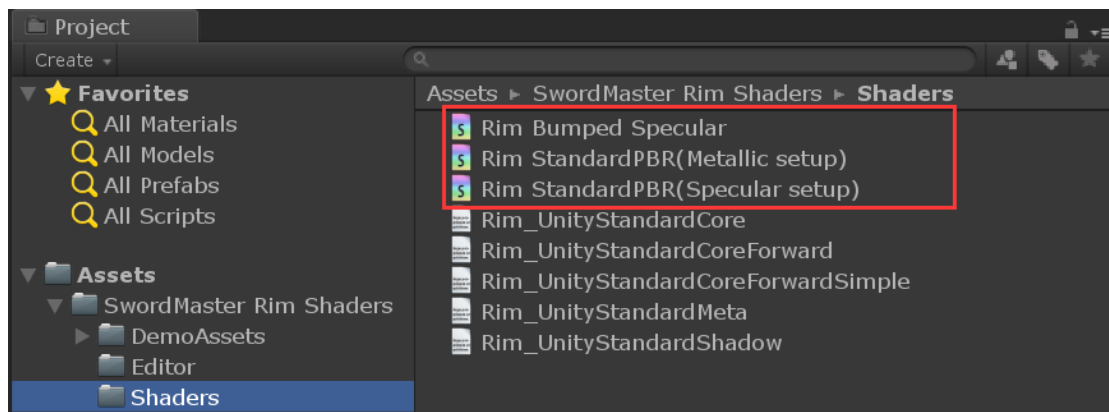


Introduction for SwordMaster Rim Shaders

This package contains two rim shaders :

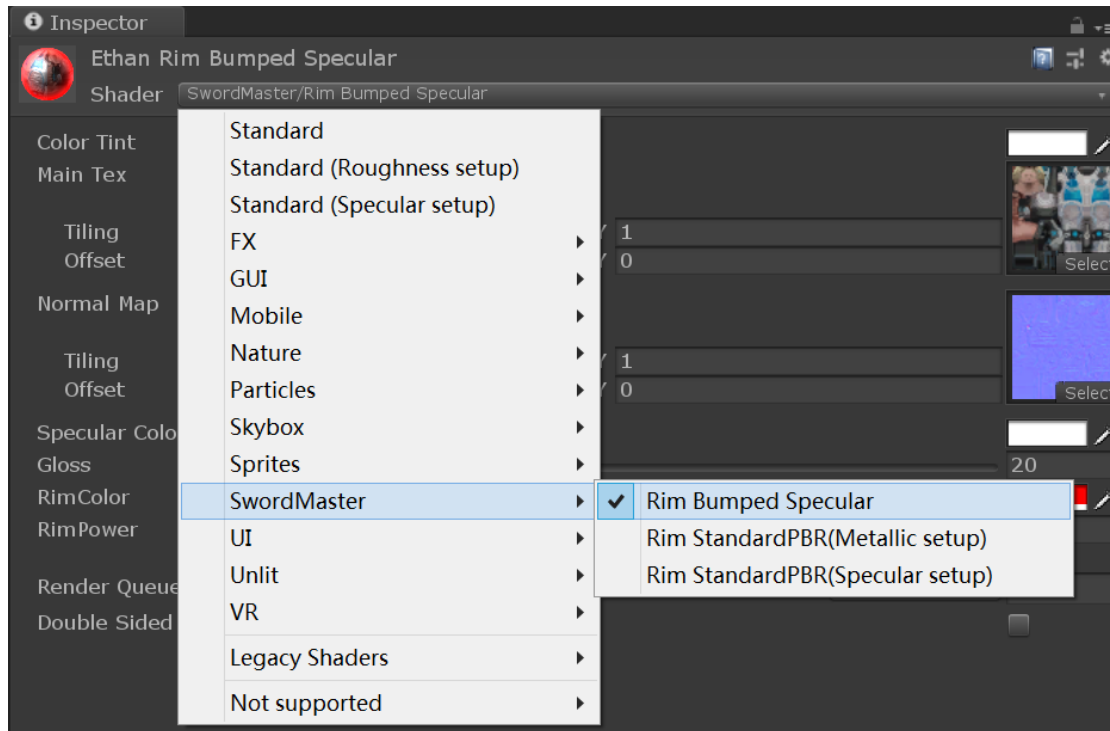
- (1) Rim Bumped Specular Shader,.
- (2) Rim StandardPBR(Metallic setup) Shader.
- (3) Rim StandardPBR(Specular setup) Shader.

The types of these rim shaders are all the vertex and fragment shaders.

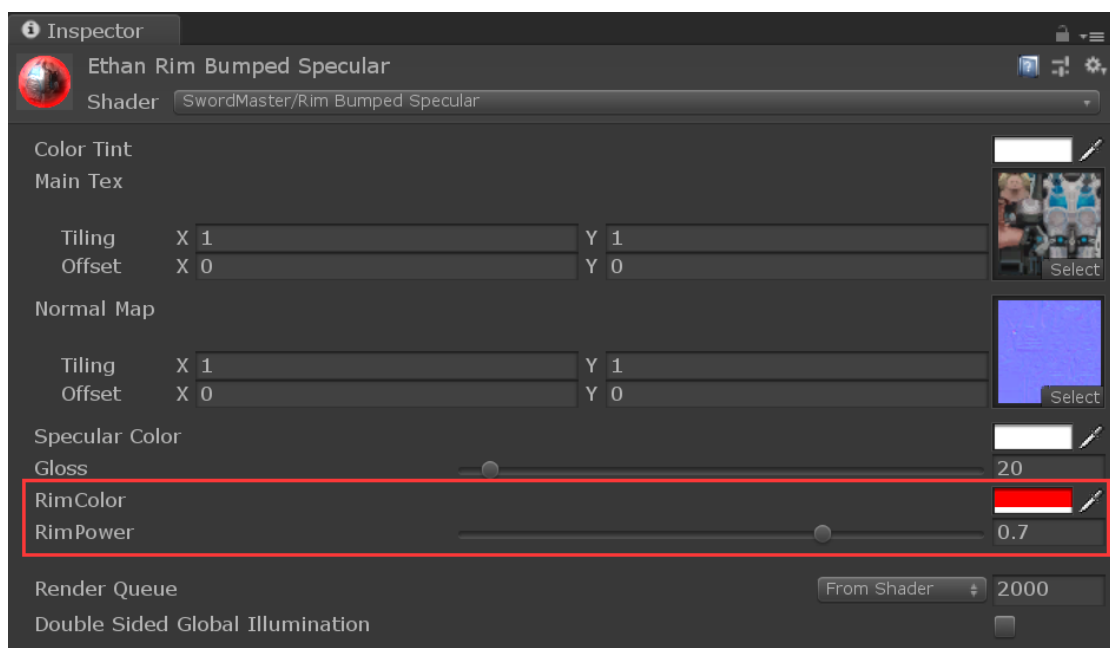


The Rim Bumped Specular shader:

Creating a material and assign the Rim Bumped Specular Shader to it:

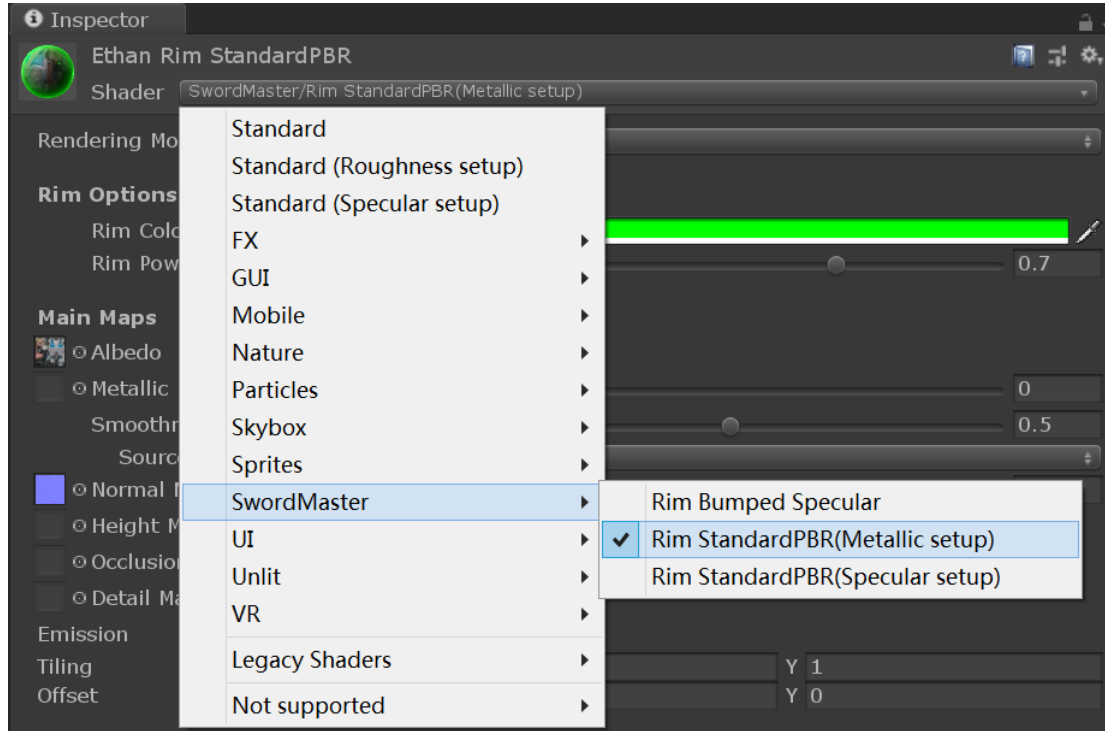


You can change the color and the power of the rim effect by these property:

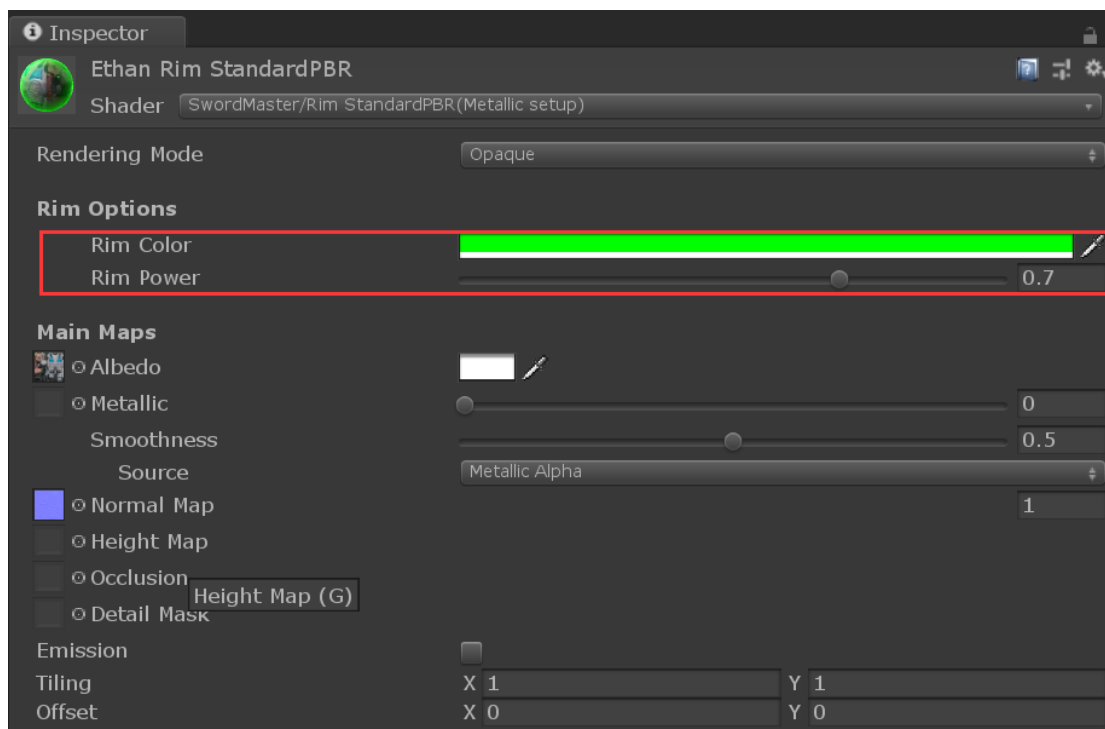


The Rim StandardPBR shader:

Create a material and assign the Rim StandardPBR Shader to it:

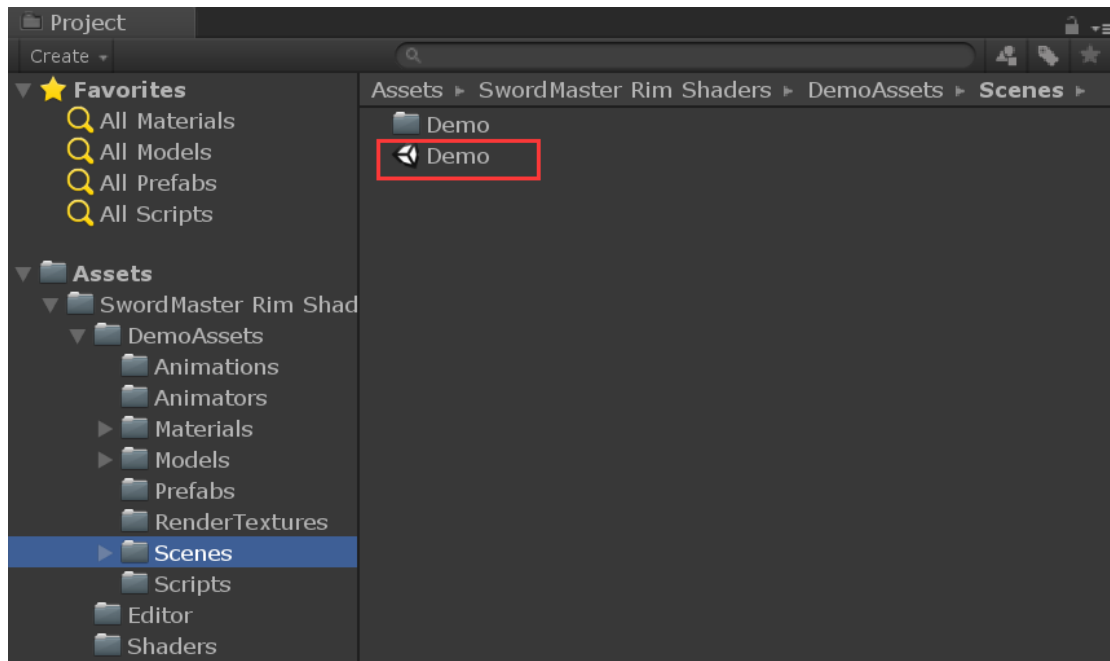


You can change the color and the power of the rim by these property:

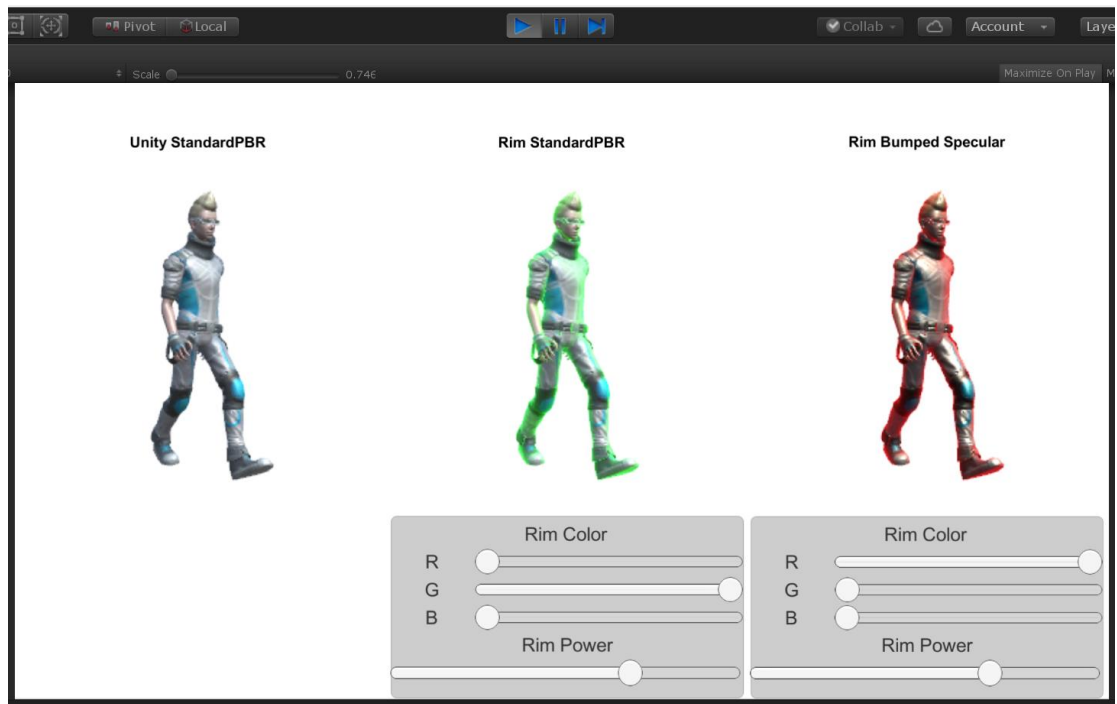


The Demo Scene:

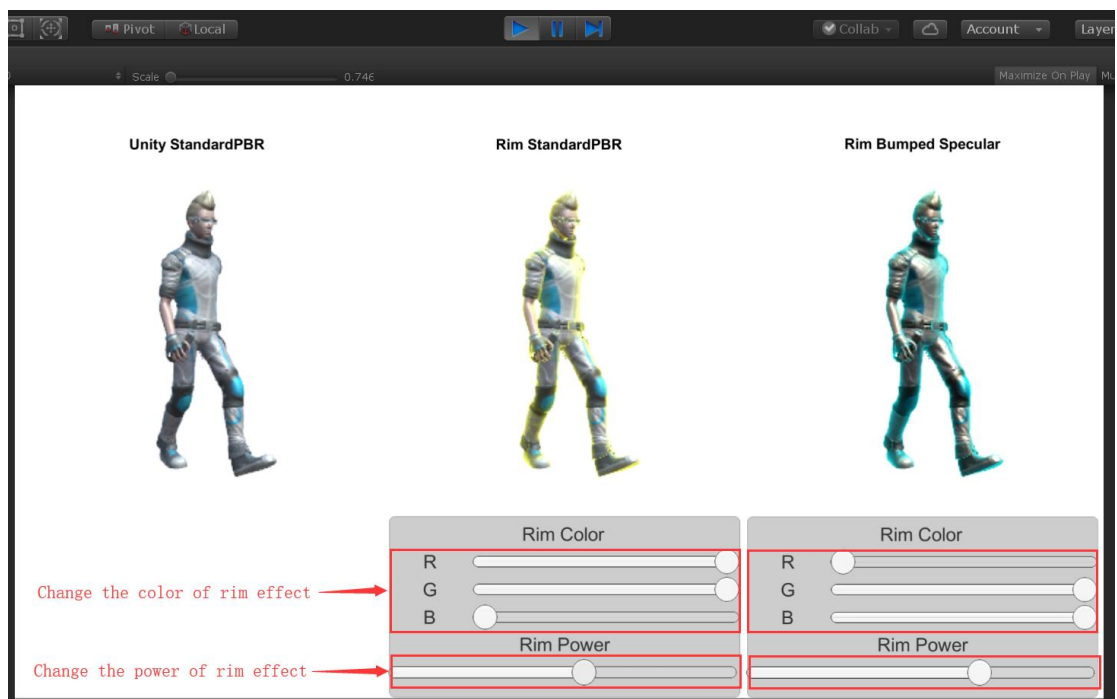
There is a demo scene which demonstrates the effects of these rim shaders:



Open the scene and run it:



You can change the rim color and rim power for corresponding model:



If you have any question,please contect me by this email : 18311310080@163.com