L2 Material & Surface Shader

Material

材质球

- Shader
- Textrue
- Material

创建材质球

属性

- Metallic：金属材质
- Smoothness：平滑

> 详细内容 见官网

Surface Shader

创建 Shader 脚本

将 Shader 脚本 打开 并改名字为 "ShaderDemo/L2"

L2.shader

```
Shader "ShaderDemo/L2"
{
    Properties
    {
        _Color ("Color", Color) = (1,1,1,1)
        _MainTex ("Albedo (RGB)", 2D) = "white" {}
        _Glossiness ("Smoothness", Range(0,1)) = 0.5
        _Metallic ("Metallic", Range(0,1)) = 0.0
    }
    SubShader
    {
        Tags { "RenderType"="Opaque" }
        LOD 200

```

将 Shader 脚本 L2 挂在到 材质球 L2 上

Shader 脚本 代码

- Properties
- SubShader Pass
- Fall Back
- Input Output
- Material

```
Shader "ShaderDemo/L2"
{
    Properties
    {
        _Color ("Color", Color) = (1,1,1,1)
        _MainTex ("Albedo (RGB)", 2D) = "white" {}
        _Glossiness ("Smoothness", Range(0,1)) = 0.5
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    }
    SubShader
    {
        Tags { "RenderType"="Opaque" }
        LOD 200

        CGPROGRAM
        // Physically based Standard lighting model,
        // and enable shadows on all light types
        #pragma surface surf Standard fullforwardshadows

        // Use shader model 3.0 target, to get nicer looking lighting
        #pragma target 3.0

```

```
        sampler2D _MainTex;

        struct Input
        {
            float2 uv_MainTex;
        };

        half _Glossiness;
        half _Metallic;
        fixed4 _Color;

        // Add instancing support for this shader.
        // You need to check 'Enable Instancing' on materials
        // that use the shader.
        // See https://docs.unity3d.com/Manual/GPUInstancing.html
        // for more information about instancing.
        // #pragma instancing_options assumeuniformscaling
        UNITY_INSTANCING_BUFFER_START(Props)
            // put more per-instance properties here
        UNITY_INSTANCING_BUFFER_END(Props)

        void surf (Input IN, inout SurfaceOutputStandard o)
        {
            // Albedo comes from a texture tinted by color
            fixed4 c = tex2D (_MainTex, IN.uv_MainTex) * _Color;
            o.Albedo = c.rgb;
            // Metallic and smoothness come from slider variables
            o.Metallic = _Metallic;
            o.Smoothness = _Glossiness;
            o.Alpha = c.a;
        }
        ENDCG
    }
    FallBack "Diffuse"
}
```

Assets Store

Unit 应用商店中下载并导入 Yughues Free Metal Materials 模板

Yughues Free Metal Materials

Nobiax / Yughues

★★★★★ 5 | 95 Reviews

FREE

Import

License	Extension Asset
File size	376.0 MB
Latest version	1.1
Latest release date	Mar 31, 2015
Supported Unity versions	4.3.0 or higher

- Properties
- Sub Shader Pass
- Fall Back
- Input Output
- Material