

**APOLLO**

## ***APOLLO*** - Manual: General Information

- **What is *APOLLO*:**

*APOLLO* is a series of Light Based PBR shaders developed by Rispat Momit. *APOLLO* shaders improve Unity's standard shading while giving you full control over the scene's lighting.

- **Custom PBR and Mobile:**

*APOLLO* shaders include a custom PBR shading letting you free from the Unity's SurfaceOutputStandard Shader while giving you the ability to use PBR in Mobile Platforms and extend the Shading regarding your needs.

- **Hard Surface Shaders:**

The series will include surface shaders like: Transparent Shading, Cutout Shading, Skin Shading, Foliage Shading, Glass Shading, Anisotropic Shading and much more.



## *APOLLO* - Manual: Shaders and Features

### **Lighting Manager:**

- Ambient Contrast
- Lighting Add
- Ambient Intensity

### ***APOLLO* Standard Shader Values:**

```
_Cube : Cube
 Blur : float (Cube)

 SpecularPower : float

 [MaterialToggle] Metal : float (Calculate Metalness - bool)
 ReflectPower : float
 RimPower : float

 Color : Color
 MainTex : Texture2D (RGB)

 [MaterialToggle] Sp : float (Use Specular Highlights - bool)
 SpecColor : Color
 Shininess : float
 SpeTex : Texture2D (A)
 MetTex : Texture2D (A)

 [MaterialToggle] Ao : float (Use Ambient Occlusion - bool)
 AOTex : Texture2D (A)

 NormP : float
 BumpMap : Texture2D

 [MaterialToggle] Em : float (Use Emission - bool)
 EmissionPower : float
 EmTex : Texture2D (RGB)

 [MaterialToggle] PM : float (Use Parallax Map - bool)
 Parallax : float
 ParallaxMap : Texture2D (A)

 [MaterialToggle] Prometheus : float (Use Prometheus - bool)
 PrPower : float
```

## ***APOLLO* Mobile Shaders:**

- Standard Main
- Standard Simple + Specular Map
- Standard Simple
- Standard Color

## ***APOLLO* Skybox Shader Values:**

- Tint Color
- Exposure
- Blur
- Rotation
- Cubemap (HDR)

*APOLLO* - Manual: Cubemap Maker and Reflection Drops

## **Reflection Drops:**

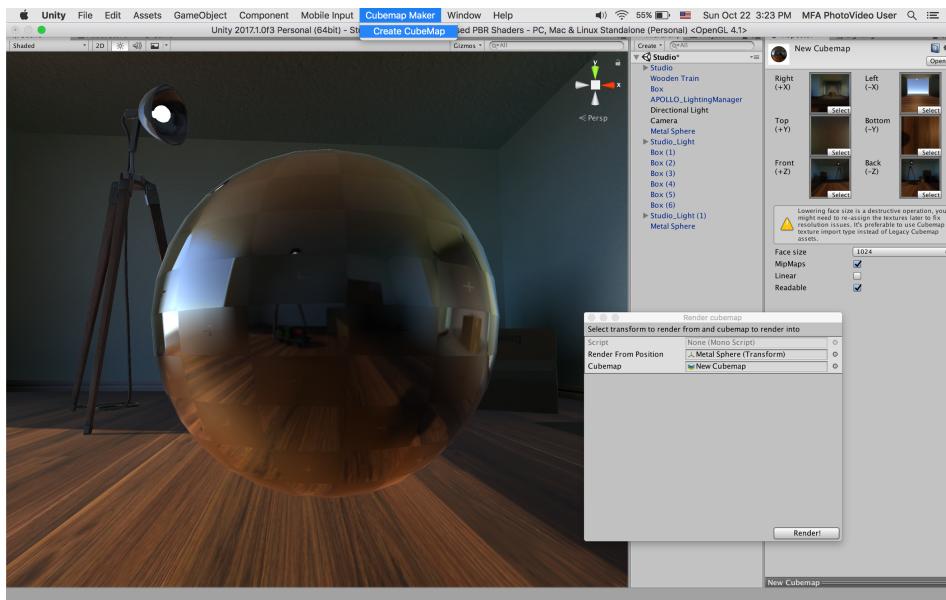


- APOLLO also comes with a Custom Reflection Drop System that let you generate Real Time reflections in [LateUpdate](#) and [OnTriggerStay](#) or static reflections in [Start](#), [OnTriggerEnter](#), [OnTriggerExit](#).
  - **Cubemap Quality** (Set the Cubemap texture Quality)
  - **ClipPlaneDistance** (Distance of Cubmap's rendering)
  - **LateUpdate Cubemap** (Distance of Cubmap's rendering)
  - **Update OnTriggerEnter** (Update the Cubemap every time it enters a Tagged Trigger)
  - **Update OnTriggerExit** (Update the Cubemap every time it exits a Tagged Trigger)
  - **Update OnTriggerStay** (Update the Cubemap as long as the object stays into a tagged Trigger)
  - **Trigger Tag** (Set the name of the Trigger's Tag)
  - **Render One Face per Frame** (For better performance)

For more details watch the Cubemap Maker tutorial here:

**IMPORTANT:** Be sure to Use the mobile edition of the reflection Drop System every time you need to export your project in a mobile platform.

## **Cubemap Maker:**



- **Cubemap Maker** is an Editor Window where you can bake a Cubemap inside your scene and use it as a reflection Cubemap of your materials. For more details watch the Cubemap Maker tutorial here:

## *APOLLO - Manual: Scenes*

- **APOLLO Presentation Scene**

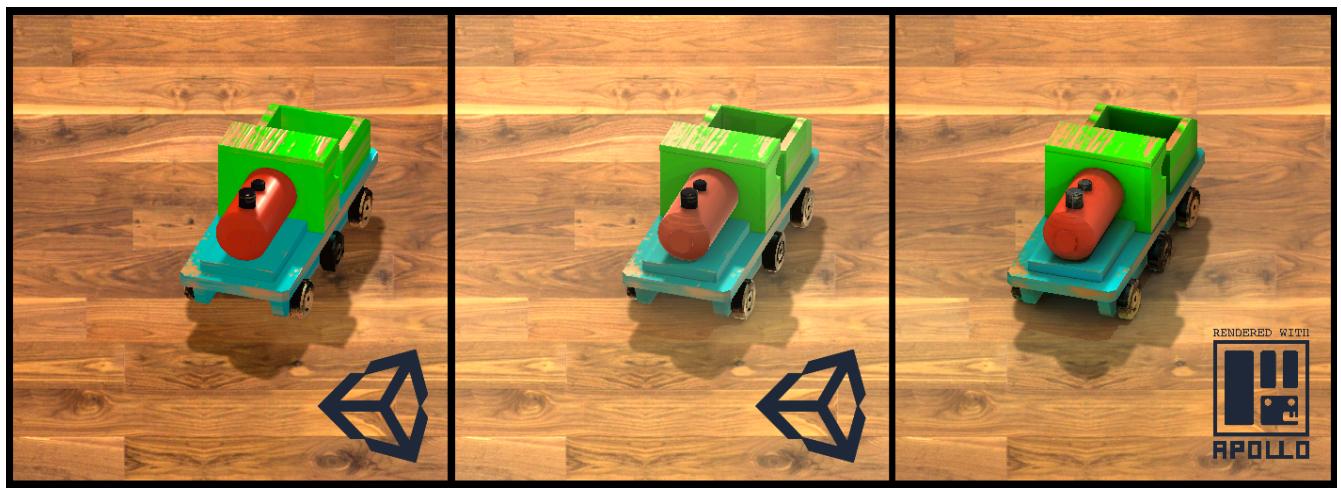
Here you can present your creations rendered with APOLLO shaders in Unity. It is a scene where you can add your logo and share it with the world directly from Unity.

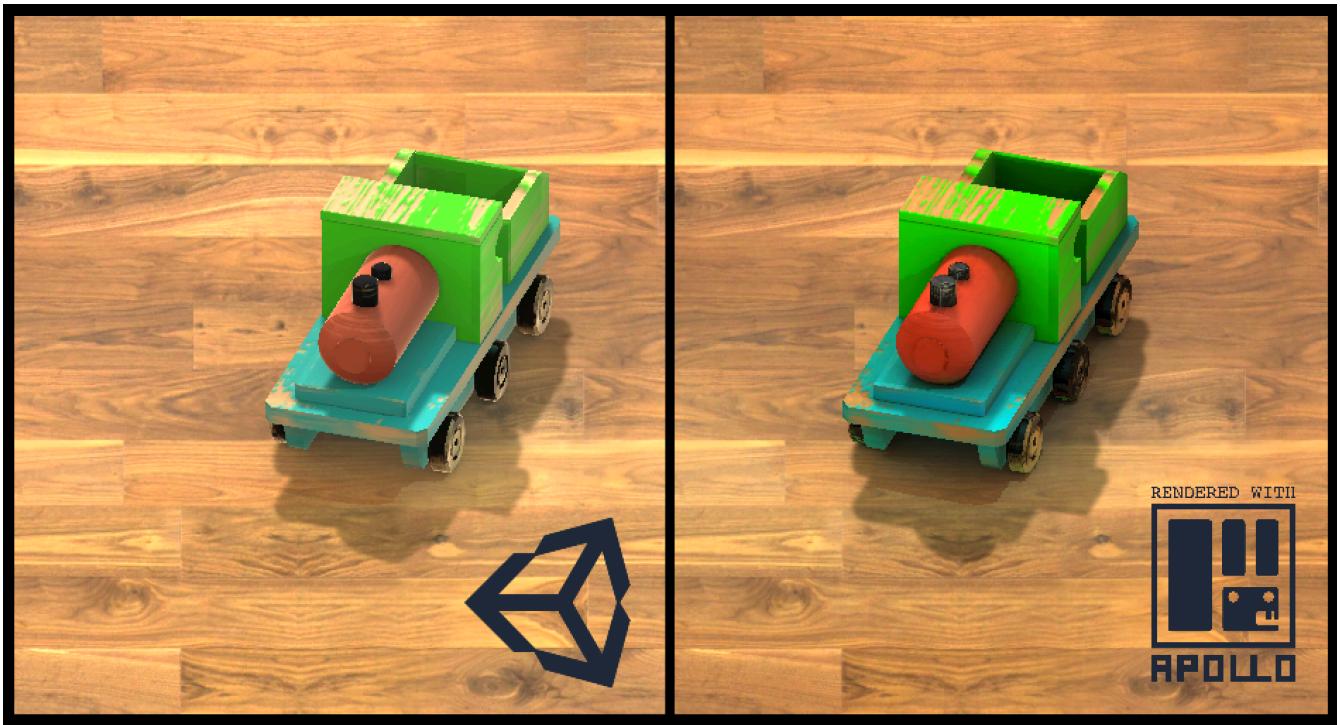
\*Find more about the PRESENTATION SCENE in the PDF included to the package.



- **Comparison Scene**

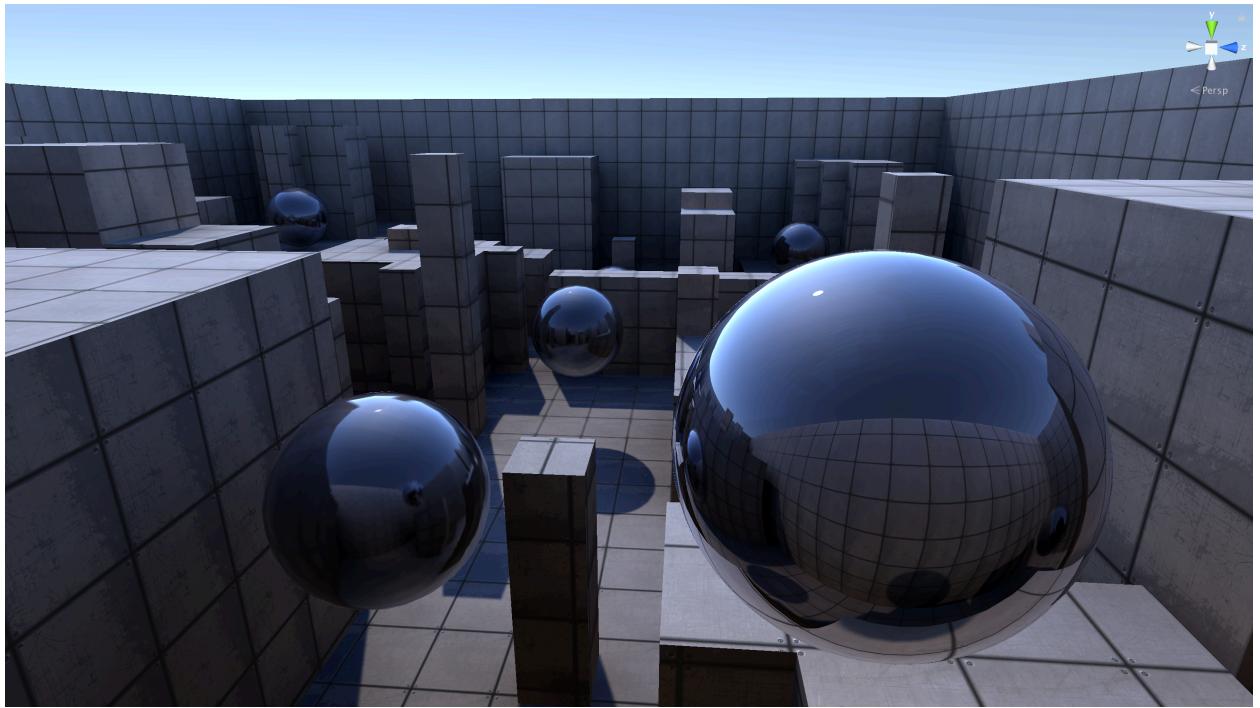
A scene where you can see the difference between Unity's Legacy Shading, Unity's Standard shading and *APOLLO* Shading.





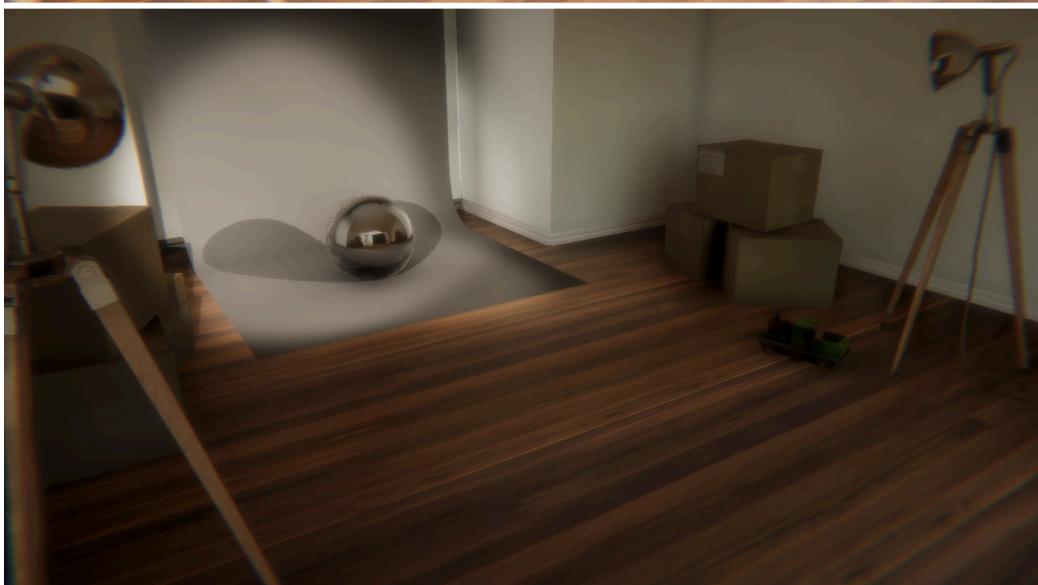
- **Space (Reflection Drops)**

A scene where you can see how you can achieve Real Time Reflection Drops for the best Performance. (Not for Mobile)



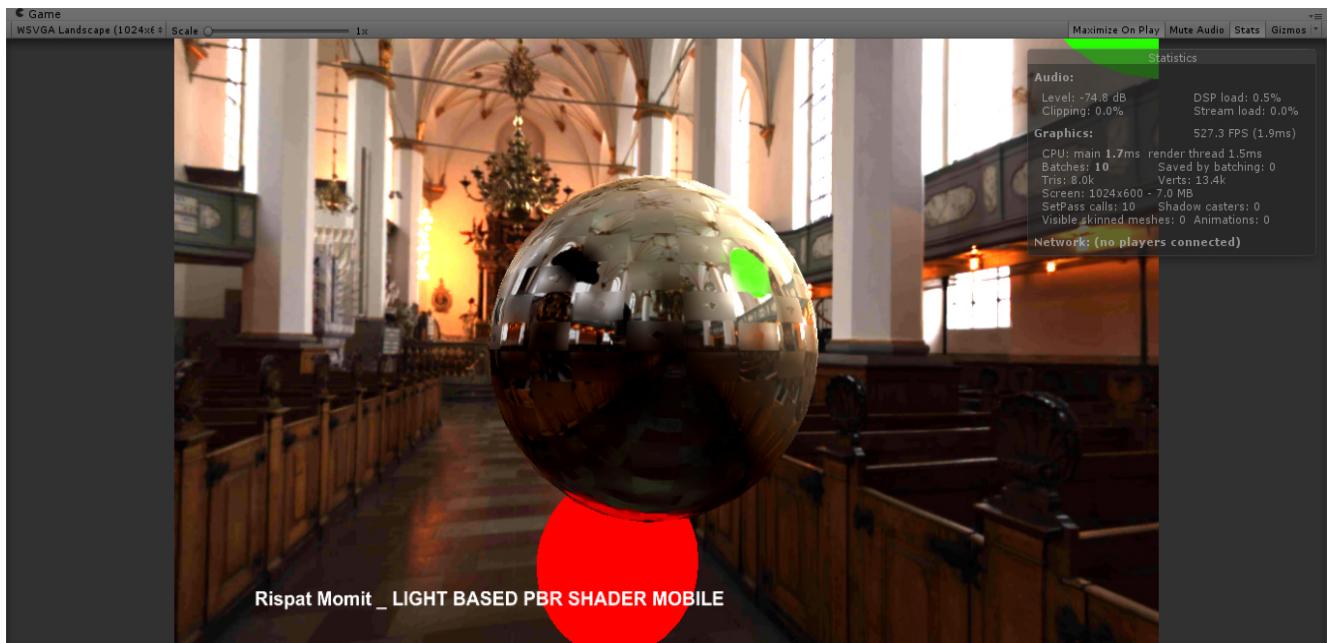
- **Studio (Day/Night Cycle and SSR Post Effect)**

A scene where you can see how the APOLLO shaders are interacting to the Day/Night Cycle along with the SSR Post Effect.



## • Mobile (Reflection Drops)

A scene where you can see how to integrate the Mobile Reflection Drops to your scene so that you can have real time reflections and PBR shading in your Mobile game.



## ***APOLLO*** - Manual: Video Tutorials and related links

Tutorials:

1. [Set up your first Material Using \*APOLLO Standard Shader\*](https://www.youtube.com/watch?v=v6mmr5vz3Co)
2. [Reflection Drops](https://www.youtube.com/watch?v=54u58ELkre8)
3. [Custom Cubemap Maker](https://www.youtube.com/watch?v=UrCViYScR5U)

Other links:

1. [Unity Connect  
\(https://connect.unity.com/p/improving-unity-s-standard-shader\)](https://connect.unity.com/p/improving-unity-s-standard-shader)
- 2.

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Thank you for downloading *APOLLO*!

Looking forward to see your games ☺

All my Best,

Rispat Momit