MATCAP FAKE PBR SHADER SYSTEM

SIMPLE PBRMATCAP SHADERS

1- TintColor : This shader occuring from one *matcap texture*.If you want, you can desaturate the texture and you can activate *"TintColor"* option. With this feature (tint color), matcap texture will take color from tint color or will combine with tint color(if desaturation active)

2- LerpColor : This shader occuring from one *matcap texture*.Whether RGB texture or Grayscale texture,Texture is being desaturet by shader and then shader gives you chance to assignt with your own to color that you determine.

3- BlendTintColor : This shader occuring from two *matcap texture*. And you can blend between the two. If you want, you can desaturate the texture and you can activate *"TintColor"* option. With this feature (tint color), matcap texture will take color from tint color or will combine with tint color(if desaturation active)

4- BlendLerpColor : This shader occuring from two *matcap texture*.And you can blend between the two.Whether RGB texture or Grayscale texture, shader desature it. Shader gives you chance to assign with your own to color.

ADVANCED PBRMATCAP SHADERS

1- TintColor : This shader has *normal and ambient occlusion map* different from the *SimplePBRMatcapTint* and occuring from one *matcap texture*.
This shader occuring from one *matcap texture*.If you want, you can desaturate the texture and you can activate *"TintColor"* option. With this feature (tint color), matcap texture will take color from tint color. or will combine with tint color(if desaturation active)

2- LerpColor : This shader is same with SimplePBRMatcapDoubleColor shader except for AO and Normal Map textures.
This shader occuring from one *matcap texture*.Whether RGB texture or Grayscale texture,Texture is being desaturet by shader and then shader gives you chance to assignt with your own to color that you determine.

3- BlendTintColor : This shader is same with SimplePBRMatcapBlend shader except for AO and Normal Map textures.
This shader occuring from two *matcap texture*. And you can blend between the two. If you want, you can desaturate the texture and you can activate *"TintColor"* option. With this feature (tint color), matcap texture will take color from tint color or will combine with tint color(if desaturation active)

4- BlendLerpColor : This shader is same with SimplePBRMatcapBlend shader except for AO and Normal Map textures.
This shader occuring from two *matcap texture*.And you can blend between the two.Whether RGB texture or Grayscale texture, shader desature it. Shader gives you chance to assign with your own to color.