

Vefects: Stylized Female Character – Vexa

The advanced shader contains functionality for:

- Base Color Texture Input
- Normal Map Texture Input
- Normal Map Intensity
- Ambient Occlusion Texture Input
- Ambient Occlusion Intensity
- Metallic Texture Input
- Metallic Intensity Minimum
- Metallic Intensity Maximum
- Roughness Texture Input
- Roughness Intensity Minimum
- Roughness Intensity Maximum

The selector shader contains functionality for:

- ID Masks for Body, Hair, Jacket
- Customizable Colors for each element
- Customizable Emission Intensity for extra elements

It is highly recommended to edit the shader using **Amplify Shader Editor** in case you want to modify something.

For more info about our products, feel free to **contact us** at:

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