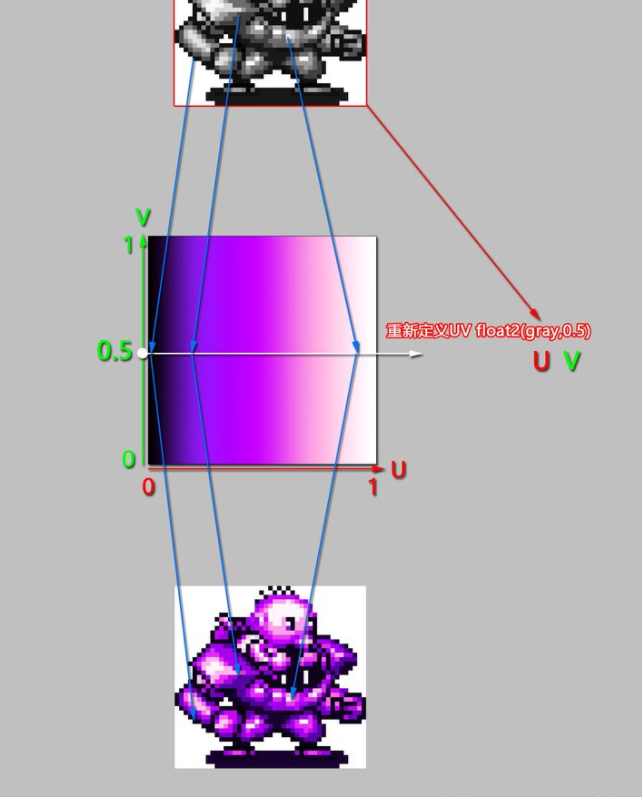
1. 从采样的图采样颜色，然后混合到主图

Shader "Unlit/Gradient\_1"  
{  
 Properties  
 {  
 \_MainTex("Main Tex",2D)= "white" {}  
 \_SampleTex("Sample Tex",2D) = "white"{}  
 }  
  
 SubShader  
 {  
  
 Tags  
 {  
 "RenderType" = "Opaque"  
 }  
  
 Pass  
 {  
 CGPROGRAM  
 #pragma vertex vert  
 #pragma fragment frag  
 #include "UnityCG.cginc"  
  
 sampler2D \_MainTex;  
 float4 \_MainTex\_ST;  
   
 sampler2D \_SampleTex;  
 float4 \_SampleTex\_ST;  
  
 struct data  
 {  
 float4 pos:POSITION;  
 float2 uv:TEXCOORD0;  
 };  
  
 struct v2f  
 {  
 float4 pos:SV\_POSITION;  
 float2 uv:TEXCOORD0;  
 };  
  
 v2f vert(data o)  
 {  
 v2f f;  
 f.pos = UnityObjectToClipPos(o.pos);  
 f.uv = TRANSFORM\_TEX(o.uv, \_MainTex);  
 return f;  
 }  
  
  
 fixed4 frag(v2f f):SV\_Target  
 {  
 fixed4 col = tex2D(\_MainTex, f.uv);  
 *//点乘获得灰度（先采样得到主图的像素颜色，然后点乘灰度，得到灰度的采样）* float gray = dot(col.rgb, float3(0.3, 0.6, 0.1));  
 *//用灰色作为U轴坐标，获取对应的颜色值，从中间轴获取颜色  
 //12344  
 //12345  
 //31234  
 //例如矩阵一样的贴图从12345中采样渐变色从左到右边的* fixed4 sample\_Col = tex2D(\_SampleTex, float2(gray, 0.5));  
 sample\_Col.a = 1;  
   
 return sample\_Col;  
 }  
 ENDCG  
 }  
 }  
}



<https://www.zhihu.com/people/cromputer/posts>

## **[UnityShader 基础（5）-图像-渐变色着色](https://zhuanlan.zhihu.com/p/385399796" \t "https://www.zhihu.com/people/cromputer/_blank)**