeline.

With all the shaders types you need for any 3D or 2D game creation and notably an advanced Toon Shader with Highlights, Shading texture, Distance Fadeout and up to 8 extra lights supported.

All the shaders are presented with full PBR support plus Unlit shaders and Sprite Lit shaders.

Using the same naming convention of the Unity standard shaders you can use them right of the box without losing information when you switch shaders.

All their custom properties are also carefully named to easily access them via code.

The Shadergraphs grouped by logic blocs are easy to read and modify, plus many useful subgraphs are present for your own Shadergraphs.

Subgrahs:

- MUS_DistanceCheckboardSub (Hide mesh at a determined distance with a checkboard pattern)
- MUS_DistanceDissolveSub (Hide mesh at a determined distance with a dissolve texture)
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- MUS_DistanceDitherSub (Hide mesh at a determined distance with a dithering)
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- MUS_FlowMapNode (Calculate flow map distortion)
- MUS_Get ExtraLight (Return main light direction and color)
- MUS_Get MainLight (Return determinded extra light direction and color)
- MUS_PBR Inputs (Regroup all input of a classic PBR graphs)
- MUS_Sampler Normal (Inputs for a nomal texture)
- MUS_Sampler Texture (Inputs for a 2d texture)
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- MUS_SPRITE_LIT Inputs (Regroup all input of a classic Sprite lit graphs)
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- MUS_ToonLight Sub (calculate light ramp and normal for a toon effect)
- MUS_ToonNoiseLightSub (calculate light ramp and normal for a toon effect plus a noise shading)
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- MUS_TriplanarBlending (Calculate a triplanar projection)
- MUS_TriplanarSplit-SubGraph (Calculate a triplanar projection with a noisy edge)
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- MUS_UNLIT Inputs (Regroup all input of a classic Unlit graphs)
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You can test all the shaders on your models with an interactive demo with 2 free rigged toon characters included.

URP PBR and UNLIT Shaders

Albedo:

- MUS_ColorGradiant

- MUS_FlowMap
- MUS_FresnelOutline
- MUS_Marble
- MUS_NoiseGradiant
- MUS_ReplaceDissolve
- MUS_ScrollingOverlay
- MUS_Shinny

Alpha_Cut:

- MUS_Desintegrate
- MUS_Dissolve
- MUS_DistanceFadeout (3 modes)

Emission:

- MUS_ColorRim
- MUS_EmissiveColorGradiant

Lighting:

- MUS_SimpleRamp
- MUS_Toon (Color Rim / Ramp / Normals / Shading Texture / 3 Distance Fadeout modes / Highlights / Main Light detection / +8 Extra lights detection)

Projection:

- MUS_LateralProjection
- MUS_TopDownProjection
- MUS_SnowNoise
- MUS_Terrain
- MUS_TerrainSplit
- MUS_TopTriplanar
- MUS_TopTriplanarSplit

Scenario:

- MUS_CrystalGlass
- MUS_ForceField
- MUS_ForceFieldDeform
- MUS_Hologram
- MUS_OrganicFluid
- MUS_RadioactiveSpill
- MUS_Water
- MUS_Water_Floor
- MUS_Water_Reflection
- MUS_Wind_Foliage
- MUS_Wind_Grass

Vertex_Position:

- MUS_DeformFlag
- MUS_DeformX

- MUS_DeformY
- MUS_DeformZ

URP SPRITE LIT Shaders:

Support normal textures and light mask, create a 2d Renderer as second renderer to see those in action in the Sprite Demo.

Diffuse:

- MUS_BlendTexture (8 different blending: Softlight / Dodge / Hardmix / Divide / Substract / LinearBurnAdd / Overlay / Overwrite)
- MUS_Blur
- MUS_ColorAdjustemnt (Hue / Contrast / Saturation)
- MUS_ColorFill
- MUS_ColorGradiant
- MUS_Desintegrate
- MUS_Dissolve
- MUS_Dither
- MUS_FogTint
- MUS_Ghost
- MUS_Hologram
- MUS_Outline
- MUS_Parallax
- MUS_Pixelate
- MUS_RadioactiveSpill
- MUS_ReplaceColor
- MUS_ReplaceDissolve
- MUS_ScrollOverlay
- MUS_Snow (With light mask support)
- MUS_StepColor
- MUS_Swirl
- MUS_TransparentGradiant

Vertex_Position:

- MUS_Wobble
- MUS_SineDeform
- MUS_Vegetation