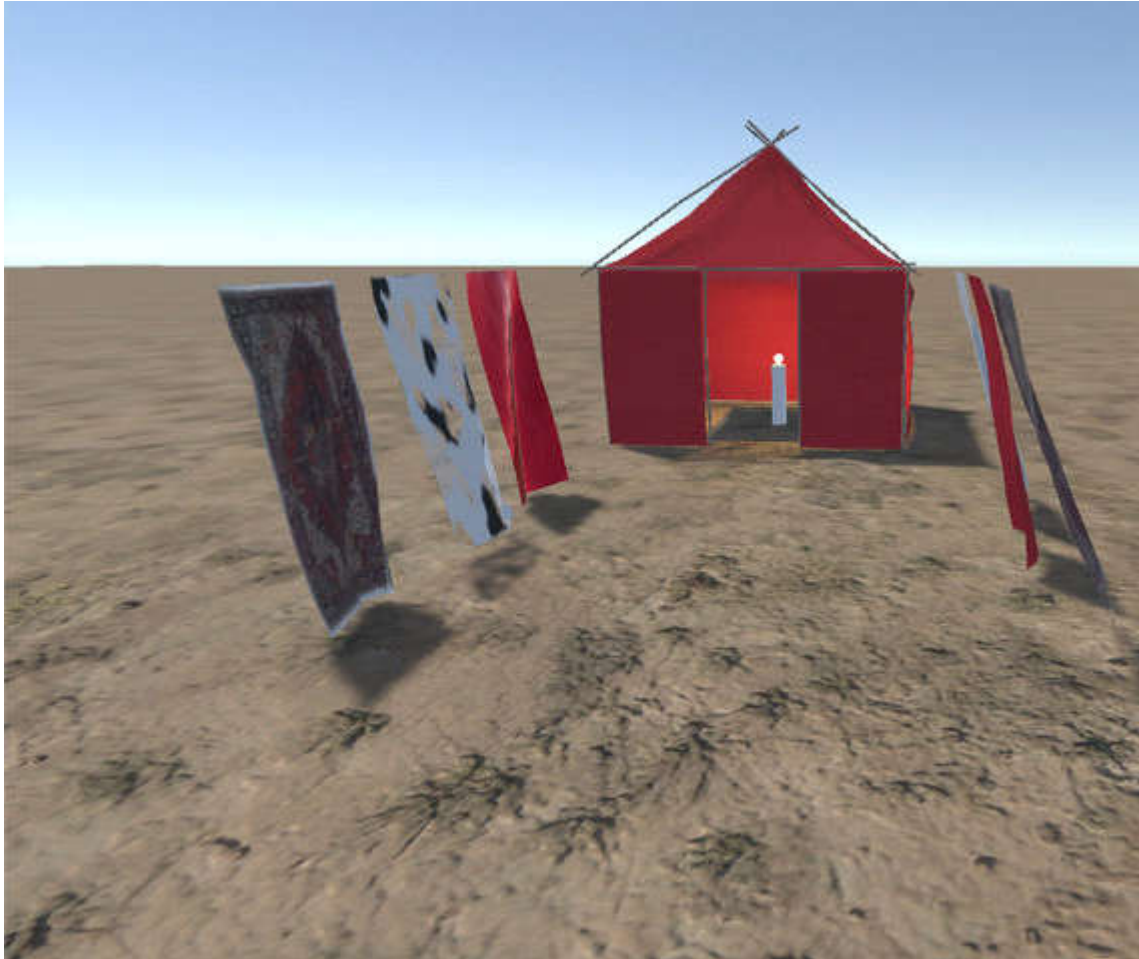


Standard, Mobile, Legacy Double Sided And TwoFace Shaders



Double sided Standard and Standard (Specular Setup) type of shaders with accurate lighting, single draw call and same flexibility as Unity Standard and Standard (Specular Setup) shaders.
Usefull for clothing, fabric and other...

Double sided shaders included in package:

standard,
standard (specular stup),

mobile diffuse,
mobile bumped,
mobile bumped specular,
mobile bumped specular 1 directional light,
legacy decal,
legacy diffuse,
legacy bumped specular,
legacy parallax diffuse,
legacy parallax specular,
legacy cutout diffuse,
legacy cutout bumped specular

also two face texture shaders that draws two textures, one on each face in single draw call:

two face diffuse,
two face bumped,
two face specular bumped,
two face specular cutoff (different cutoff pattern on each side)

additional & requested shaders:

mobile bumped with tiling both texture and normalmap,
mobile bumped specular with tiling both texture and normalmap,
sprite standard shader which takes flipping into account.
standard with 2 passes to help with transparency issues
standard with zwrite opaque depth pass to help with transparency issues

NOTE:

StandardZWrite and StandardTrans2Pass will not solve transparency z-sorting issue on concave meshes, it may help a little.

For solving transparent z-sorting problem, divide mesh or sort mesh triangles by distance to camera.

Instructions:

- choose which mesh needs double sided shading.

- make new material.
- use one of the shaders on material.
- assign material to mesh.
- carry on like usual.

Sprite standard shader instructions:

- choose sprite object
- create new material
- assign SpriteStandard shader to material
- drag SpriteFlip script onto the sprite object
- when you want to flip the sprite - use SpriteFlip::flip instead of SpriteRenderer flip

Requirements:- Shader model 3.0 or higher

Also included:

- model of skinned plane,
- model of tent,
- cube with holes,
- camera control script,
- game control script,
- day night simulation script (rotating light)

Demo scenes:

standard

shaders:

<https://googledrive.com/host/0BFJgeyv6C2rUzVrYTlRQ0M0Tzg>

mobile, twofacetexture and legacy:

<https://googledrive.com/host/0BFJgeyv6C2rNzczUUhhUU5iVU0>

Website:

<https://sites.google.com/site/gamedevstreet/>

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"One or more textures on 3D models have been created with images fromCGTextures.com. These images may not be redistributed by default, please visit

www.cgtextures.com for more information."

Other projects:**Ragdoll - HitReaction Manager**

Asset store page: <http://u3d.as/jQ6>

Demo video: <https://youtu.be/L0KOcQawIrA>

Tutorial video: <https://youtu.be/vaxXxYa9lZs>

Light Shafts

Asset store page: <http://u3d.as/m0W>

Tutorial & demo video: <https://youtu.be/5uudyIdTzQE>