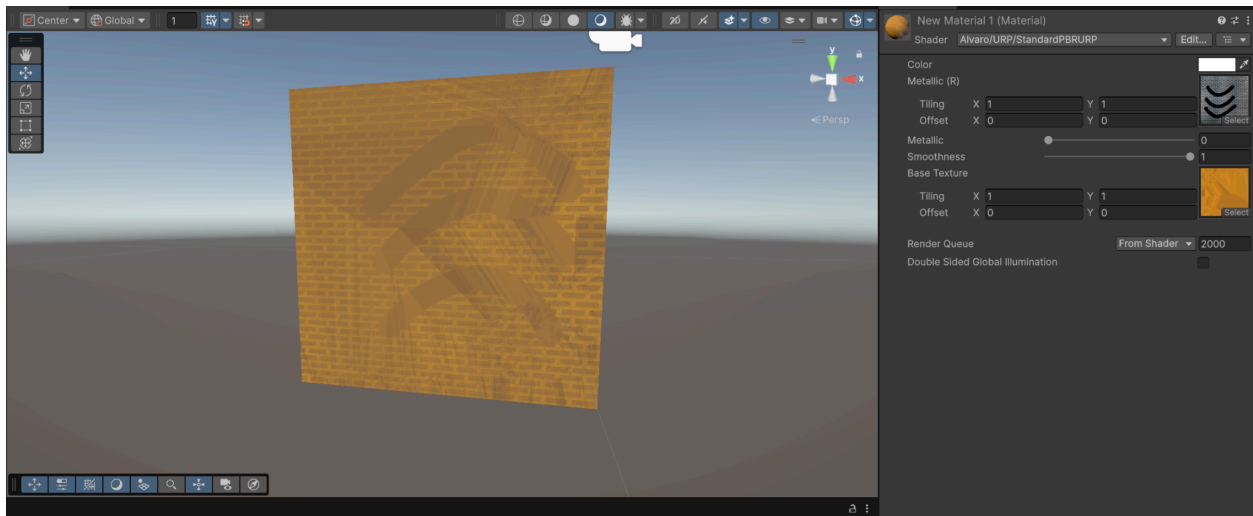## StandardPBRURP

This shader gave a realistic metallic look when the lighting hit the surface. The highlights and shadows reacted nicely, especially after adjusting the smoothness. It looked clean and natural, almost like brushed metal. The only hard part was finding a texture that worked well for the metallic map since some made it too reflective. If I had more time, I'd add a normal map to make the surface pop out even more.

StandardSpecularPBRURP

The shader made the surface look glossy and reflective depending on the specular color. It worked well, but because of my Unity version, I couldn't see the final effect properly in the scene. Still, I liked how the material responded to different light angles. If I did this again, I'd try adding a reflection probe or normal map to make the surface react more naturally.
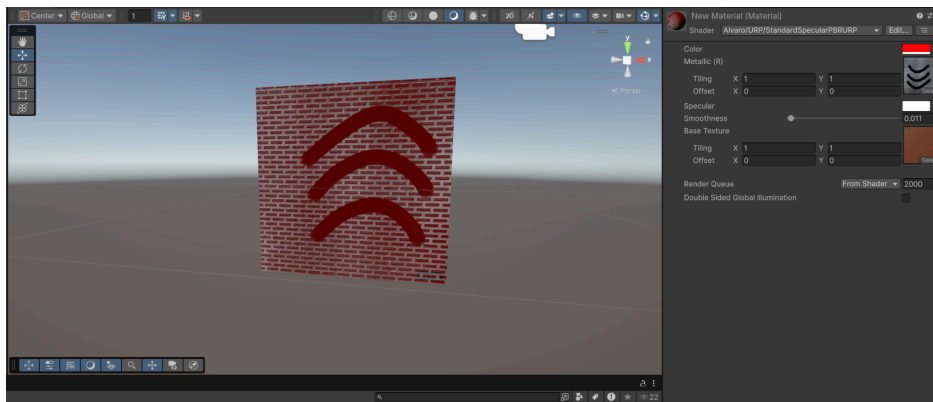
URP_LightingWithTransparency

This shader looked great with the transparent tree texture — from the front, it gave the illusion of depth, almost like a flat 3D object. The lighting still worked even though the texture had transparent areas. I didn't really face any problems with this one. If I remake it, I'd add some glow or rim light to make the transparency effect stand out more.


URP_EnhancedHologram

The hologram shader looked awesome — the scan lines and rim glow made it feel like a real sci-fi projection. I even added a glow multiplier to make it flicker slightly, which gave a cool glitching hologram effect. The hardest part was balancing the transparency and glow so it didn't look too bright. In the end, it turned out just the way I wanted.
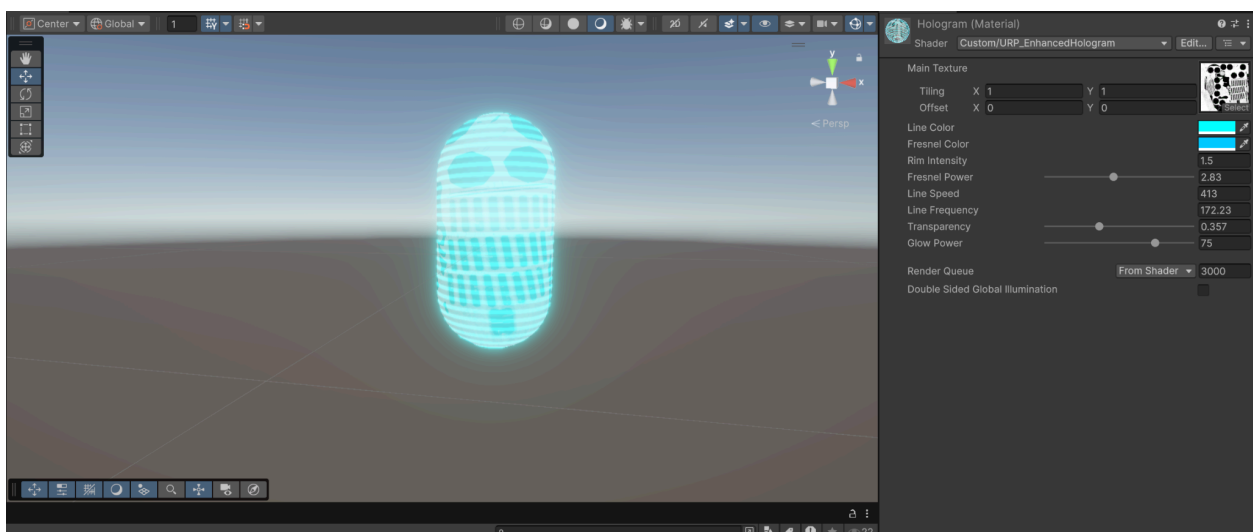
URP_TextureWithBlendingModes

This one made all the black parts of the texture disappear, which looked like a cutout or burn effect. It would be perfect for things like bullet holes or decals. The blending gave a really interesting result when placed over other surfaces. My only issue was finding a texture that blended well. If I did this again, I'd add a toggle in the inspector to easily switch between blend modes instead of editing the code.
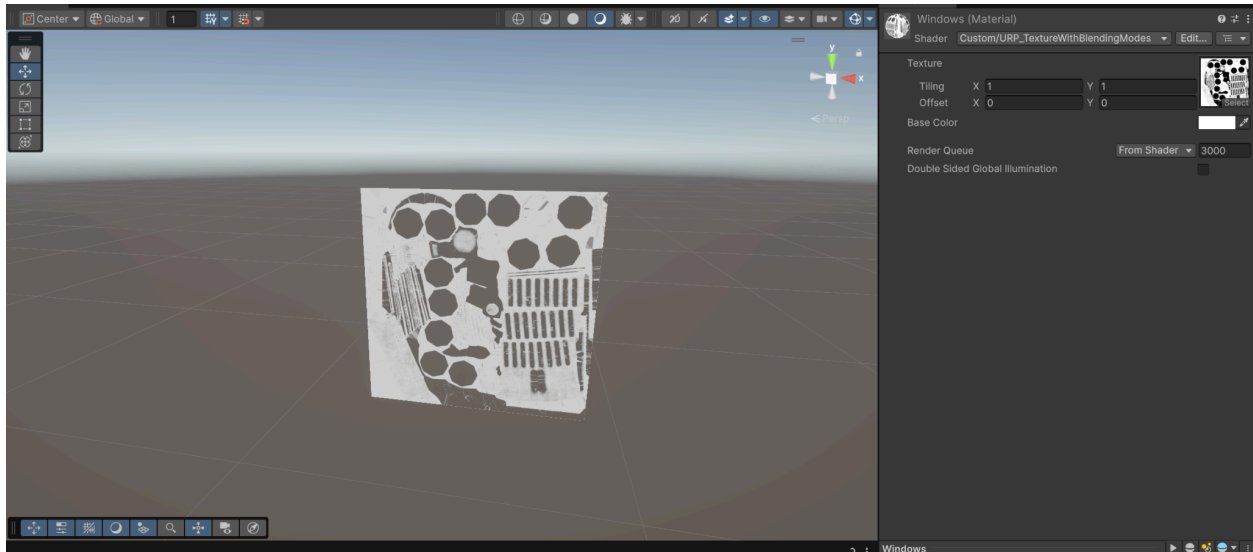
URP_DecalWithToggle

This shader worked really well — I could easily turn the decal on and off in the inspector, which made testing faster. The decal layered nicely on top of the main texture, though sometimes the colors looked too bright together. I fixed that by lowering the decal's intensity. It was simple but very practical for effects like stickers or dirt on surfaces.
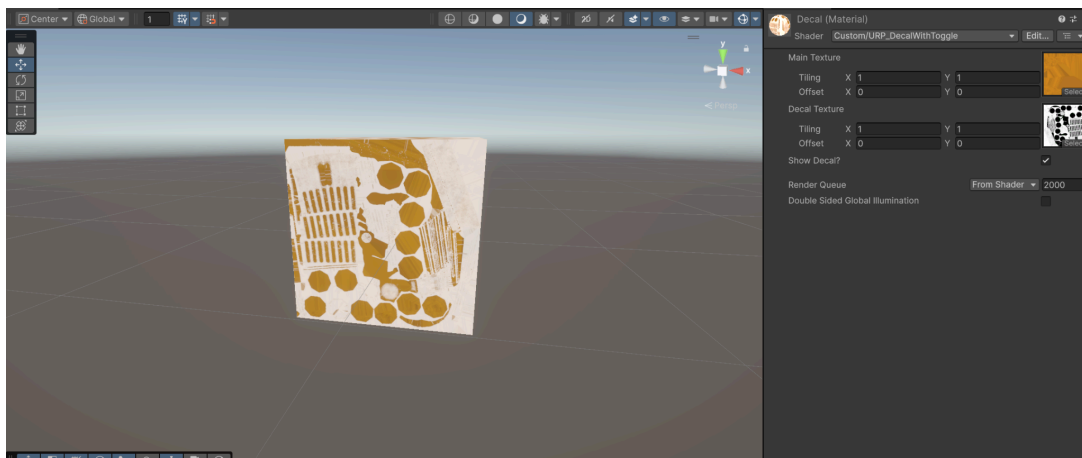
Stencil Hole Effect (Front + Back Shaders)

This effect looked amazing once both shaders were applied correctly — it created a hole where the back object showed through, almost like a portal. Setting up the stencil reference values took some trial and error, but once fixed, it worked perfectly. If I did this again, I'd add a glowing rim or fade to make it look more like a sci-fi portal opening