

## Quiz

**Jiaxin Tong**

**Requirement:**

Please write a shader in which an image or pattern can be overlaid on a sphere with adjustable opacity.

Somewhat like the shader in the video:

There should be exposed parameters so that a non-programmer can change:

1. Add a texture for their own pattern.
2. The color of the shader.
3. The opacity of the shader.

It is due tomorrow night at 11:59 PM.

Please include a short video of your shader applied to a sphere or cube demonstrating the requirements.

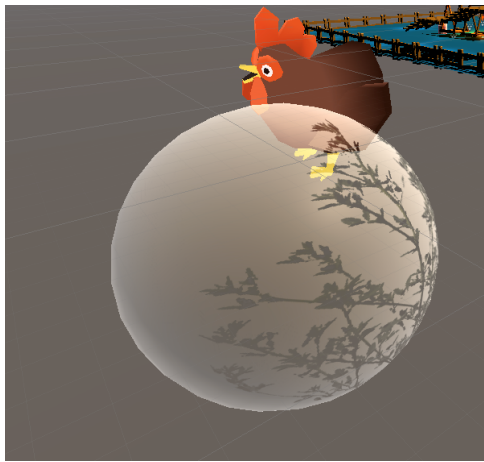
Best of luck.

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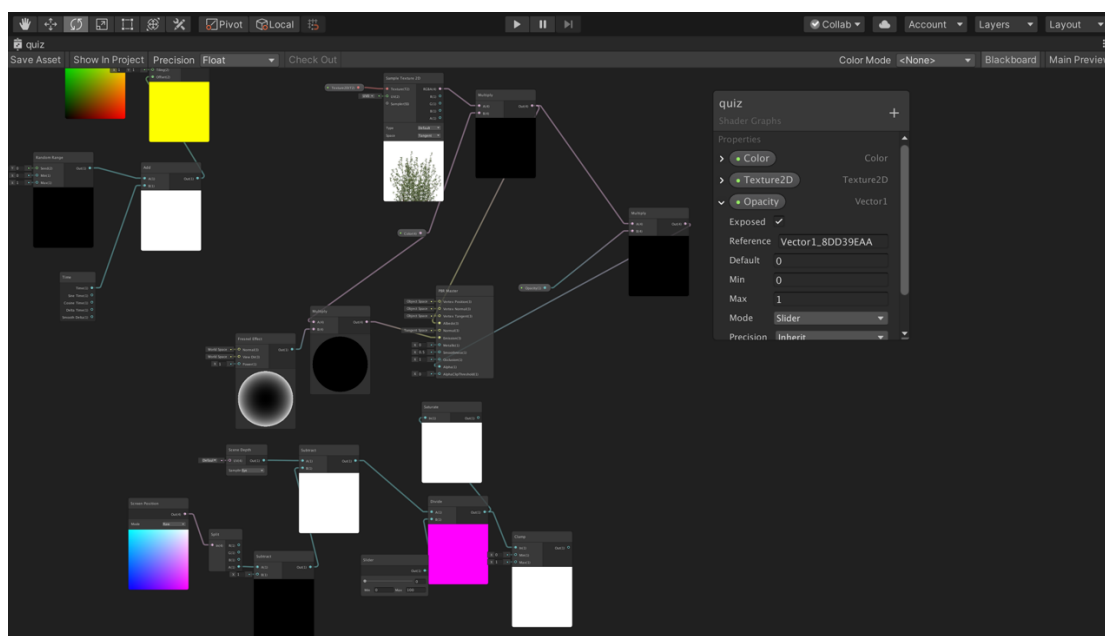
**Video link on YouTube:**

<https://www.youtube.com/watch?v=PBd9VPHICTQ>

### My shader effect:



## quiz.shadergraph:



quiz.shadergraph file on GitHub:

[https://github.com/JiaxinTong1996/Unity\\_beginner/tree/main/Quiz](https://github.com/JiaxinTong1996/Unity_beginner/tree/main/Quiz)