Shader Overview: SuperShader.shader

This shader is a customizable Surface Shader designed for rendering objects in Unity. It provides a set of flexible features for realistic and stylized visual output.

Key Features:
Configurable color, specular, and lighting parameters.

Utilizes CGPROGRAM with support for lighting models like Lambert and BlinnPhong.

Supports textures and material properties via exposed shader variables.

Includes optimizations through #pragma directives (e.g. surface surf Lambert).

Fully compatible with Unity lighting and global illumination (GI) systems.

Includes a rain overlay effect configurable on top of the base texture, simulating water or rainfall impact dynamically.

Main Shader Parameters:
_Color: Base object color.

_MainTex: Main texture map.

_Glossiness, _Metallic: Parameters for PBR-style lighting.

RainEffectStrength: Controls intensity of rain overlay.

Use Case:
Ideal for rendering 3D objects in dynamic environments, especially where weather effects (like rain) are needed.
Suitable for both stylized and physically-based rendering scenarios.