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| Hi everyone.. newbie question here.. I'm looking for a "flat" material.. should be easy but I can't find it in unity. basically a material that receives no light/shadow info, only texture... any help is appreciated, thanks!  [texture](http://answers.unity3d.com/questions/topics/single/95.html)[material](http://answers.unity3d.com/questions/topics/single/538.html)[light](http://answers.unity3d.com/questions/topics/single/617.html)[image](http://answers.unity3d.com/questions/topics/single/1342.html)[flat](http://answers.unity3d.com/questions/topics/single/1274.html)  more ▼  asked **Oct 21 '10 at 12:01 AM**  [pepperedereppep gravatar image](http://answers.unity3d.com/users/4931/pepperedereppep.html)  [pepperedereppep](http://answers.unity3d.com/users/4931/pepperedereppep.html) **101** ● 27 ● 27 ● 35 |

**3 answers:****sort voted first ▼**

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| **0** | You can use this shader for that:   1. Shader "CtrlJ/Unlit" { 2. Properties { 3. \_Color ("Main Color", Color) = (1,1,1,1) 4. \_MainTex ("Base (RGB)", 2D) = "white" {} 5. } 6. Category { 7. Lighting Off 8. ZWrite On 9. Cull Back 10. SubShader { 11. Pass { 12. SetTexture [\_MainTex] { 13. constantColor [\_Color] 14. Combine texture \* constant, texture \* constant 15. } 16. } 17. } 18. } 19. }   more ▼  answered **Oct 21 '10 at 12:09 AM**  [IJM gravatar image](http://answers.unity3d.com/users/4140/ivan-j-mandic.html)  [IJM](http://answers.unity3d.com/users/4140/ivan-j-mandic.html) **1.5k** ● 2 ● 5 ● 20  Thanks. seems to be working.. One more thing, how do I do this to a diffuse transparent shader so that if I have the texture applied, i get the transparency as well? thanks!  Oct 25 '10 at 04:48 AM[pepperedereppep](http://answers.unity3d.com/users/4931/pepperedereppep.html) |
| **0** | Do what IJM said, or, if you need no tinting, make it even slightly faster and less complicated:  <http://www.unifycommunity.com/wiki/index.php?title=Texture_Only#ShaderLab_-_Texture_Only.shader>  more ▼  answered **Oct 21 '10 at 01:59 AM**  [Jessy gravatar image](http://answers.unity3d.com/users/64/jessy.html)  [Jessy](http://answers.unity3d.com/users/64/jessy.html) **16.6k** ● 74 ● 97 ● 200 |

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| **0** | I use the various particle materials for materials where I don't need any lighting. There's alpha blended, additive, and just plain diffuse. All have tinting though so if you don't need that Jessy's reply is the best... |

http://answers.unity3d.com/questions/30927/flat-materialno-light-info.html