

An Introduction to Shaders in unity

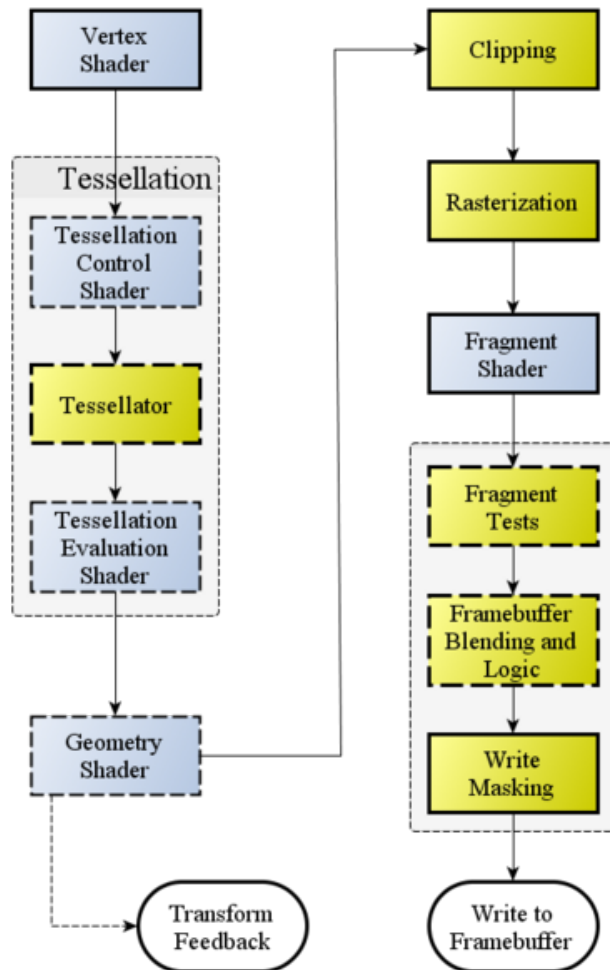
bit.ly/shader-talk



shader | 'ʃeɪdə |

noun

a computer graphics function
that produces effects



Types

- **Vertex**

Transform vertices

- **Fragment**

Transform fragments (pixels)

- **Geometry**

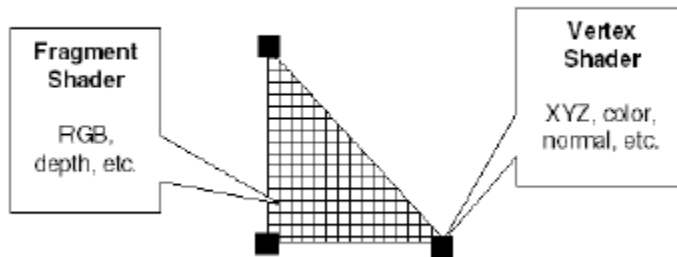
Can add primitives (points, lines, and triangles)

- **Tessellation**

Can alter meshes' level of detail

- **Surface**

Higher level abstraction that combines vertex and fragment shading



Languages

- **Cg**
C for graphics
- **HLSL**
High-Level Shader Language
- **ShaderLab**
Wraps Cg and HLSL, adds meta-data and specifies properties shown in the Unity3D editor



nVIDIA®



Microsoft



unity

Demo

Links

- [Unity3D's Shader Reference](#)
- [Nvidia's Cg Toolkit Documentation](#)
- [Wikibooks' Cg Programming](#)
- [Kenneth Lammers' video series on Writing Surface Shaders in Unity3D](#)
- [Rototo, a game by thoughtbot](#)
- [Shader Forge by Joachim Holmér](#)

Questions?

Thank you for listening!

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