一、3D模型

1. 物体非透明 2000
2. AlphaTest 2500
3. 投影格子 2800
4. 格子上物体 2950
5. 透明 2980
6. 透视物体 3050
7. 世界UI
8. 世界图片 3000
9. 世界文字 3000

Shader:

Custom/Tree/Bark 树枝

Custom/Tree/Leaf 树叶(无描边)

Custom/Tree/Bark Snow 树枝带雪

Custom/Tree/Leaf Snow 树叶带雪(无描边)

Custom/Toon Alpha Test No Outline 常规带透明无描边

Custom/New Toon Alpha Test Shading 常规带透明

Custom/New Toon Shading 常规

Custom/Scene/Snow 常规带雪性能好

Custom/Scene/Snow Triangle 常规带雪性能费效果好

弃用:

弃用/New Toon Leaf With Wind Shading 带描边树叶

弃用/New Toon Tree Leaf Shading 无描边带双面树叶