Simiyaworks Master Shader – Documentation

Overview

This shader provides an advanced yet easy-to-use material setup for stylized or semi-realistic assets.
It includes controls for color grading, tone adjustment, and surface properties like metallic, smoothness, and am

Surface Inputs - Color

Albedo – Base color or texture of the surface.

Color – Multiplier tint applied to the Albedo.

Hue – Adjusts overall hue of the material.

Saturation – Controls color intensity (0 = grayscale, 1 = normal, >1 = oversaturated).

Temperature – Shifts color between blue (cold) and yellow (warm), range -1.67 → +1.67.

Tint – Shifts color between green and magenta, range -1.67 → +1.67.

Contrast – Controls brightness difference between dark and light areas, range 0 → 2 (default 1).

Level Black / Level White / Level Gamma – Recreates Photoshop-style Levels control.
  - Level Black: Sets darkest point.
  - Level White: Sets brightest point.
  - Level Gamma: Controls midtone contrast.

Other - Normal Map

Adds surface detail by simulating lighting variations.

NM Strength – Multiplies normal intensity (1 = original, >1 = stronger bump).

Metallic Map

Defines metal vs. non-metal areas of the surface.

SmoothnessSource – Chooses whether smoothness comes from Metallic alpha or a value.

Smoothness – Reflection sharpness (0 = matte, 1 = mirror-like).

AO (Ambient Occlusion)

Darkens crevices and areas receiving less ambient light.

AO Strength – Controls visibility of the AO effect (0 = none, 1 = full).

Emission

Emission – Enables glowing effect.

Emission Color – Color of emitted light (HDR supported).

Emission Map – Optional texture to mask emission areas.

Workflow Tips

1. Assign your Albedo, Normal, and Metallic/AO maps.

2. Adjust Color, Saturation, and Contrast for desired style.

3. Fine-tune Levels for tone correction.

4. Use Emission for glowing elements like runes or lights.

URP Compatibility
If you want to use URP shaders and materials, open the URP scene to replace the current ones automatically.

Requirements
• Unity 2021.3 or newer
• Shader Graph package (install via Window → Package Manager → Unity Registry → Shader Graph)
• Works with Built-in and URP pipelines

Full Documentation: https://simiyaworks.com/docs/