

# Blood Shader

## Inputs:

**UseColorMap (bool):** When marked the shader will use the ColorMap, otherwise it will use the BaseColor.

**BaseColor (color):** Texture color when there is no ColorMap.

**ColorMap (texture):** Diffuse texture.

**UseNormalMap(bool):** When marked the shader will use the NormalMap.

**NormalMap (texture):** Normal map texture.

**UseMetallicMap(bool):** When marked the shader will use the MetallicMap, otherwise it will use the Metallic.

**Metallic (float):** Metallic intensity when there is no MetallicMap.

**MetallicStrength (float):** Metallic multiplier

**MetallicMap(texture):** Metallic map texture.

**UseRoughnessMap(bool):** When marked the shader will use the RoughnessMap, otherwise it will use the Roughness.

**Roughness (float):** Roughness intensity when there is no RoughnessMap.

**RoughnessStrength(float):** Roughness multiplier.

**RoughnessMap(texture):** Roughness map texture.

**UseEmissiveMap(bool):** When marked the shader will use the EmissiveMap, otherwise it will use the Emissive.

**Emissive(color):** Emission color.

**EmissiveStrength (float):** Emission intensity.

**EmissiveMap (texture):** Emission map texture.

**UseAoMap(bool):** When marked the shader will use the AoMap.

**AoMap (texture):** Ao map texture.

**UOffset (Vector2):** X and Y texture offset.

**UVScale (Vector2):** X and Y tiling.

**Pattern (texture):** Black-White image containing the blood pattern.

**Color (color):** Blood color 1.

**Color2 (color):** Blood color 2.

**Glossiness(float):** Blood Glossiness.

**OriginalGlossinessStrength (float):** Roughness map multiplier on the blood areas (This will only make a difference if the material uses a RoughnessMap).

**PatternSize (float):** Blood pattern tiling.

**Rotation (float):** Blood pattern rotation.

**NormalStrength (float):** Normal map multiplier on the blood areas (This will only make a difference if the material uses a NormalMap).