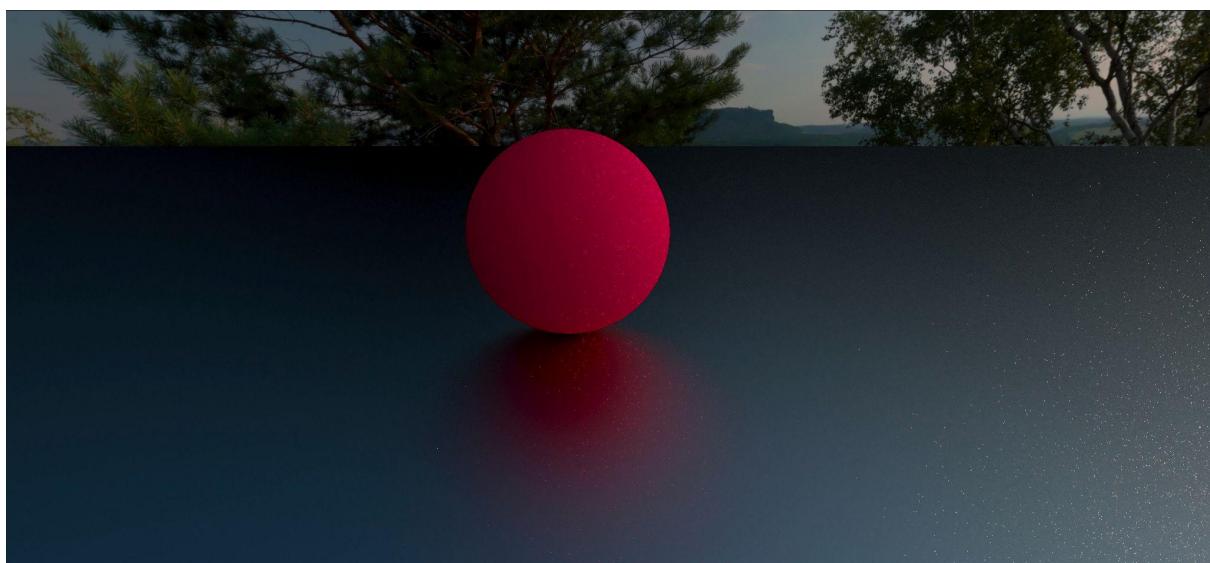


Magic Byte Render Pipeline

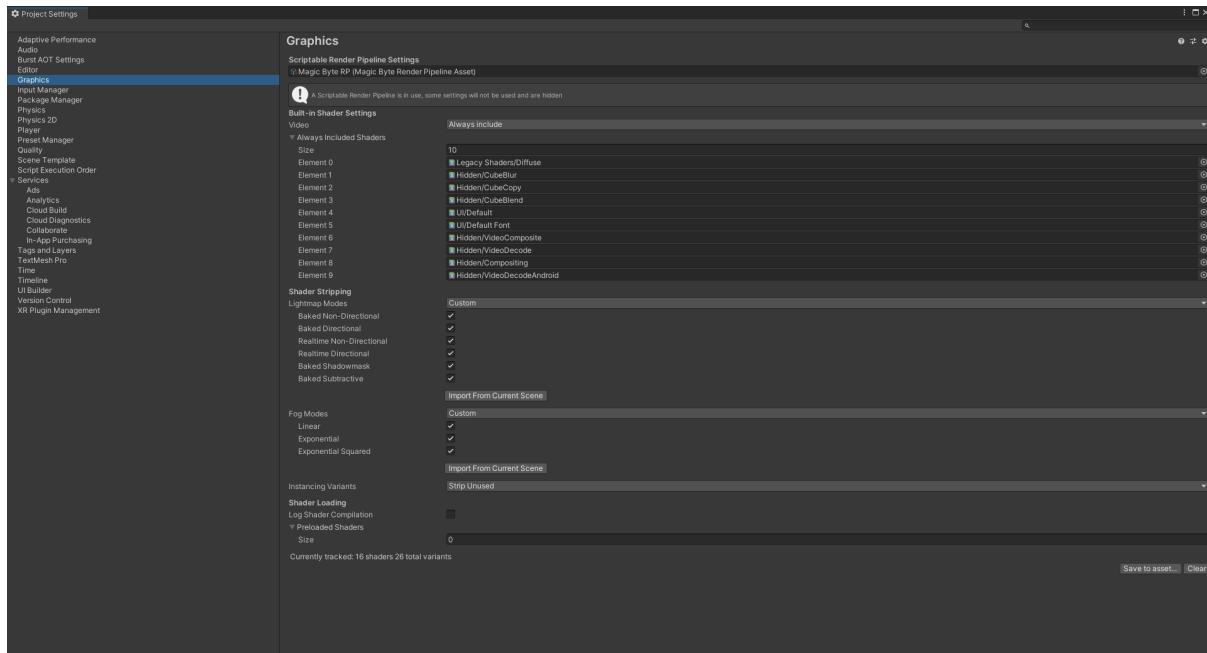
DOCUMENTATION



Instalação:

After importing the MagicByteRP.unitypackage click on “Edit” then go to “Project Settings”, enter the “Graphics” tab and change the option “Scriptable Render Pipeline” by “Magic Byte RP.asset” present in the tool’s folder.

Or create your own configuration asset by right-clicking on Unity's file explorer.



*Fonte: Elaborado pelo autor
Configuração de projeto para a instalação do RP*

BSDF Material:

Texture:

Main texture that will be applied to the object.

Color:

Main color, the color will be multiplied with the texture, if the texture is empty, only the selected color will be considered.

If the chosen color is white, the object will have the texture color selected above (Depending on the reflection settings).

SubSurface Color:

Subsurface color, applied to transmissive objects (Subtle Effect).

Settings for full subsurface color preview:

Height	0.004
Metallic	0
Smoothness	0
Occlusion	1
Sheen	0
Sheen Tint	0
Sub Surface	1
Anisotropic	0
Transmission	1

*Fonte: Elaborado pelo autor
Configurações para subsuperfície visível.*

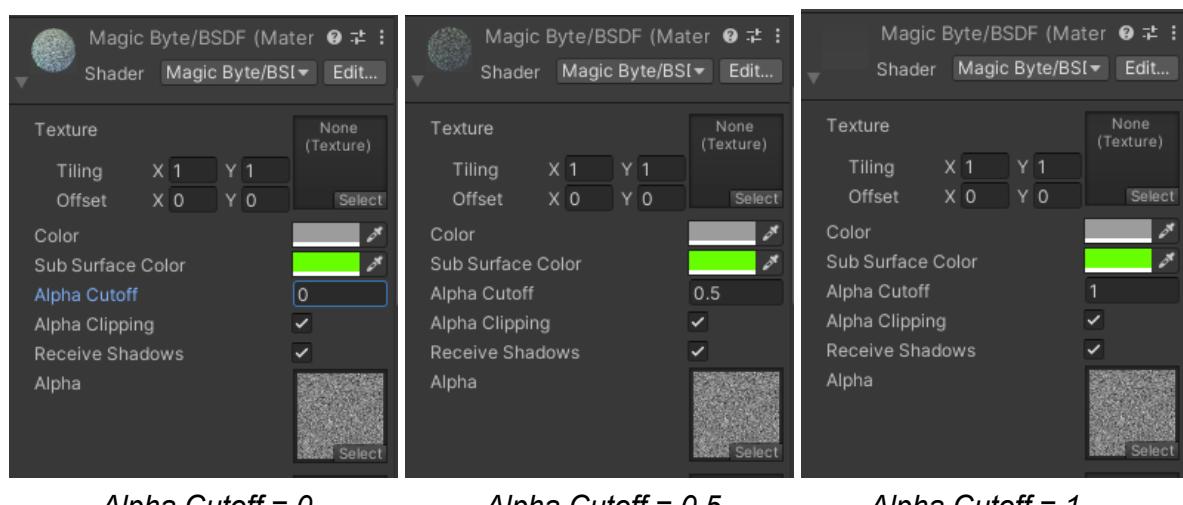
Alpha:

Alpha clipping: Cut in the alpha region.

Alpha cutoff: Cutting intensity.

Alpha: Alpha Texture.

Texture cuts applied in the transparency region, defined by the alpha range of the main color to 1.



Metallic:

Metallic Map: Map where the metallic level will be applied.

Metallic: Metallic level applied to the material.



Smoothness:

Smoothness/Roughness Map: Map where smoothness (reflection) will be applied

Smoothness: Smoothness level in microcracks

Values closer to 1 make the reflections sharper and values closer to 0 make them more distorted



Occlusion:

Occlusion Map: Map of shadows that will be added to the object via texturing.

Occlusion: Level of added shadows.

Sheen:

Controls the level of the reflection function and can be used to simulate dielectric materials such as plastic and fabric with a high reflection factor.



Sheen Tint: Reflection color applied to the sheen.

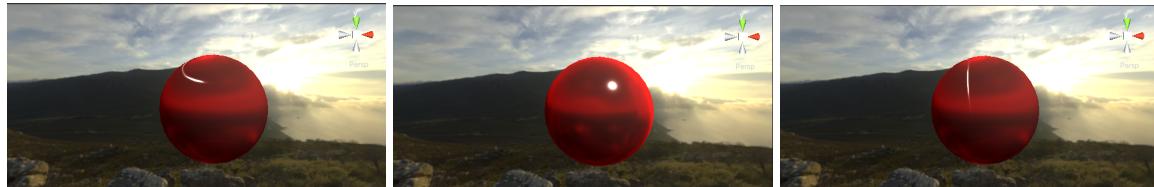


Sheen Tint = 0

Sheen Tint = 1

Anisotropic:

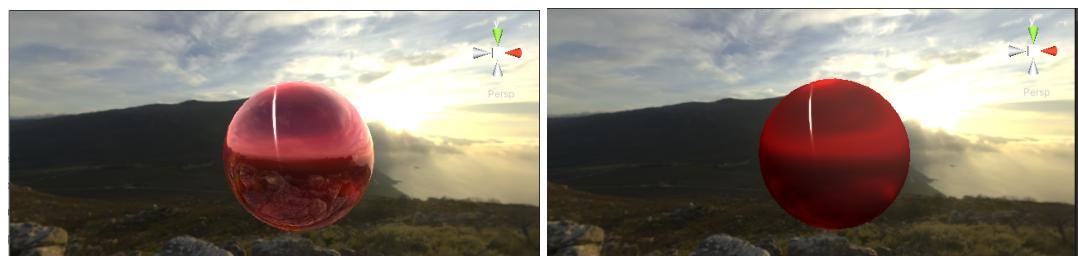
Anisotropic level applied to object, also applied to object reflections.



Anisotropic -1 / 0 / 1

Clear Coat:

Varnish layer applied to the object.



Clear Coat On

Clear Coat Off