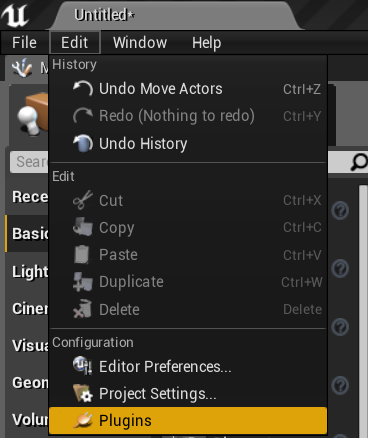
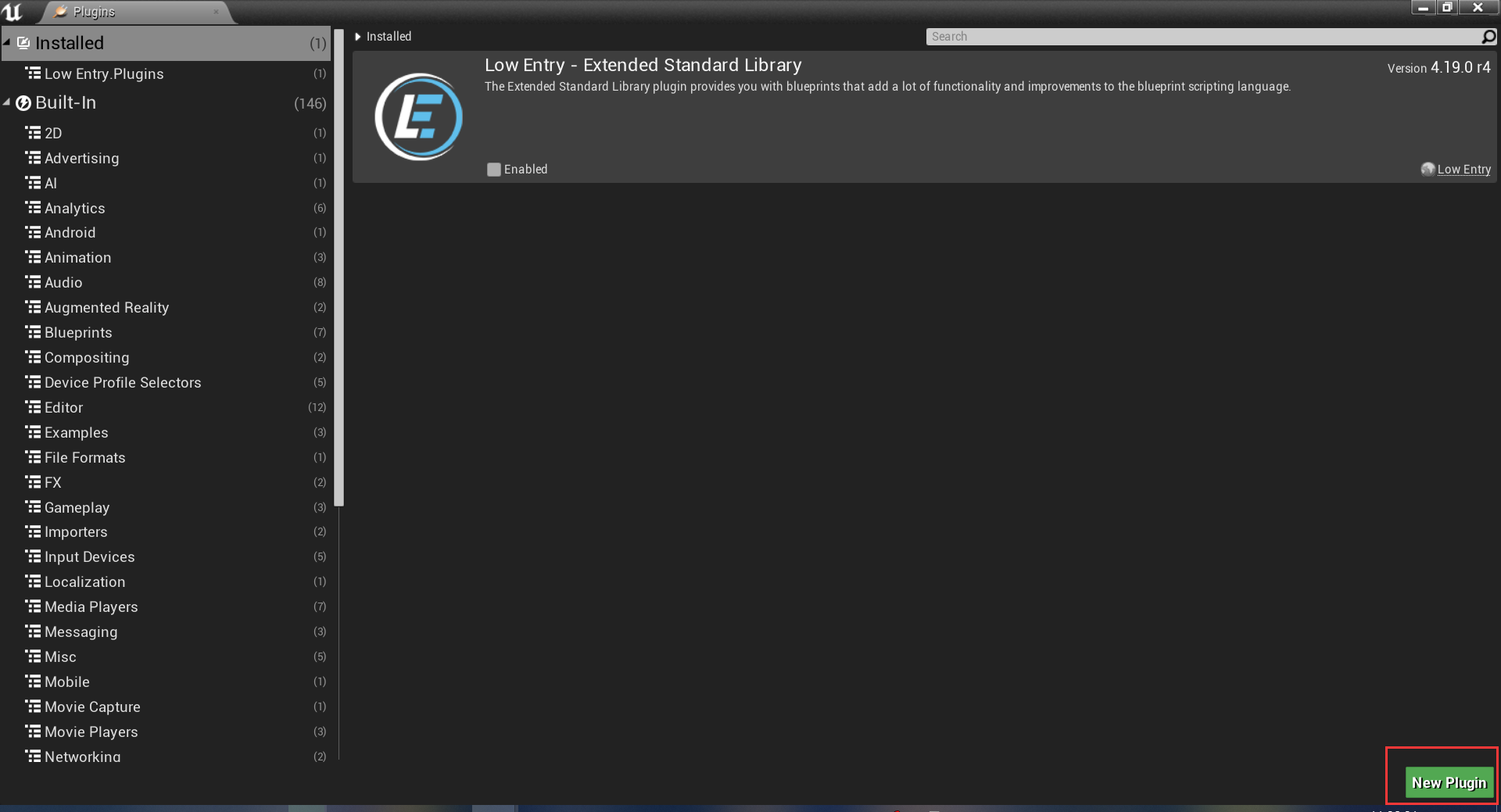
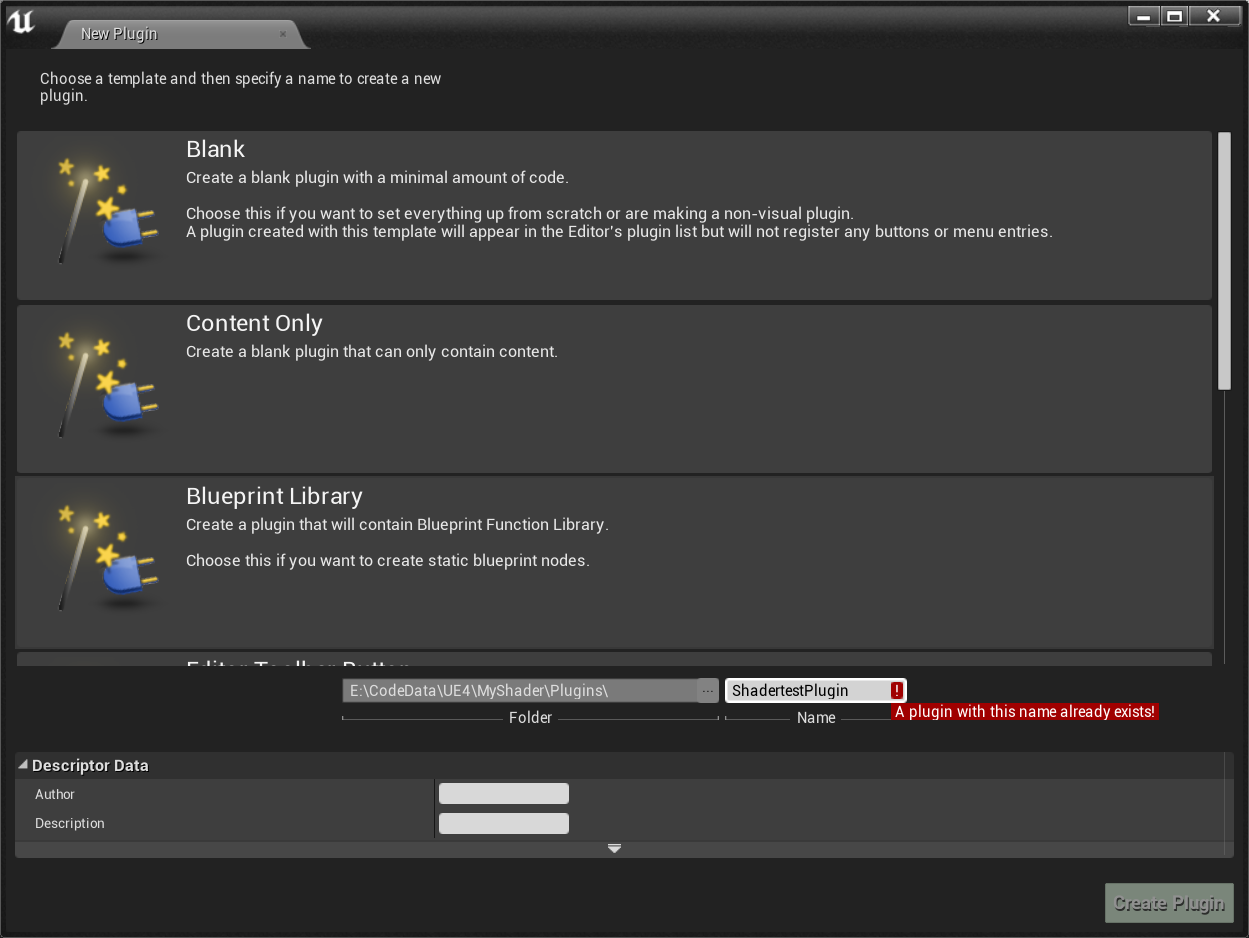
原文地址:<https://zhuanlan.zhihu.com/p/36635394>

1. 创建空C++工程，名为MyShader
2. 创建插件，选blank，名字为ShadertestPlugin

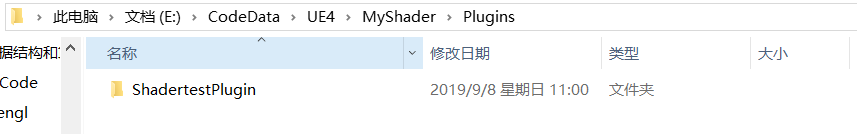


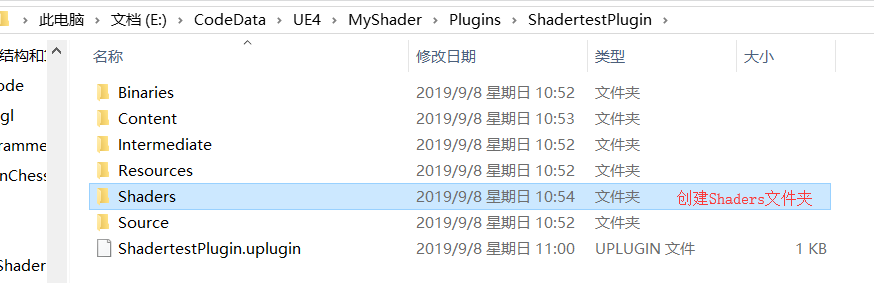


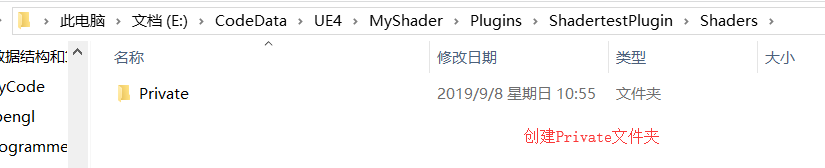


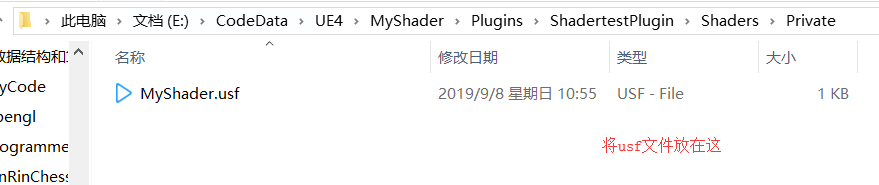
1. 添加自定义usf文件



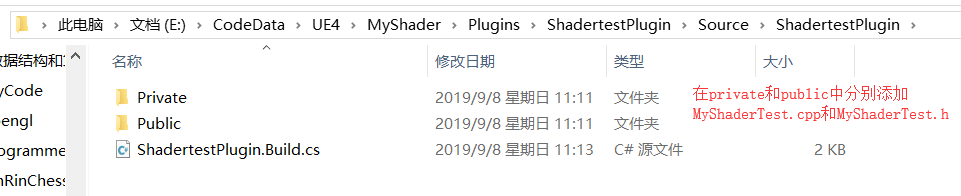




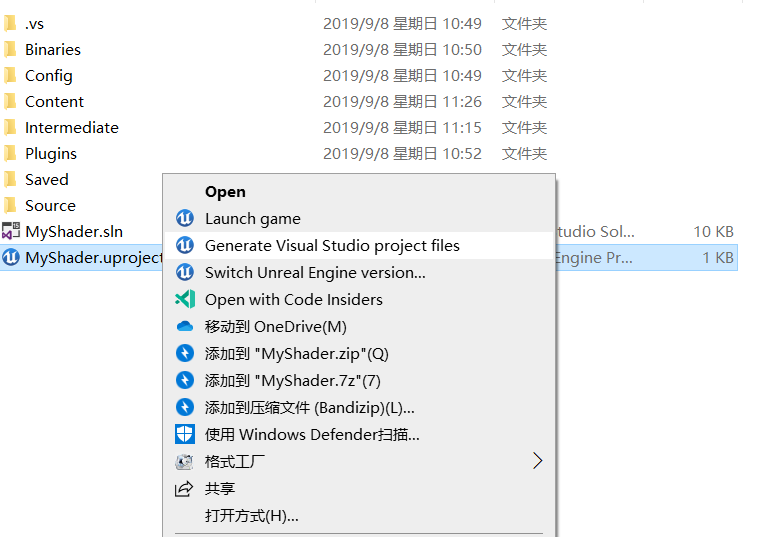




1. 添加cpp文件



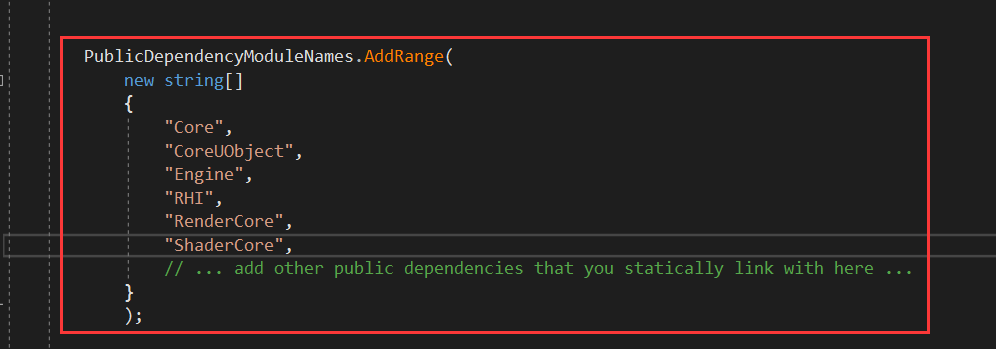
1. 重新生成工程



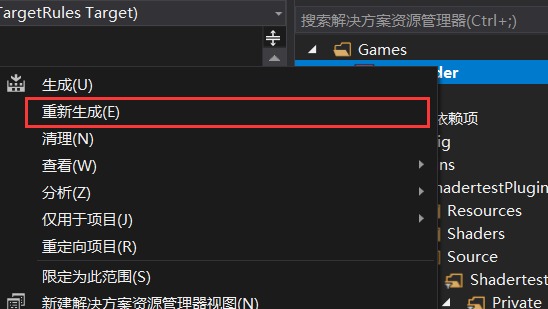
1. 打开工程，修改ShadertestPlugin.uplugin



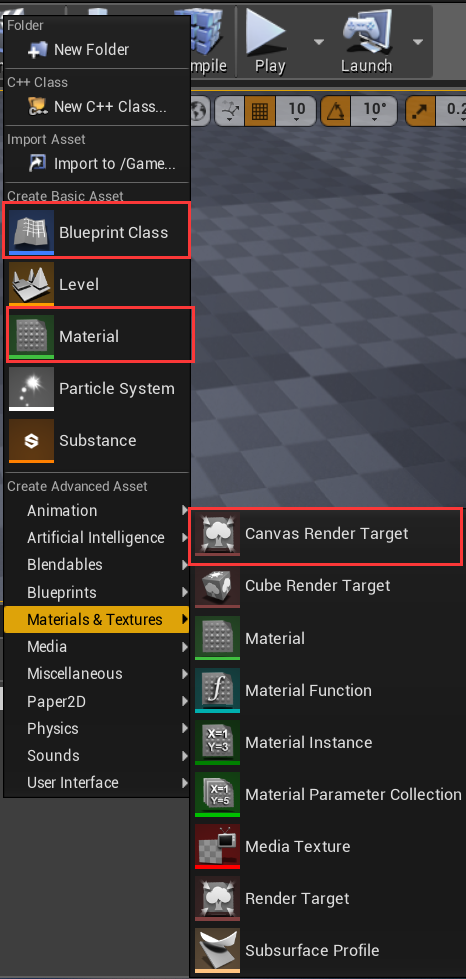
1. 修改ShadertestPlugin.Build.cs



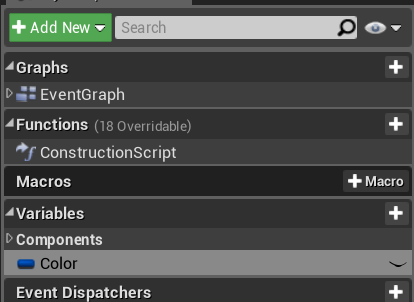
1. 生成项目

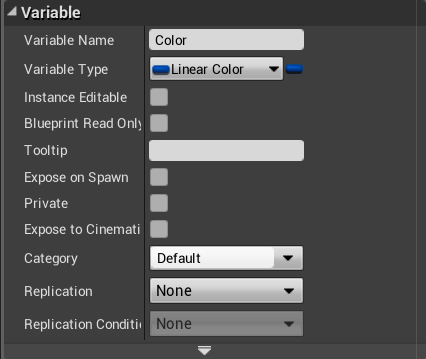


1. 进入项目
2. 创建一个Blueprint Class,类型为Actor,名为BP\_ShaderTest
3. 创建一个 Material，名为M\_ShaderTest
4. 创建一个 Canvas Render Target,名为ShaderTestRT

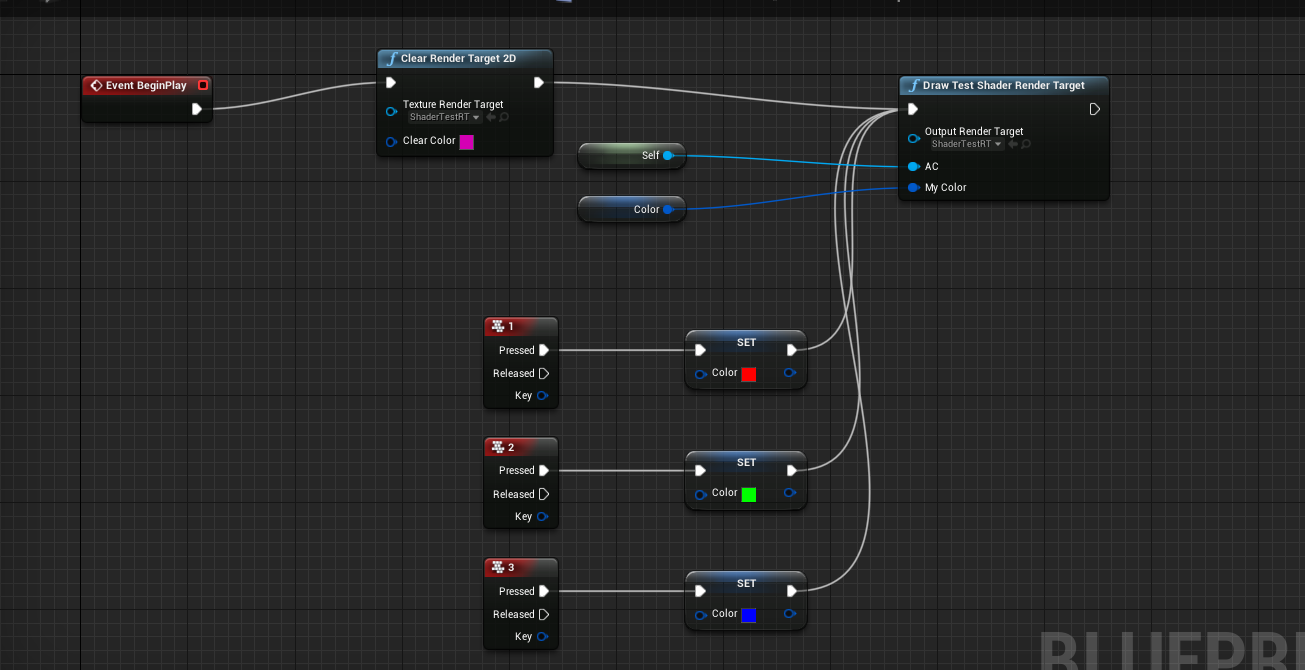


1. 修改蓝图类
2. 变量

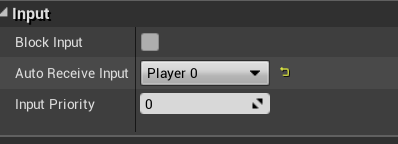




1. 连线



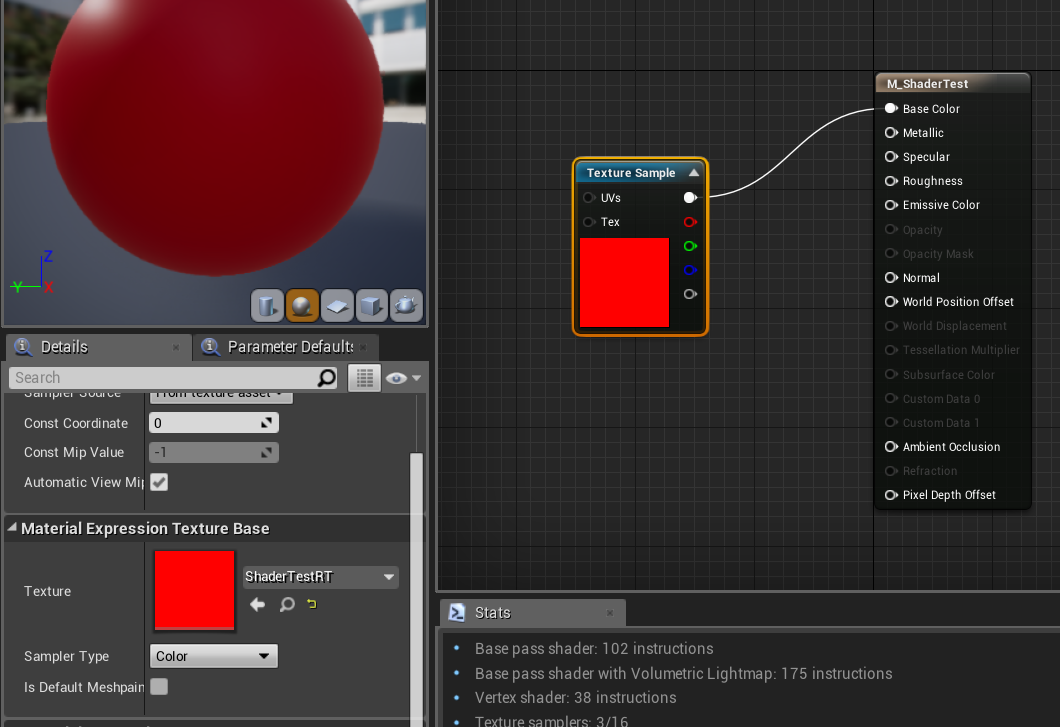
3.响应玩家输入

4.在物体上添加M\_ShaderTest材质

十一. 修改material

注意:材质颜色无所谓，我这里红色跟最终效果无关



十二. 运行.

按1，2，3将分别显示红绿蓝

效果见目录内gif图片