**Working with Unity 6 in this course.**

Because of the way shaders work with the graphics card, the concept that you learn are for the most part transferable between differing graphics languages.

Please note, that this code is compatible with Unity 6, BUT you must create the project as a **Built In**project.  It will not work with URP or HDRP.

A screenshot of a computer

AI-generated content may be incorrect.

Course content

AI Assistant

**Beta**