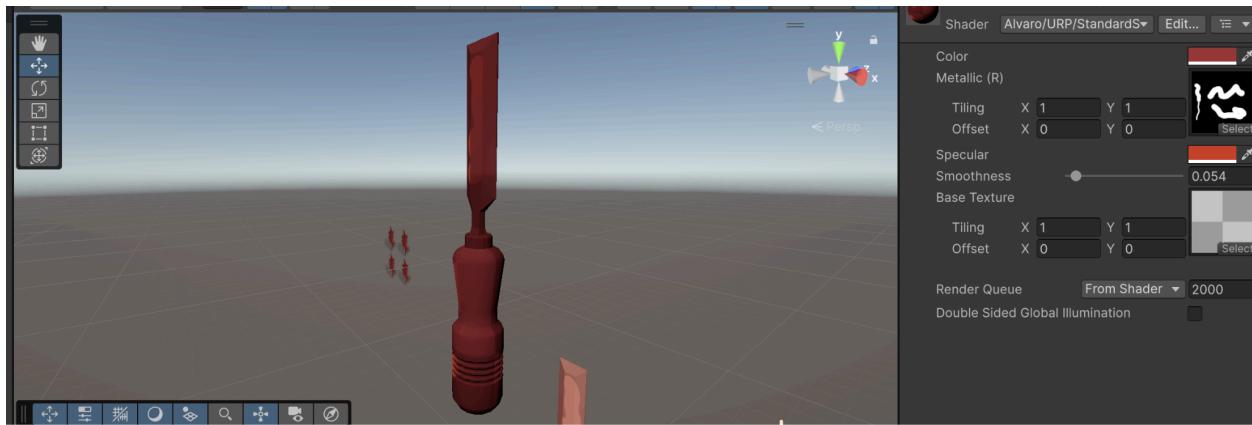


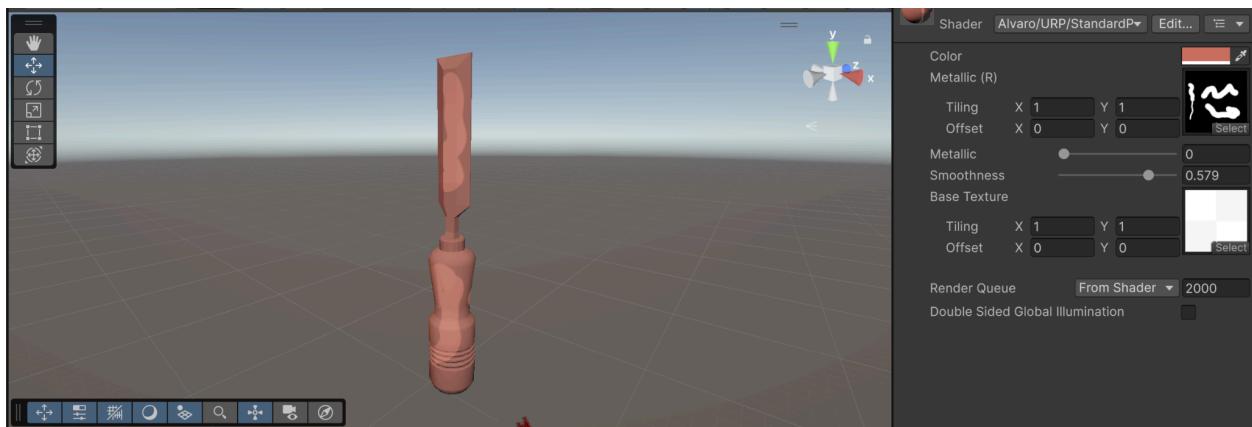
Shader In class activity 2

Made by: Lucas B. and Zachary Lemieux

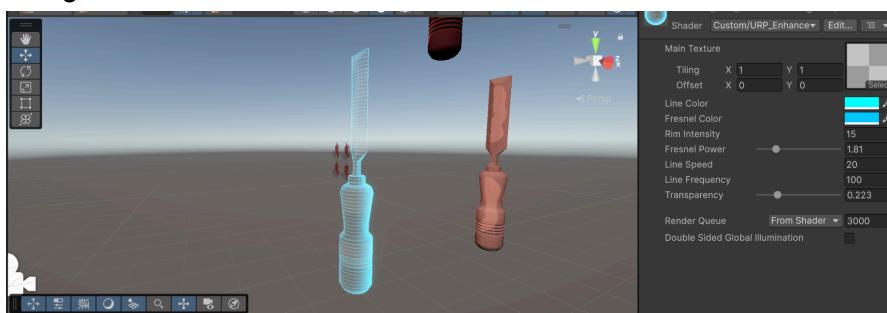
Standard PBR URP



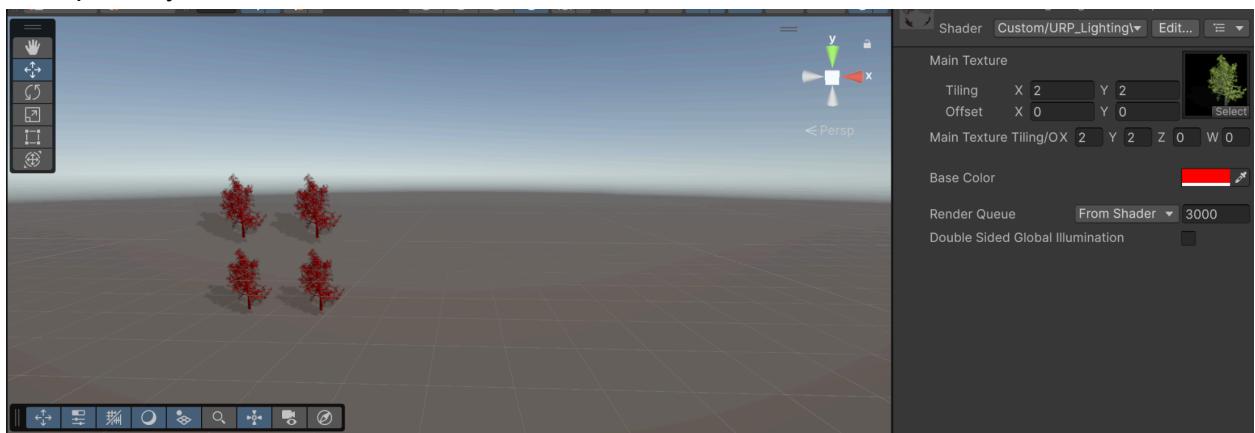
Specular PBR



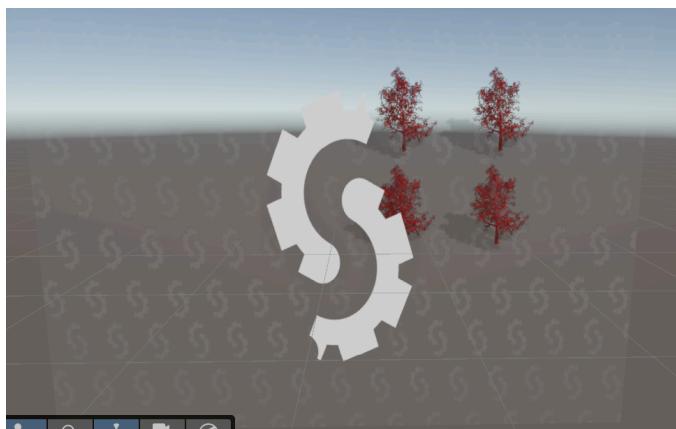
Hologram Shader



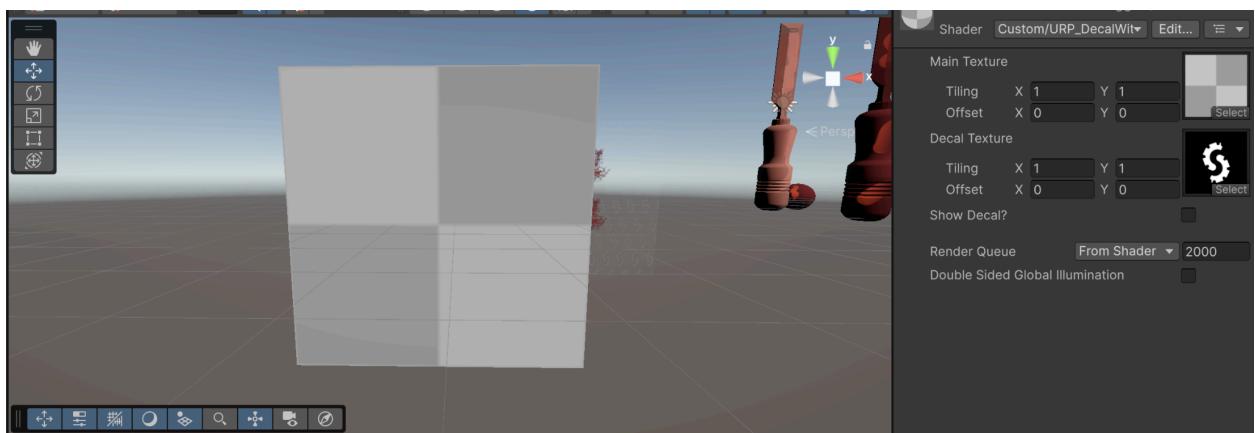
Transparency shader



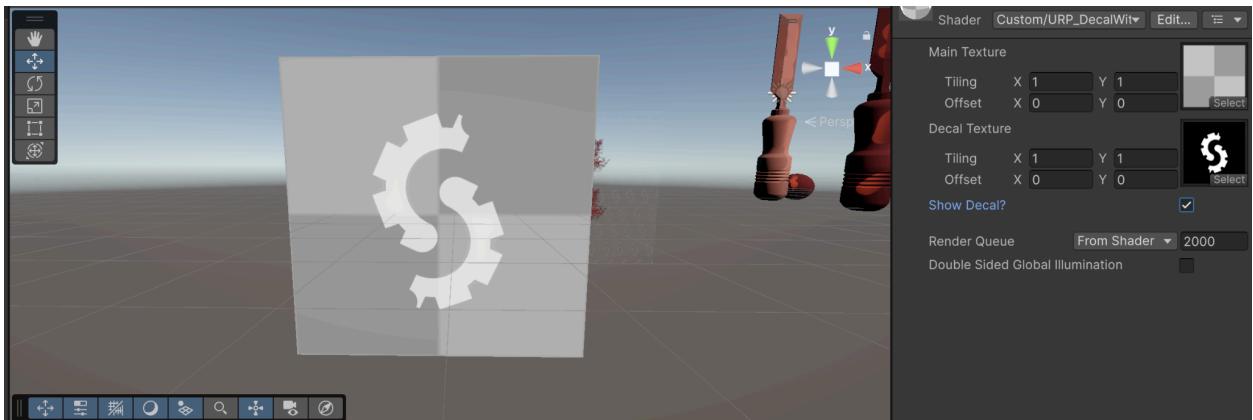
Texture with blend



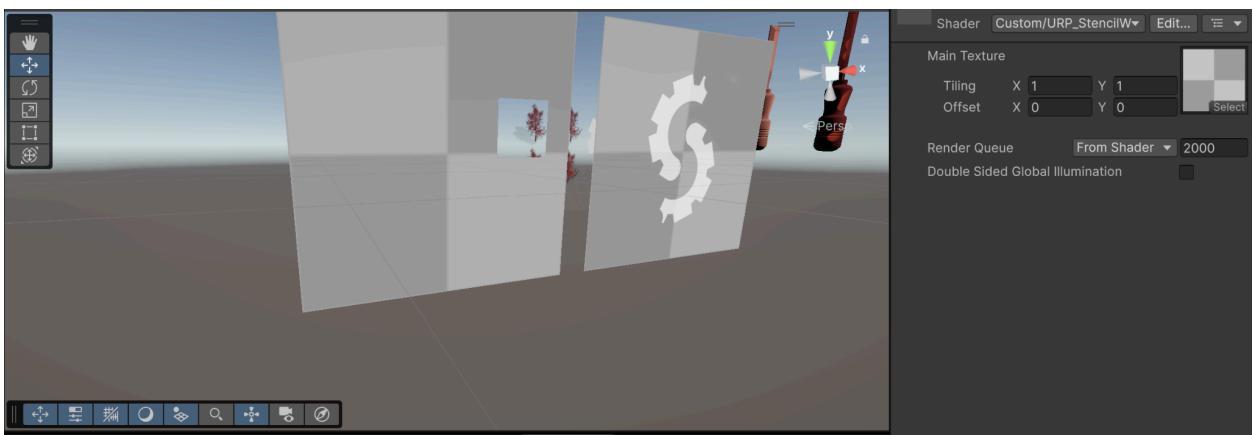
Decal off shader



Decal on shader



Stencil shader



Lucas and myself really only had difficulty with the PBR surface shader, a problem which had been found to be an issue with the unity editor. As for strengths, I, Zach, personally can't say with certainty that this is true, but I feel that I have a clear enough understanding of the shaders implemented today, and that I should be able to effectively apply and alter them to suit needs as are required. For weaknesses, I struggle with my endless duel with unity and all of its horrors. For me, Lucas, I feel my strengths were shown when I was able to quickly modify the hologram shader to use the normal space and not the UV space. As far as weaknesses go I feel that I still need to go over all the shaders learned in class today to better understand them.