Gradient Property for Shader

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Documentation

Saitama Studio

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Table of contents

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Installation

All versions & render pipelines are supported out of the box. No specific installation process is needed.

Quickstart; **MUST READ**

Below follows the process of using a Gradient property for different shaders.

HLSL (shader script)

To allow your shader to use gradients we must set the **Custom Editor** to **GradientShaderEditor**.

We do this by opening up the shader and scrolling to the bottom and add the line:

```
CustomEditor "GradientShaderEditor"
```

[For more information, look in this documentation from Unity.](#)

Creating a gradient property

A gradient property is under the hood just a **Texture2D**.

1. To create a gradient property, we therefore add a Texture2D property.
2. To convert it from a normal texture property to a gradient we must add "**GradientTexture**" to the properties reference name. For example:

```
_MyGradient ("My Gradient", 2D) = "white" {}
```

Would become:

```
_MyGradient_GradientTexture ("My Gradient", 2D) = "white" {}
```

3. Now we get our gradient:

Creating a foldout group

Any property can be converted to a foldout starter. This means that everything defined after the foldout starter will be placed in that foldout group until another foldout starter is defined.

1. To create a foldout starter, we add a new property of type **Float**. We must also include **Foldout** in its reference name.
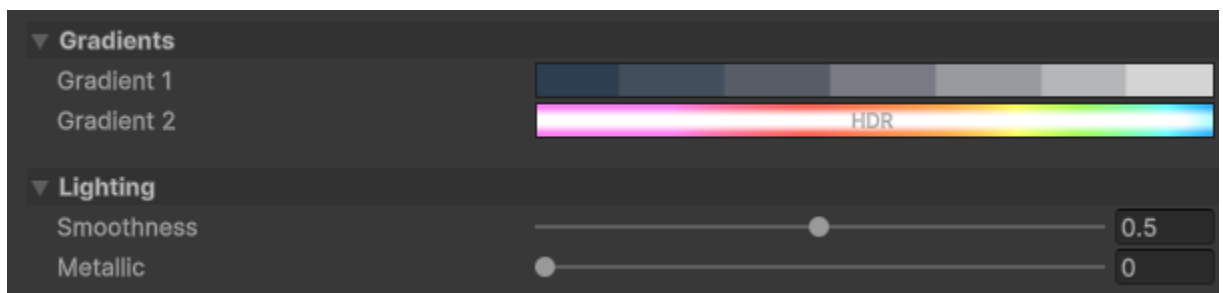
```
_Gradients_Foldout ("Gradients", Float) = 0
```

2. Then we define our properties that should be placed inside that foldout group.

```
_FirstGradient_GradientTexture ("First Gradient", 2D) = "white" {}

_SecondGradient_GradientTexture ("Second Gradient", 2D) = "white" {}
```

3. We then define another foldout group again.
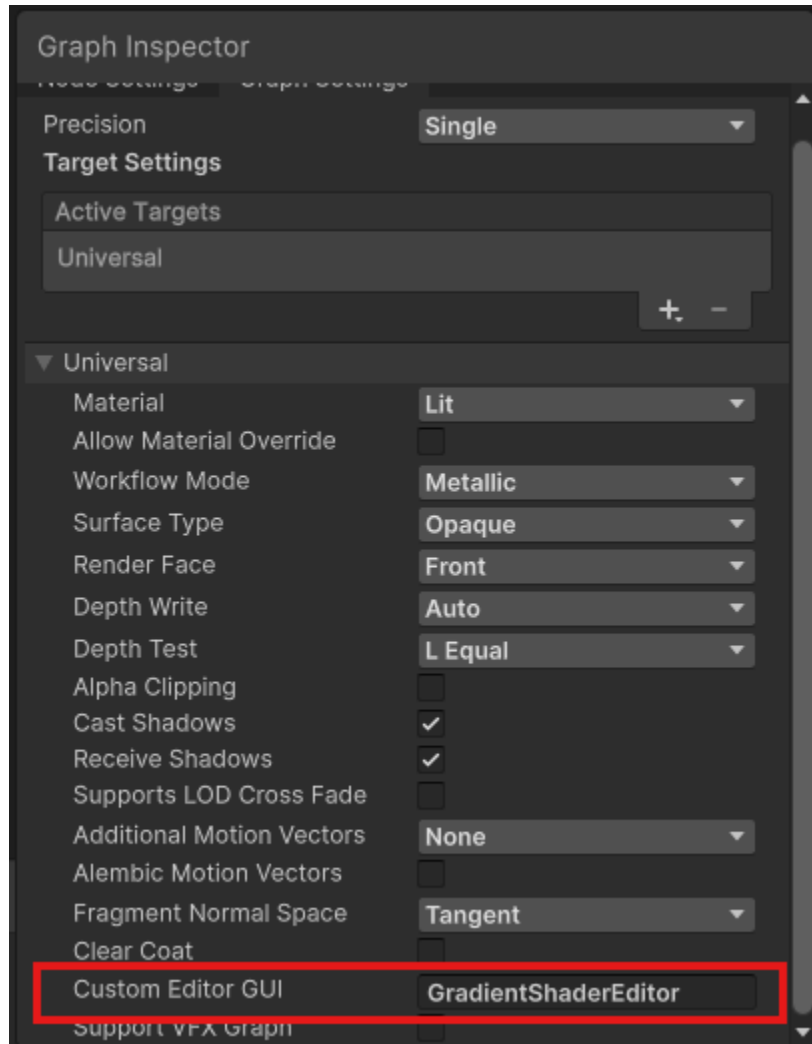
```
_Lighting_Foldout ("Lighting", Float) = 0
```

4. This will create something similar to this:

Shader Graph

To allow your shader graph to use gradients we must set the **Custom Editor GUI** to **GradientShaderEditor**.

We do this by opening up the shader graph and changing it in the **Graph Inspector**:

[For more information, look in this documentation from Unity.](#)

Creating a gradient property

A gradient property is under the hood just a **Texture2D**.

1. To create a gradient property, we therefore add a Texture2D property.
2. To convert it from a normal texture property to a gradient we must add
   "**GradientTexture**" to the properties reference name. For example **_Gradient1** would
   become:
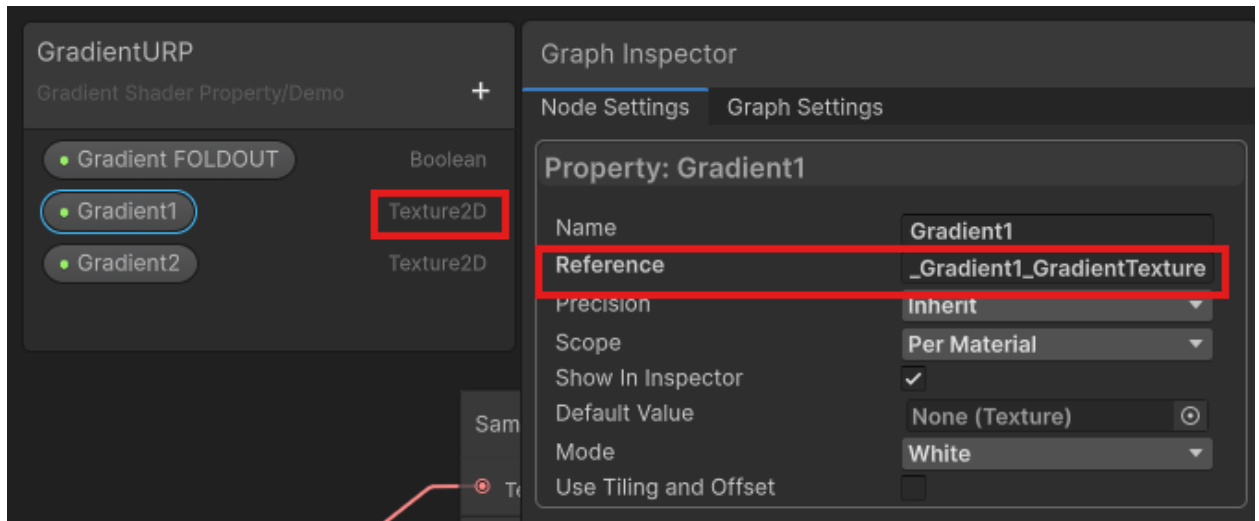
3. Now we get our gradient:

Creating a foldout group

Any property can be converted to a foldout starter. This means that everything defined after the foldout starter will be placed in that foldout group until another foldout starter is defined.
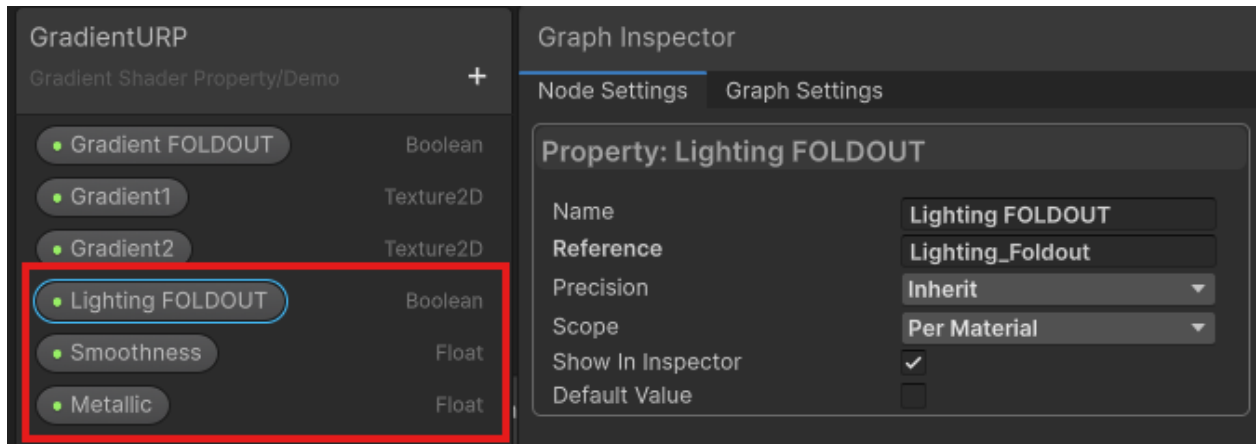
1. To create a foldout starter, we add a new property of type **boolean**. We must also include **Foldout** in its reference name.
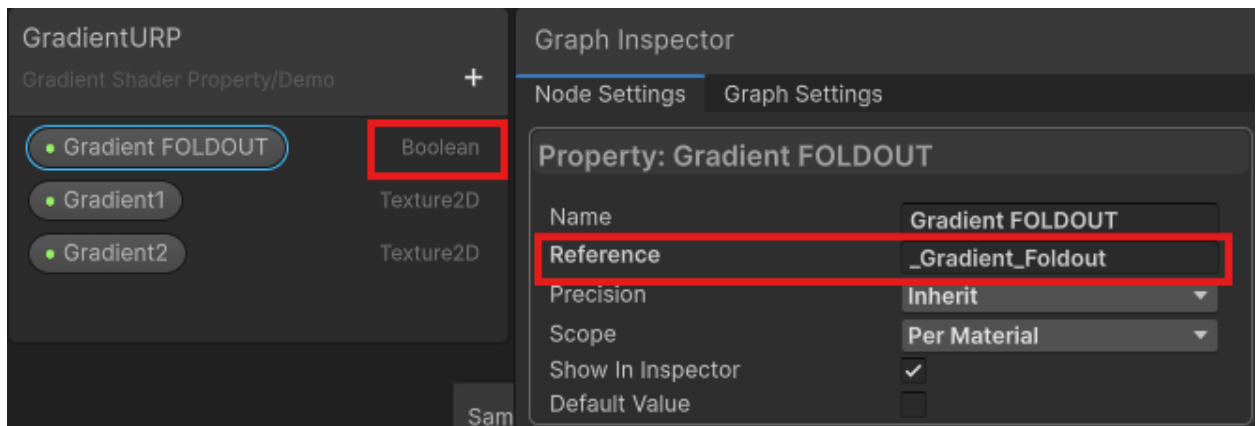
2. Then we define our properties that should be placed inside that foldout group.
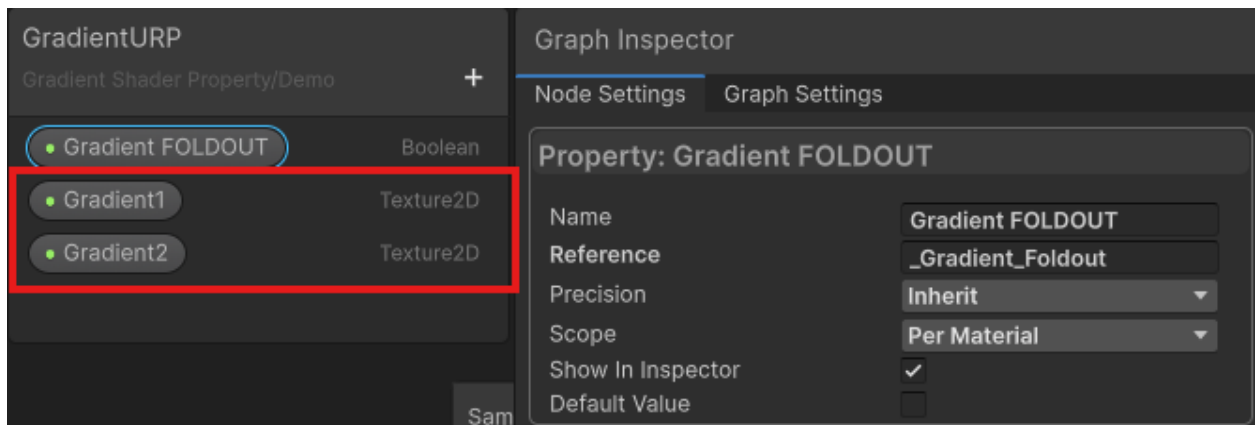
3. We then define another foldout group again.

4. This will create something similar to this: