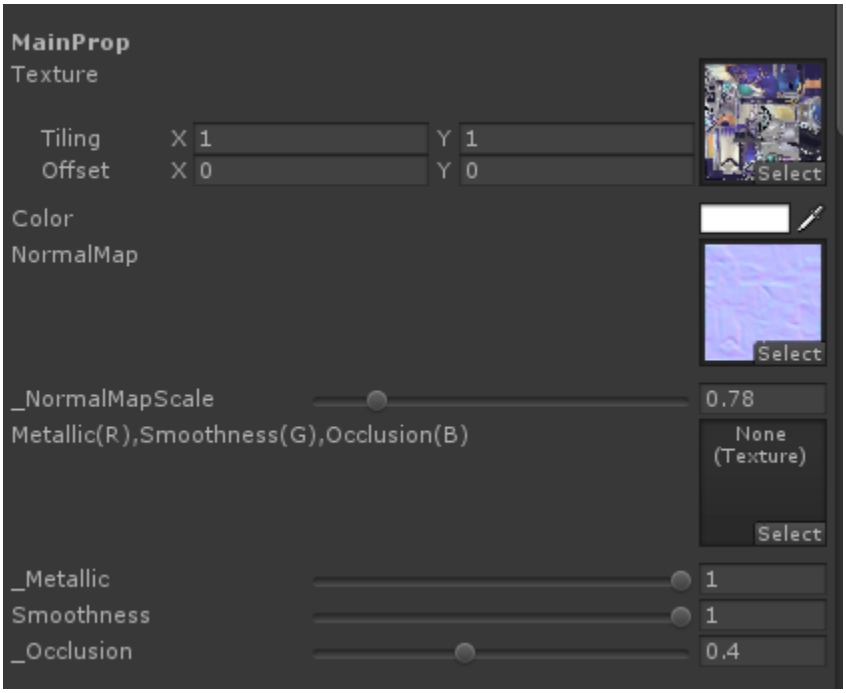
SimplePBS

SimplePBSLightingProcess.cs.

1 MainProp



Texture :

Color :

NormalMap :

_NormalMapScale :

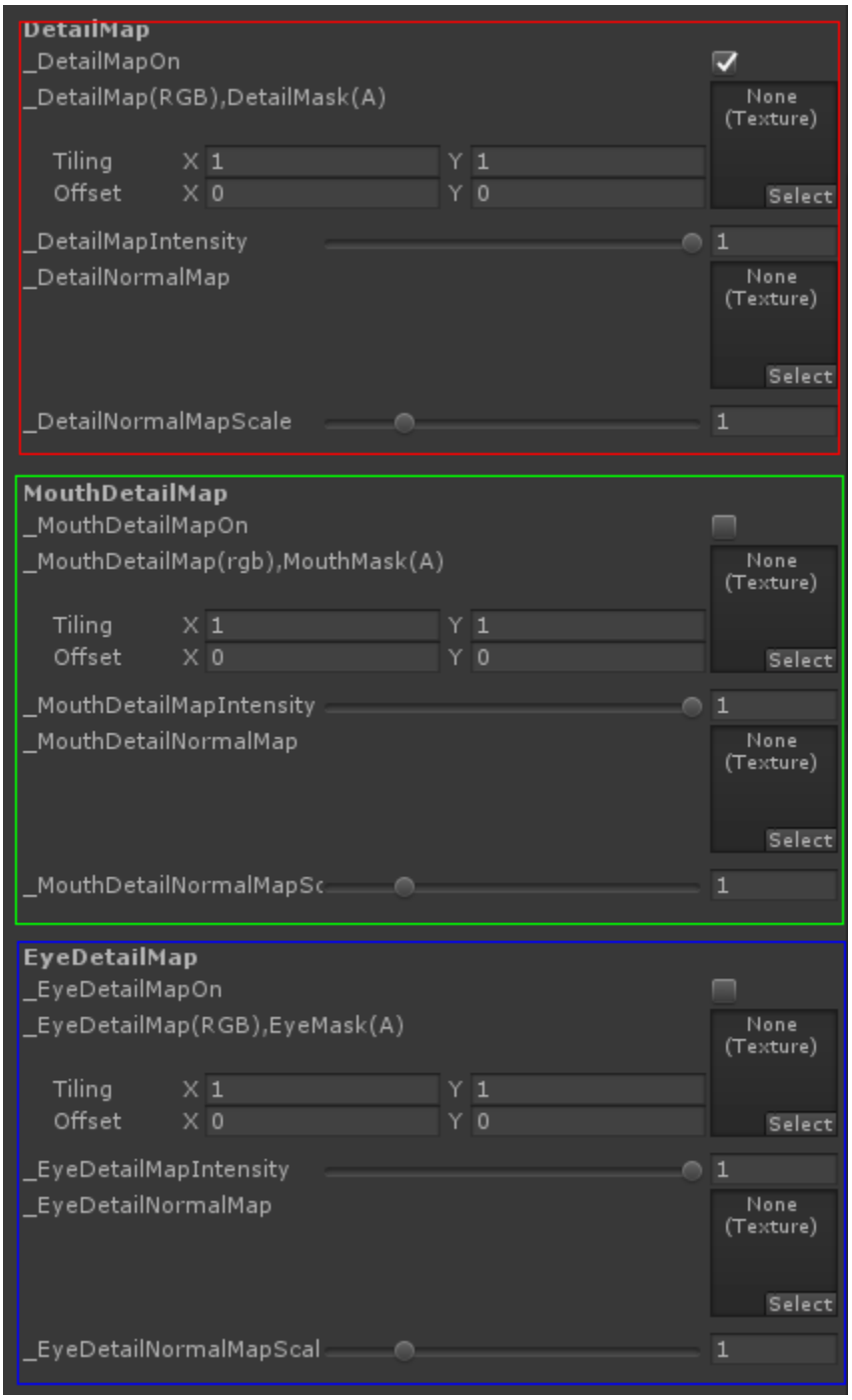
Metallic(R),Smoothness(G),Occlusion(B) : pbs,(R:metallic,G:smoothness,B: occlusion)

_Metallic : metallic * pbs.R. **, metallic**

Smoothness : smoothness * pbs.G. **,smoothness**

_Occlusion : occlusion * pbs.B. **,**

2 Detail Maps



detailMap3

.

detailMap,,.

detail,detail,,,.

detail,,,

detial,,

tilingoffset,,.

:

_DetailMap(rgb,a detailmask)

_DetailMapIntensity :

_DetailNormalMap :

_DetailNormalMapScale :

3 IBL

pbs.

,

_EnvCube :

_EnvIntensity :

_ReflectionOffsetDir : ..

4 Emission

.

_EmissionMap(RGB:,A: mask)

_EmissionColor :

_Emission :

5 Indirect Diffuse

_IndirectIntensity : ,

6 CustomLight

_CustomLightOn :

_LightDir : .

_LightColor : .

7 Alpha Mode,Depth,cull mode

_**AlphaTestOn**: alphaTest,

AlphaBlendMode: .

_SrcMode :

_DstMode :

:

Blend one zero // ,

Blend SrcAlpha OneMinusSrcAlpha // (

Blend One OneMinusSrcAlpha // alpha(,

Blend One One // ,

Blend OneMinusDstColor One // (

DstColor Zero //

BlendDstColor SrcColor // 2

_**ZWriteOn** : ,

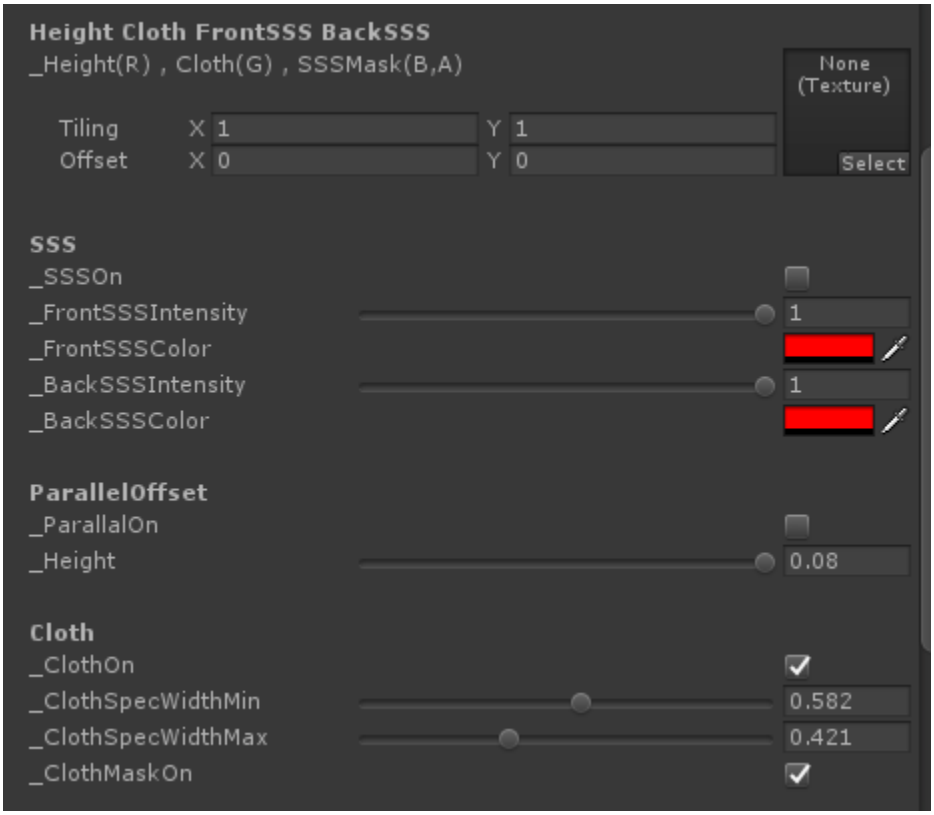
_**CullMode** :

off :

front :

back :

8 ,,sss



_HeightClothSSSMask(_Height(R) , Cloth(G) , SSSMask(B,A)): , (R),mask(G),sss(B: ,A:)

_SSSOn : sss

_SSSIntensity : sss

_SSSColor : sss

_ParallaxOn : ,. ,(uv)

_Height :

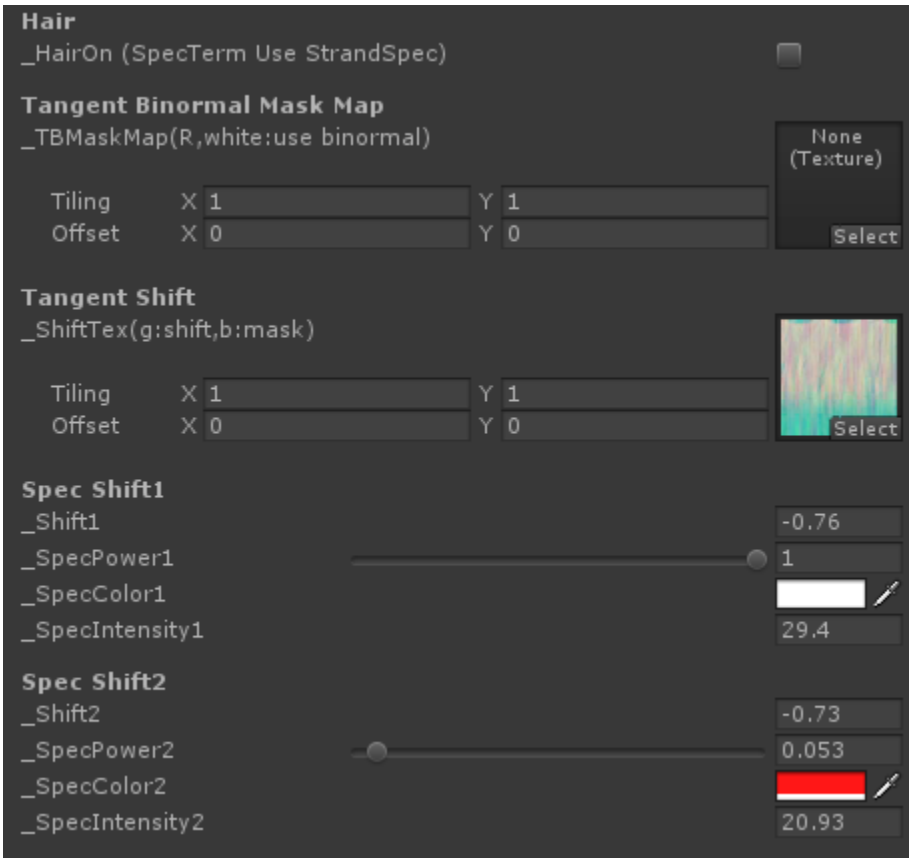
_ClothOn : pbsD.

_ClothSpecWidthMin :

_ClothSpecWidthMax :c

_ClothMaskOnclothMask?

9 Hair



strand specular().

_HairOn : strandSpecular,pbs(vd)

_TBMaskMap (R): mask,

mask,(binormal),

mask,(tangent)

_ShiftTex(g:shift,b:mask) :

_Shift :

_SpecPower :

_SpecColor :

_SpecIntensity :

10 RenderQueue

: .

:

Background : 1000,

Geometry: 2000

AlphaTest : 2450

Skybox : 2500

AlphaBlend : 3000