## unity

* 1. shader
     1. Unity ShderLab 学习总结：<https://www.jianshu.com/p/7b9498e58659>
     2. 不需要shader实现镜子效果：<https://blog.csdn.net/ChinarCSDN/article/details/80862999>
  2. unity 渲染管线
     1. LWRP(又称URP):https://www.pianshen.com/article/13141041171/
  3. unity 渲染问题
     1. unity烘焙变暗：<https://www.csdn.net/gather_23/MtjaQgysNjIyMS1ibG9n.html>
  4. unity component SendMessage

<https://blog.csdn.net/fifthgently/article/details/78352876>

<https://blog.csdn.net/Rainmoonlit/article/details/82951723>

* 1. 贴图纹理及相关属性：
     1. <https://www.cnblogs.com/empist/p/8045907.html>
  2. 绘制unity 碰撞体

<https://blog.csdn.net/qq_18192161/article/details/79228268?utm_medium=distribute.pc_relevant_t0.none-task-blog-BlogCommendFromMachineLearnPai2-1.nonecase&depth_1-utm_source=distribute.pc_relevant_t0.none-task-blog-BlogCommendFromMachineLearnPai2-1.nonecase>

* 1. unity2017.4.1

https://docs.unity3d.com/cn/2017.4/Manual/UnityManual.html

## git

1. 命令大全：<https://www.cnblogs.com/miracle77hp/articles/11163532.html>
2. git clone 详解<https://blog.csdn.net/qq_42672770/article/details/81317778>
3. ShadowsocksR-win-4.9.2 Lantern  
   <https://github.com/topics/lantern>
4. <https://lncn.org/>