ColorBox - UV-Free Color Shader

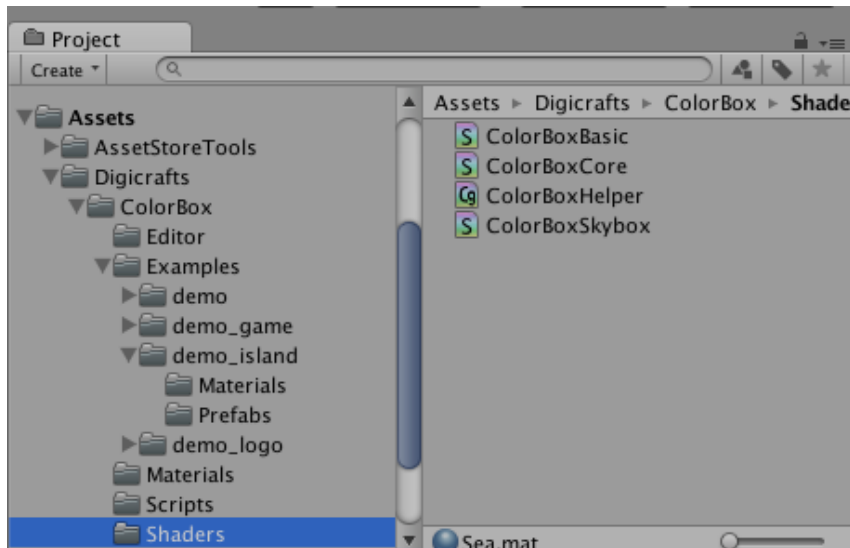Document version 1.1
Support email: support@digicrafts.com.hk

Installation

1. Download and import the ColorBox Shader package from Asset Store
2. Find the shader located in Digicrafts/ColorBox/Shaders
3. **ColorBoxBasic** and **ColorBoxSkybox** are the shaders

Using the Shader for Material

1. Create a new material from your project. Or, select your existing material
2. Go to inspector and Shader section.
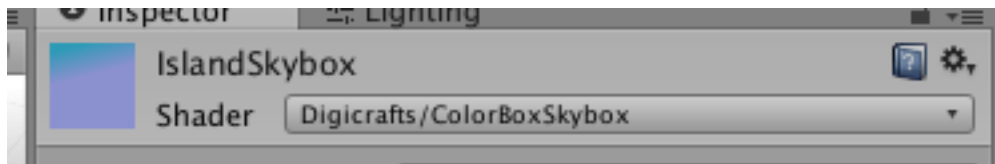3. Select the shader **Digicrafts/ColorBoxBasic**
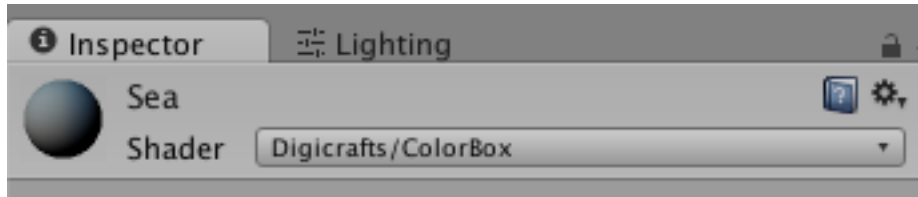
4. Start configure the shader in the inspector.

Using the Shader for Skybox

1. Create a new material from your project. Or, select your existing material
2. Go to inspector and Shader section.
3. Select the shader **Digicrafts/ColorBoxSkybox**

4. Start configure the shader in the inspector
5. From the Lighting window (Menu>Window>Lighting). Select the material as Skybox material.

Inspector

ColorBoxBasic Shader

Material Main Color
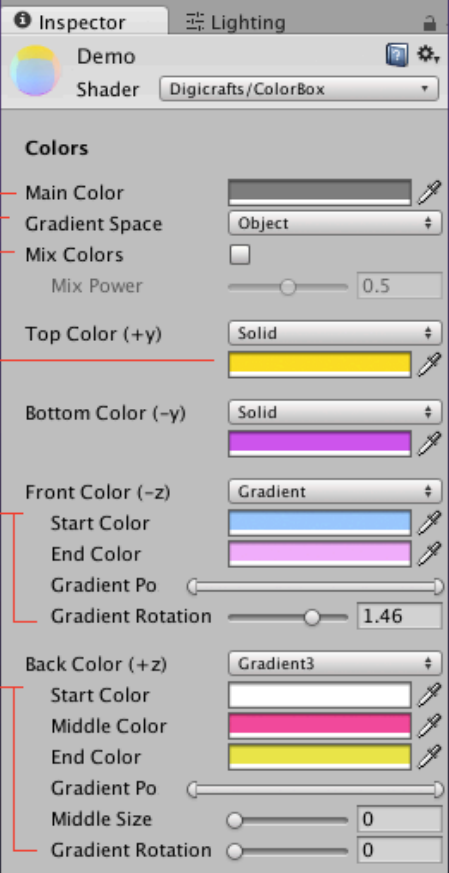
Space use for
gradient fill. Object, World and Screen

Mix the color
between each direction

Color option for each side.
They are Top, Bottom,
Front, Back, Left and Right

Options for solid color

Options for 2 colors gradient
Start Color color when gradient start
End Color color when gradient end
Gradient Position position of gradient start and end
Gradient Rotation rotation of the gradient (0 to 2 pi)

Options for 3 colors gradient
Start Color color when gradient start
Middle Color color in the middle of gradient
End Color color when gradient end
Gradient Position position of gradient start and end
Gradient Rotation rotation of the gradient (0 to 2 pi)
Middle SIze size of middle color

Inspector   Lighting

Demo
Shader   Digicrafts/ColorBox

Colors

Main Color
Gradient Space   Object
Mix Colors
    Mix Power   0.5

Top Color (+y)   Solid

Bottom Color (−y)   Solid

Front Color (−z)   Gradient
    Start Color
    End Color
    Gradient Po
    Gradient Rotation   1.46

Back Color (+z)   Gradient3
    Start Color
    Middle Color
    End Color
    Gradient Po
    Middle Size   0
    Gradient Rotation   0

Unlit Shader

Texture

Enable ☑

Main Texture

Tiling X `1` Y `1`

Offset X `0` Y `0` Select

UV Set `UV0`

Outline

Outline Color

Outline Width ──○────── `0.5`

Fading

Direction `None`

Color

Power ○──────────────

Shadow

Enable ☑

Shadow Color

Color   Power ────○──── `0.5`

Lighting

Diffuse ☐

Color

Power ────────○ `1`

Ambient ☐

Color

Power ────────○ `1`

Specular ☐

Color

Power ────────○ `0.69999`

Lightmap ☑

Power ───○──── `1`

Texture
The base texture for the material

Outline
Appear in ColorBox-Outline Shader.
Custom the outline color and width

Fading
Fade the object with the color. Support
four direction, top, bottom, front and back.

Shadow
Suppot receive shadow and casting
shadow. Change color of the shadow
casting on the material.

Diffuse
Add the disffuse color from light

Ambient
Add the ambient color from light
and skybox

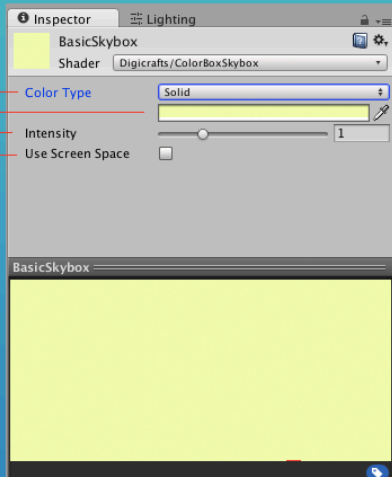**Specular**
Add the specular effect from realtime light

Lightmap
Suppot baked lightmap

ColorBoxSkybox Shader

Inspector of ColorBox SkyBox Shader

ColorBox
Unlit Shader

Solid Color

BasicSkybox

Shader | Digicrafts/ColorBoxSkybox

Color Type | Solid
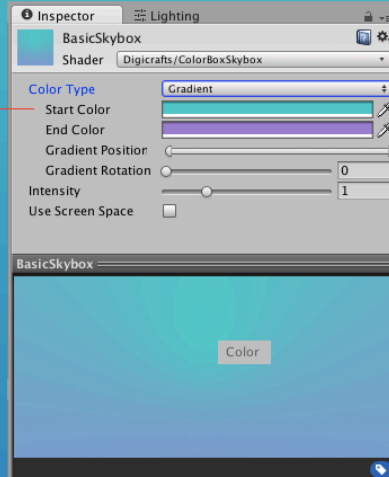
Intensity | 1

Use Screen Space

BasicSkybox

Select Color Type. Solid, gradient and 3 colors gradient

Solid Color

Intensity of the color

Use screen space for gradient fill

2 Colors Gradient

BasicSkybox

Shader | Digicrafts/ColorBoxSkybox

Color Type | Gradient

Start Color
End Color
Gradient Position
Gradient Rotation | 0
Intensity | 1
Use Screen Space

BasicSkybox

Color

Options for 2 colors gradient
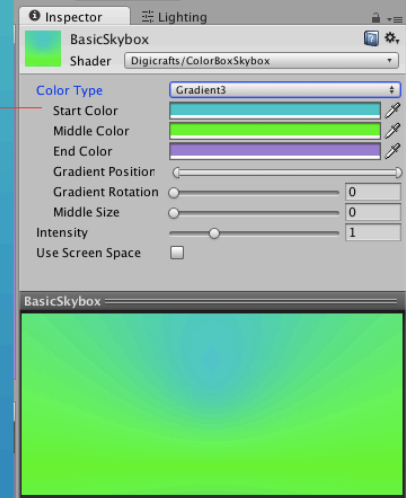Start Color color when gradient start
End Color color when gradient end
Gradient Position position of gradient start and end
Gradient Rotation rotation of the gradient (0 to 2 pi)

3 Colors Gradient

BasicSkybox

Shader | Digicrafts/ColorBoxSkybox

Color Type | Gradient3

Start Color
Middle Color
End Color
Gradient Position
Gradient Rotation | 0
Middle Size | 0
Intensity | 1
Use Screen Space

BasicSkybox

Options for 3 colors gradient
Start Color color when gradient start
Middle Color color in the middle of gradient
End Color color when gradient end
Gradient Position position of gradient start and end
Gradient Rotation rotation of the gradient (0 to 2 pi)
Middle Size size of middle color