

NoTextureMaterialBaker

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The NoTextureMaterialBaker is a material baker that allows you to bake materials based on specified shaders into a single material. It provides options for configuring which properties to use for the target material and mapping properties from the source material to the target material.

Configuration Options

Texture Size

Defines the number of colors the baker can fit. The default value is 128.

Cell Size

Defines the number of pixels for each color, which can help prevent artifacts on small objects. Larger values result in fewer artifacts. The default value is 3.

Surface

Defines the render type to be used for the target material: `Opaque` , `Transparent` , or `any` .

Target Shader

Specifies the shader to be used for the target material.

Textures

A list of textures that will contain the output material. These textures will be assigned to the output material.

Each entity in the Textures list has the following fields:

- Texture Name: The property name in the output shader where the texture will be assigned.
- Format: The texture format.
- Default Color: The color to be used if the source material does not have a color for that

texture.

Shaders

A list of shaders that will be accepted by the material baker. If a source material is based on one of the specified shaders, its properties will be used to map the source material properties to the output material.

Each entity in the Shaders list has the following fields:

- Shader: The source shader.
- Properties: A list of mappings from the source shader to the target shader.
 - Texture Name: The target shader's texture name, which should correspond to one of the Textures entities.
 - Property Name: The source shader's property name.
 - Property Type: The type of the source shader property. Note that only float and color types are supported.

The NoTextureMaterialBaker provides a flexible configuration to bake materials into a single material, allowing you to specify target shaders, map properties, and control the texture and cell sizes to achieve the desired results.