# 纹理基础

1. 纹理颜色采样

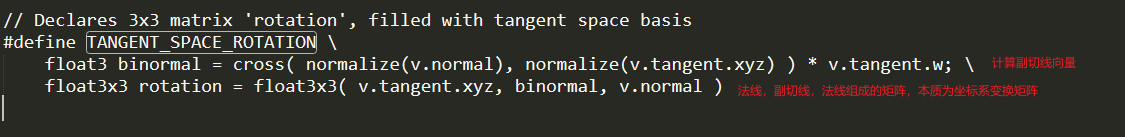
float3 color = tex2D(texture2d, uv);

1. 纹理UV转换

float2 uv = TRANSFORM\_TEX (uv, texture2d); // (tex.xy \* name##\_ST.xy + name##\_ST.zw);

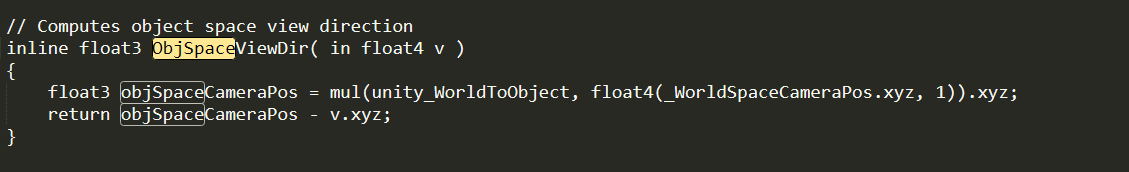
1. 模型空间转切线空间

TANGNET\_SPACE\_ROTATION UnityCG.cginc 中定义

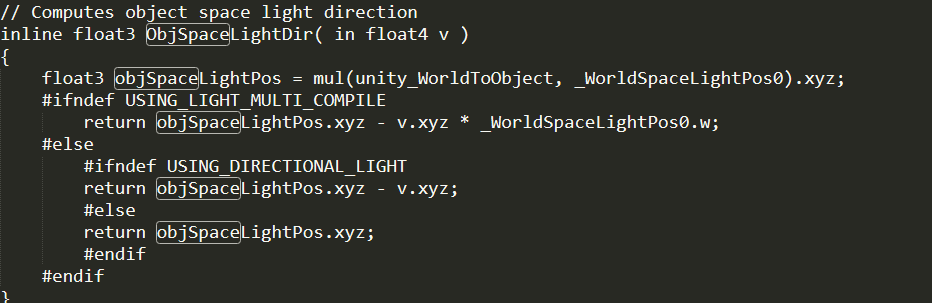


切线空间转模型空间

1. 相机方向世界坐标转模型坐标

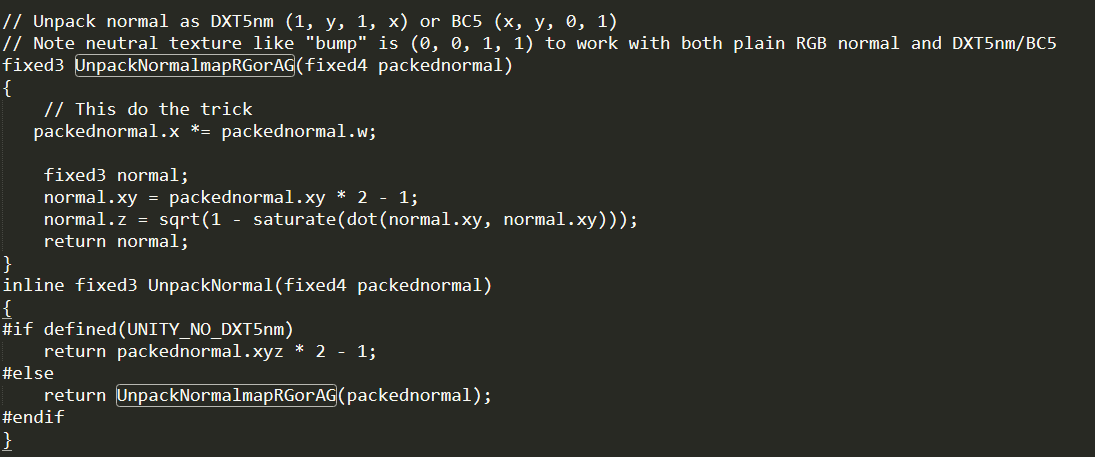


1. 光照方向世界坐标转模型坐标

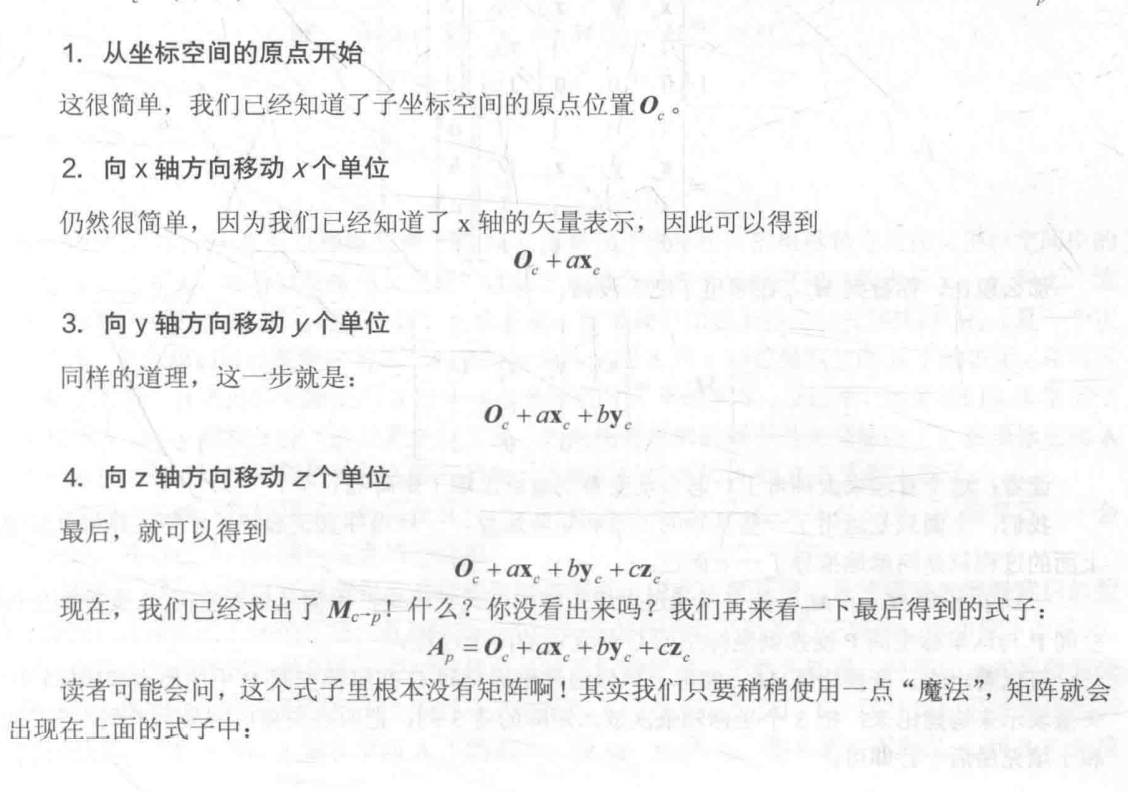


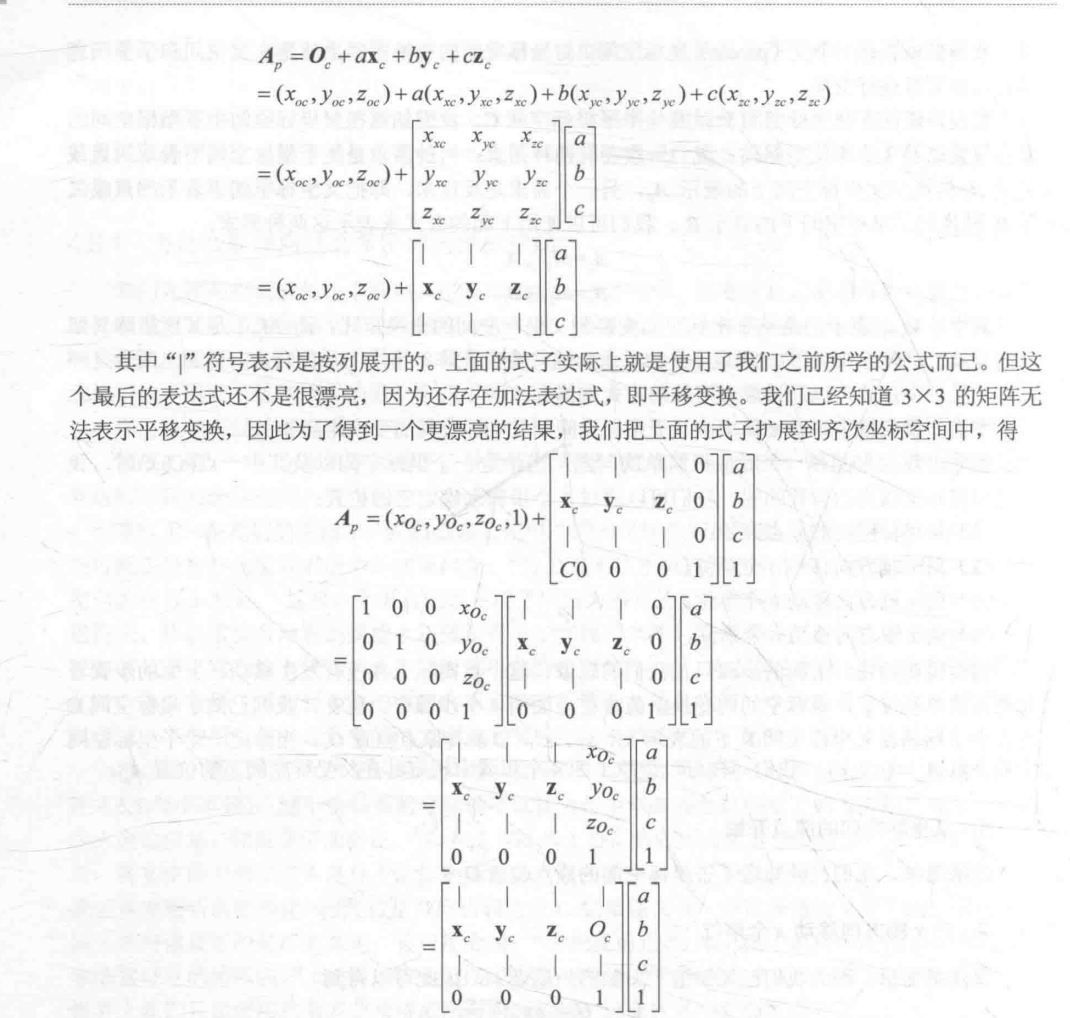
6．解压法线纹理

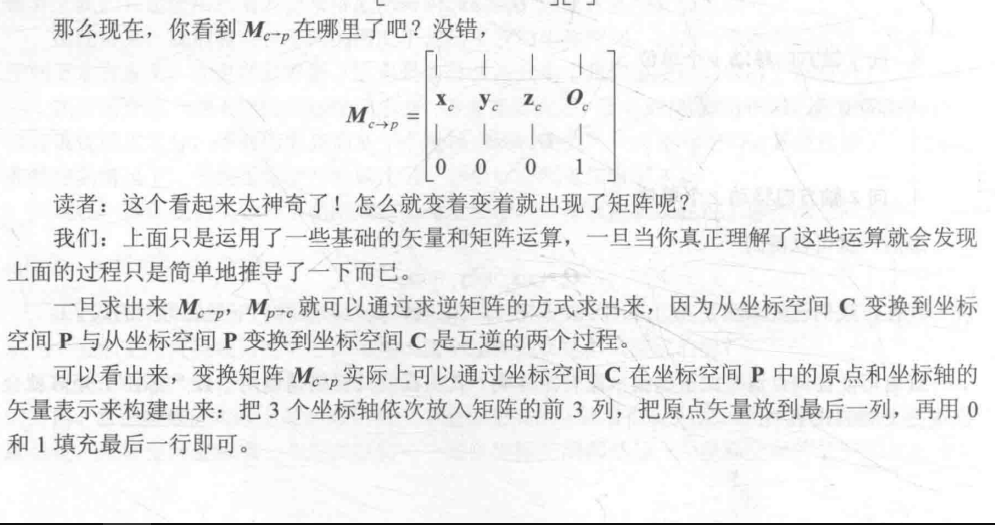
UnpackNormal(fixed 4 packedNormal)

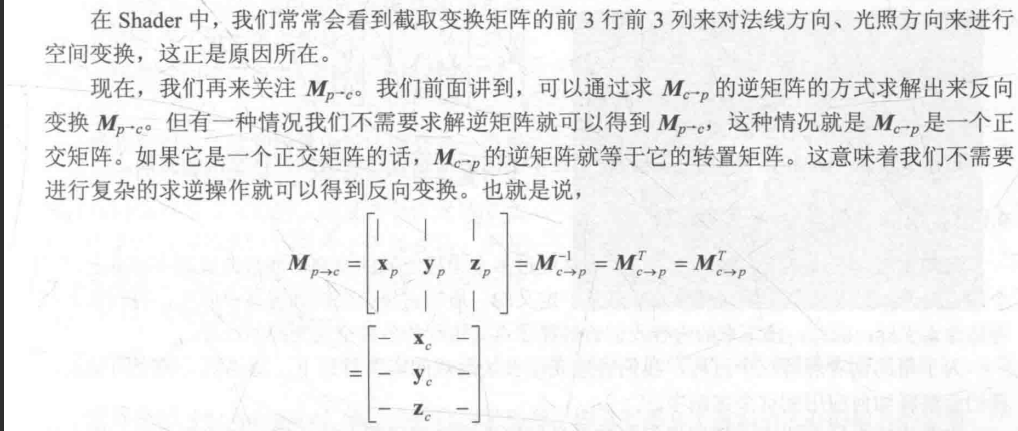


1. 关于左边转换









1. 2D类型默认值

