URP Lines Shader

Motivation

Create a Lines Shader based mainly in ShaderGraph that is easily modificable and understandable, that runs on Universal Render Pipeline.

Shaders

This are the exported shaders on the current version:
- **Unlit Opaque Lines**
- **Unlit Transparent Lines**
- **Unlit Opaque Moving Lines**: Variation example with time-based moving lines. This is an educational mainly shader of a modification, the same result could be achieved using an Unity Animation.

Properties

- **LineColor**: Color of the Line
- **BackgroundColor**: Color of the Background
- **LineSizeRatio**: Ratio of the line size over the total size. Example: a 0.1 ratio would mean 10% of the surface are lines and 90% background
- **Tiling**: Tiling of the resultant UV
- **Offset**: Offset of the resultant UV
- **Orientation**: Enum that determines how the UV is generated
  - *UV*: the UV is used from the Object UV
  - *X*: the lines are drawn over the X Axis
  - *Y*: the lines are drawn over the Y Axis
  - *Z*: the lines are drawn over the Z Axis
- **Normalized**: Boolean that normalizes the position when the orientation is an Axis. Used for Skybox mainly.
- **LocalPosition**: Boolean that uses local position when the orientation is an Axis instead of the world position.
- **AlphaClipTreshold**: Used only in transparent Shaders, determines the Alpha Clip Treshold.
- **Speed**: Used only in movingg lines Shaders, determines the Speed of the offset per second.