Gradient Property for Shader

USER GUIDE (v1.1)

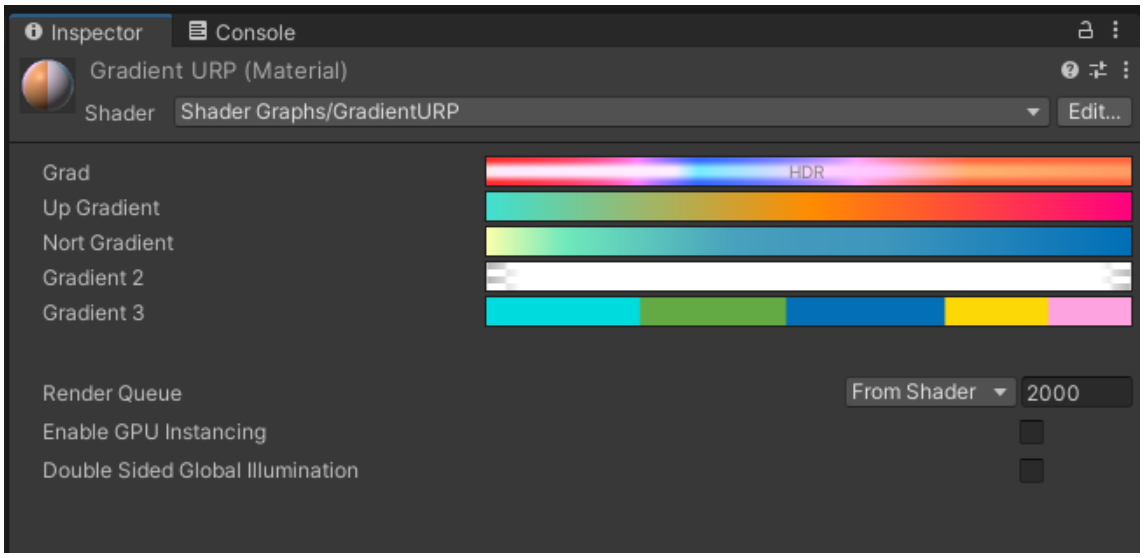


Table of Contents

Step-by-Step Guide 2

Configuration 3

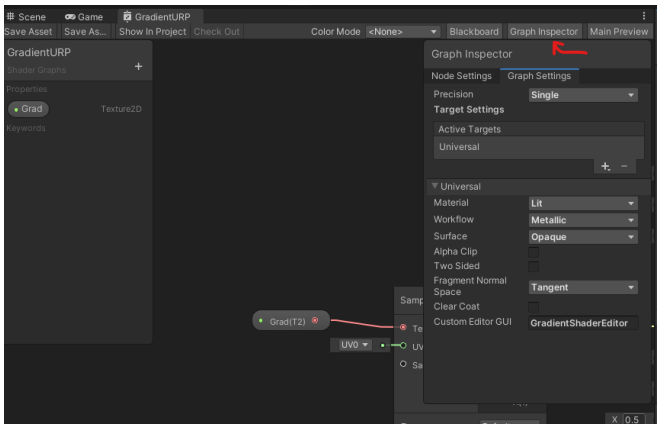
Step-by-Step Guide

Built-In

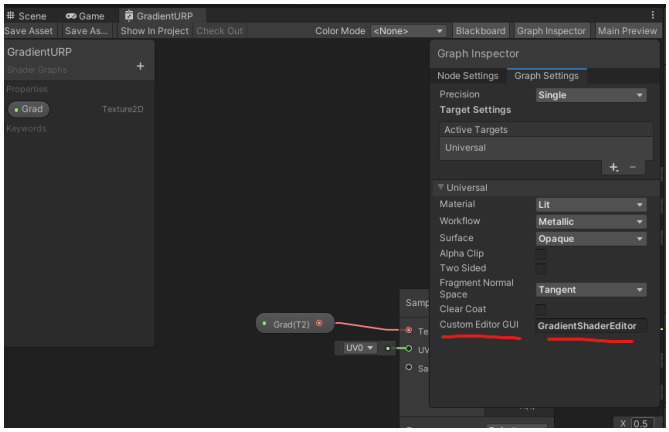
1. Open your Shader of choice.
2. Add **CustomEditor "GradientShaderEditor"** to the end of the shader.

URP & HDRP (GRAPH)

1. Open your Shader Graph of choice.
2. Open the "*Graph Inspector*" on the top right of the window.



3. Select the "*Graph Settings*" tab in the newly opened Graph Inspector window.
4. Under the property called "*Custom Editor GUI*" add **GradientShaderEditor**



To create a new Gradient (both Built-In & URP/HDRP

1. Create a new Texture2D property.
2. Under the "Reference" name include "**GradientTexture**" anywhere in the name.
3. Save the shader and you're done!

Configuration

1. Open the "Gradient Shader Editor" script.
2. Configure to your liking:
    a. "regex" - naming convention (what the "reference" of a gradient should include)
    b. "resolution" - resolution of the generated texture for each gradient