

SimplePBS

SimplePBSLightingProcess.cs.

1 MainProp

MainProp

Texture

Tiling

X

1

Y

1

Offset

X

0

Y

0

Color

NormalMap

_NormalMapScale

0.78

Metallic(R),Smoothness(G),Occlusion(B)

None
(Texture)

Select

_Metallic


1

Smoothness


1


_Occlusion

0.4



Select





Select

None
(Texture)

Select

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

DetailMap

```

_DetailMapOn

```

☒

```
_DetailMap(RGB),DetailMask(A)
```

None
(Texture)Select_MouthDetailMapOn_MouthDetailMap(rgb),MouthMask(A)None
(Texture)Select_EyeDetailMapOn

```
_EyeDetailMap(RGB),EyeMask(A)
```

None
(Texture)Select

detail,detail,,.

detail,,

⋮

```
_DetailMap(rgb,a detailmask)
```

_DetailMapIntensity :
_DetailNormalMap :
_DetailNormalMapScale :

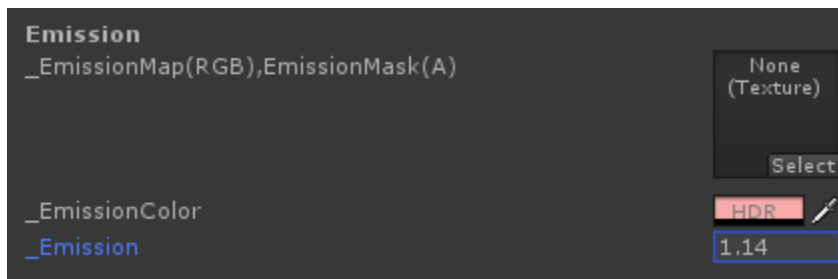
3 IBL



pbs.

,
_EnvCube :
_EnvIntensity :
_ReflectionOffsetDir : ..

4 Emission



.
_EmissionMap(RGB:A: mask)
_EmissionColor :
_Emission :

5 Indirect Diffuse



_IndirectIntensity : ,

6 CustomLight

CustomLight

_CustomLightOn

_LightDir

X 0

Y 0.5

Z 0

W 0

_LightColor

_CustomLightOn :

_LightDir : .

_LightColor : .

7 Alpha Mode,Depth,cull mode

AlphaTest

_AlphaTestOn

AlphaBlendMode

_SrcMode

One ▾

_DstMode

Zero ▾

AlphaMultiMode

_AlphaPreMultiply

DepthMode

_ZWriteOn?

☒

CullMode

_CullMode

Back ▾

_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

Height Cloth FrontSSS BackSSS

_Height(R) , Cloth(G) , SSSMask(B,A)

Tiling

X 1

Y 1

Offset

X 0

Y 0

None
(Texture)

Select

SSS

_SSSOn

_FrontSSSIntensity

1

_FrontSSSColor

_BackSSSIntensity

1

_BackSSSColor

ParallelOffset

_ParallalOn

_Height

0.08

Cloth

_ClothOn

_ClothSpecWidthMin

0.582

_ClothSpecWidthMax

0.421

_ClothMaskOn

`_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

Hair
_HairOn (SpecTerm Use StrandSpec) ☐

Tangent Binormal Mask Map
_TBMaskMap(R,white:use binormal)

None
(Texture)

Select

Tiling

X

1

Y

1

Offset


X

0

Y

0

Tangent Shift
_ShiftTex(g:shift,b:mask)

Select

Tiling

X

1

Y

1

Offset

X

0

Y

0

Spec Shift1
_Shift1 -0.76
_SpecPower1

1

_SpecColor1
_SpecIntensity1 29.4

Spec Shift2
_Shift2 -0.73
_SpecPower2

0.053

_SpecColor2
_SpecIntensity2 20.93

strand specular().

_HairOn : strandSpecular,pbs(vd)

_TBMaskMap (R): mask,

mask,(binormal),

mask,(tangent)

```
_ShiftTex(g:shift,b:mask) :
```

_Shift :

_SpecPower :

_SpecColor :

_SpecIntensity :

10 RenderQueue

Render Queue From Shader 2000

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$$\vdots$$

Background : 1000,

Geometry: 2000

AlphaTest : 2450

Skybox : 2500

AlphaBlend : 3000

