

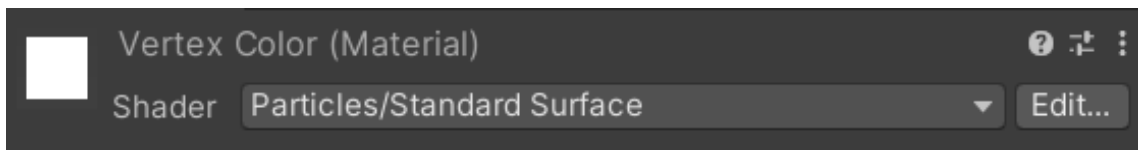
ShapE - Render Pipeline Information

HDRP | URP | SRP

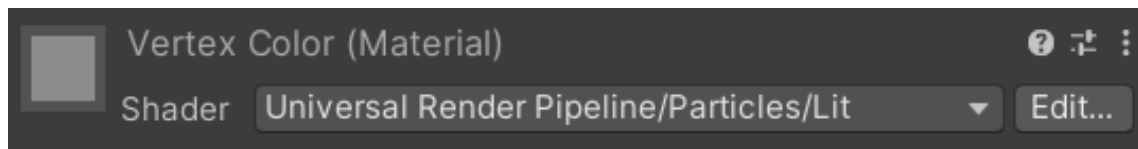
Models produced by Shap-E use vertex colors that are not shown by default in any of Unity's SRPs. Vertex colors are RGB values stored for each vertex in the model. These colors are typically displayed.

To make the colors visible, you may use an in-built particle shader which exposes the vertex colors.

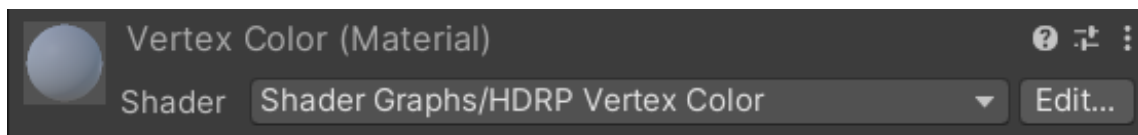
For the **Built-In Pipeline**, you can find the shader - **Particles / Standard Surface**



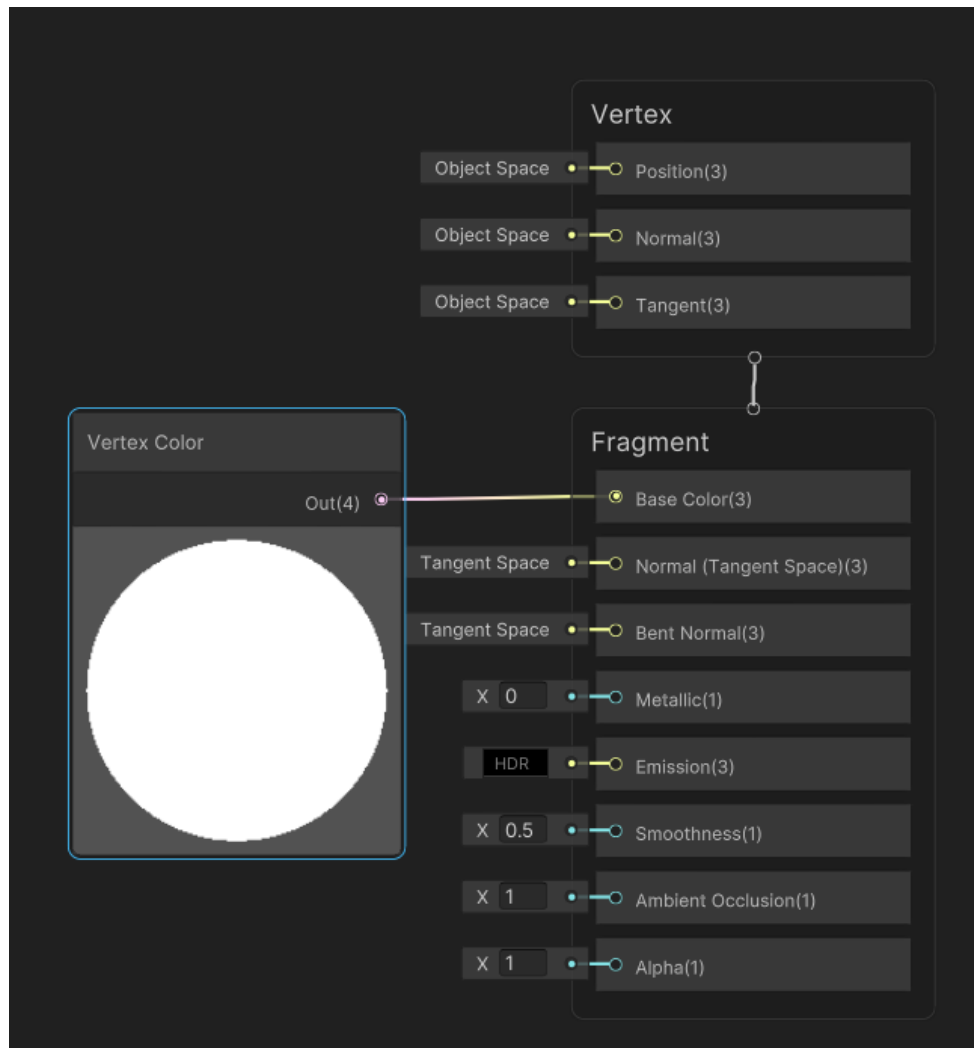
For the **Universal Render Pipeline**, you can find the shader - **Universal Render Pipeline / Particles / Lit**



For the **High Definition Render Pipeline**, you need to import HDRP ShaderGraph - **ShaderGraphs / HDRP Vertex Color**



In the shader graph, a Vertex Color node is attached to the fragment shader.



Shader Code

The relevant shader code is given below:

Struct

```
struct Input {
    float4 vertColor;
};
```

Vertex Shader

```
void vert(inout appdata_full v, out Input o){  
    UNITY_INITIALIZE_OUTPUT(Input, o);  
    o.vertColor = v.color;  
}
```

Surface Shader

```
void surf (Input IN, inout SurfaceOutput o) {  
    o.Albedo = IN.vertColor.rgb;  
}
```