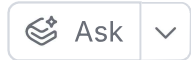E **EthanG Docs**

Reflect It! – Docs

Ask ⌄

🧩 Overview

Reflect It! is a glass shader pack for **Unity's Universal Render Pipeline (URP)** designed to create both **realistic** and **stylized** glass materials.
It includes **12+ unique normal maps** and three shader variants, allowing flexible control over refraction, reflection, and distortion.

🚀 Quick Start

1. Import the asset into your **URP project**.

2. Create a new **Material** and assign one of the included shaders:
   - `ReflectIt/Glass_Lit`
   - `ReflectIt/Glass_Unlit`
   - `ReflectIt/SimpleGlass_Lit`

3. Adjust **Transparency**, **Smoothness**, and **Refraction** values to fit your visual style.

4. Assign a **Normal Map**, or enable **Triplanar Mode** for automatic projection on models without proper UVs.

🎨 Shader Variants

Shader	Description	Recommended Use
Glass_Lit	Fully lit glass shader with realistic lighting, reflections, and refraction.	Architectural or realistic scenes.
SimpleGlass_Lit	Lightweight alternative for optimized or mobile projects.	Mobile or low-performance builds.
Glass_Unlit	Stylized/emissive version without lighting dependency.	Artistic or stylized games.

⚙️ Main Properties

Property	Description
`_Color`	Base color of the glass material.
`_Alpha`	Controls transparency level.
`_Smoothness`	Adjusts reflection sharpness.
`_IOR`	Index of Refraction (typical range: 0.0–0.33).
`_FrenselPower / _FrenselStrength`	Controls edge brightness and reflection intensity.
`_NormalTexture / _NormalStrength`	Defines surface detail and distortion strength.
`_UseTriplanarNormal`	Enables triplanar projection (no UVs required).
`_Blur`	Adds a frosted-glass blur effect to refraction. (Max 0.50)

💡 Tips

- Combine multiple **normal maps** for complex surface effects.
- Use **Triplanar mode** on modular or UV-less meshes.
- Set up proper **lighting and reflection probes** for realistic refraction.
- For **realistic glass**: use subtle refraction and high smoothness.
- For **stylized glass**: use stronger colors and distortion values.

🔧 Compatibility

- ✅ **Universal Render Pipeline (URP)**
- ❌ Built-in Render Pipeline
- ❌ High Definition Render Pipeline (HDRP)

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