

Chukong Technologies

Shaders and Materials

PC-3DMAX

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1 Shaders and Materials

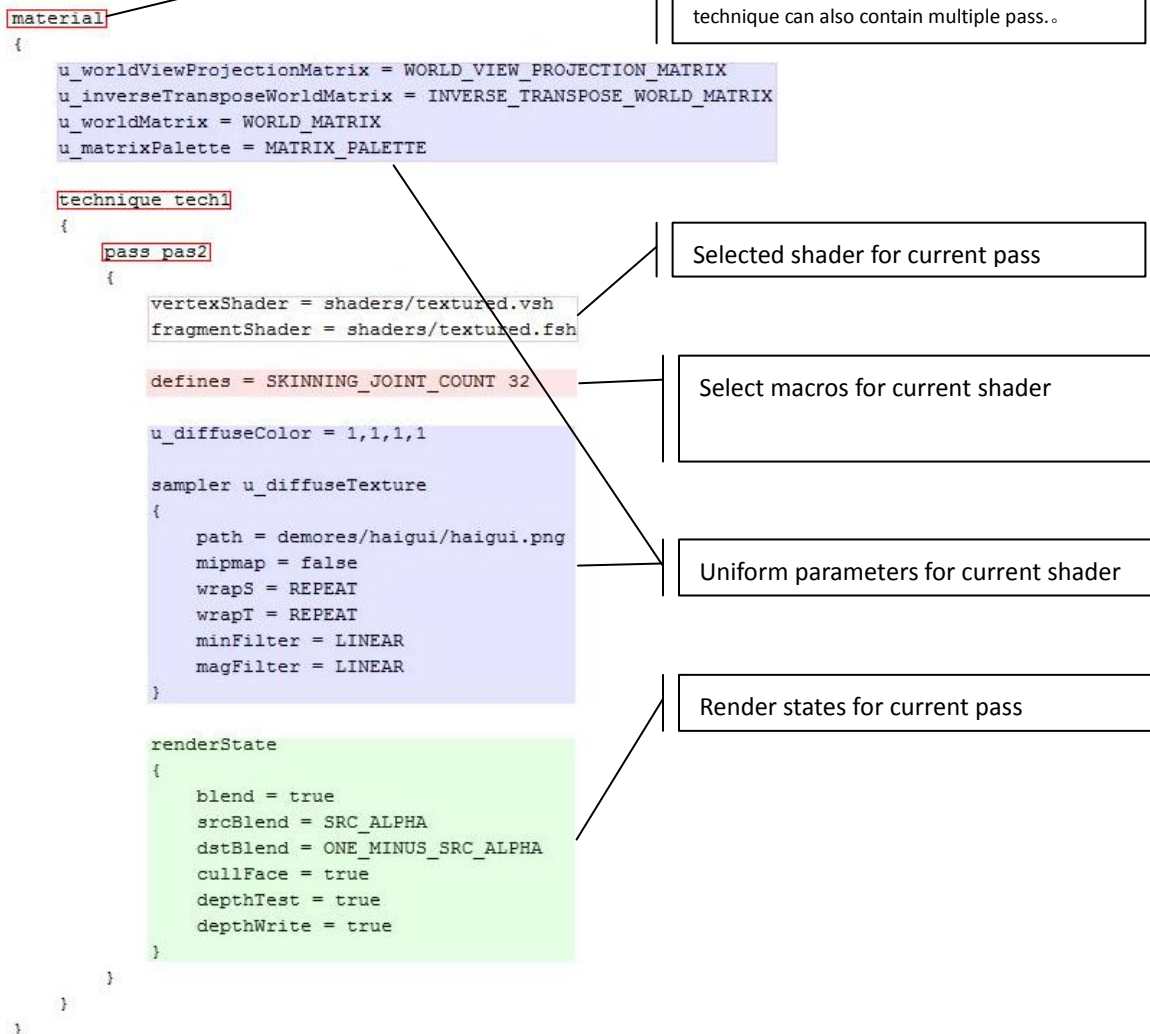
The *.vsh/*.fsh files are a way of defining how an object is rendered within the cocos3d-x engine.

The *.material files are meta-data files that contain artist-editable features, including shader file, shader properties, and texture references. ModelEditor can create and modify material files that can be assigned to mesh objects.◦

2 Shader

cocos3d-x ships with some commonly used shaders, which can be found in the Resources/3d/shaders folder.◦

3 Material



Tips: 1: Above, the basic structure supported by the cocos3d-x engine material script, the parameters of the first blue region using the automatic assignment mechanism by the cocos3d-x engine, cocos3d-x also supports the following common values of automatic assignment::

```
// Binds a node's World matrix.
WORLD_MATRIX,

// Binds the View matrix of the active camera for the node's scene.
VIEW_MATRIX,

// Binds the Projection matrix of the active camera for the node's scene.
PROJECTION_MATRIX,

// Binds a node's WorldView matrix.
WORLD_VIEW_MATRIX,

// Binds the ViewProjection matrix of the active camera for the node's scene.
VIEW_PROJECTION_MATRIX,

// Binds a node's WorldViewProjection matrix.
WORLD_VIEW_PROJECTION_MATRIX,

// Binds a node's InverseTransposeWorld matrix.
INVERSE_TRANSPOSE_WORLD_MATRIX,

// Binds a node's InverseTransposeWorldView matrix.
INVERSE_TRANSPOSE_WORLD_VIEW_MATRIX,

// Binds the position (C3DVector3) of the active camera for the node's scene.
CAMERA_WORLD_POSITION,

// Binds the view-space position (C3DVector3) of the active camera for the node's scene.
CAMERA_VIEW_POSITION,

// Binds the matrix palette of C3DMeshSkin attached to a node's model.
MATRIX_PALETTE,

// Binds the total time and delat time.
TIME_PARAM,
```

2: Valid attributes and macros used by the material script depends on the shader's impliments.

4 Debug

Developers can use the model editor for material script debugging.

