Liens utiles

* Explication globale
  + <http://docs.unity3d.com/Manual/Shaders.html>
* Exemples <http://docs.unity3d.com/Manual/SL-SurfaceShaderExamples.html>
* Shading Language
  + <http://docs.unity3d.com/Manual/ShadersOverview.html>
  + <http://docs.unity3d.com/Manual/SL-ShadingLanguage.html>
  + Shader Lab <http://docs.unity3d.com/Manual/SL-Shader.html>
  + HLSL <https://en.wikipedia.org/wiki/High-Level_Shading_Language>
    - Tuto : <http://rbwhitaker.wikidot.com/hlsl-tutorials>
* Tuto : <http://blog.remibodin.fr/archives/Shader-lab-Part-1>
* Shader Properties: <http://docs.unity3d.com/Manual/SL-Properties.html>