

# Shader Debugger

- PBR Properties View

- Next Window Ctrl+Tab
- Previous Window Ctrl+Shift+Tab
- Hotkeys >
- Shader Debugger** >
- Amplify Shader Editor >
- Layouts >
- Render Pipeline >
- Package Manager
  
- Services Ctrl+0
- Scene Ctrl+1
- Game Ctrl+2
- Inspector Ctrl+3
- Hierarchy Ctrl+4
- Project Ctrl+5
- Animation Ctrl+6
- Profiler Ctrl+7
- Audio Mixer Ctrl+8
- Asset Store Ctrl+9
  
- Version Control
- Collab History
- Animator
- Animator Parameter
- Sprite Packer
- Experimental >
- Holographic Emulation
- Tile Palette
- Test Runner
- Timeline
- Lighting >

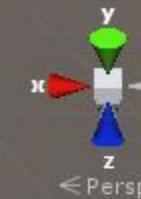
## Window

Shift+Ctrl+W

## Panel

Ctrl+W

- Project Materials to Shader Debug Materials
- Selected Materials to Shader Debug Materials
- Project Materials to Standard Materials
- Selected Shader Materials to Standard Materials



- Collab
- Shader De
- Shaded
- Shading Propertie
- Albedo
- Diffuse
- Specular
- Metallic
- Smoothness
- Roughness
- Emissive
- Normal
- Reflect
- Occlusion
- Rendering
- Realtime
- LightOnly
- Shadow
- Global Illuminatio
- Reflection
- Full Metal
- Smoothn
- Indirect
- Baked
- Ambient
- Indirect Shade
- Intensity

Window

Panel

Shift+Ctrl+W

Ctrl+W

# Split Panel

y

z

x

Persp

Realtime



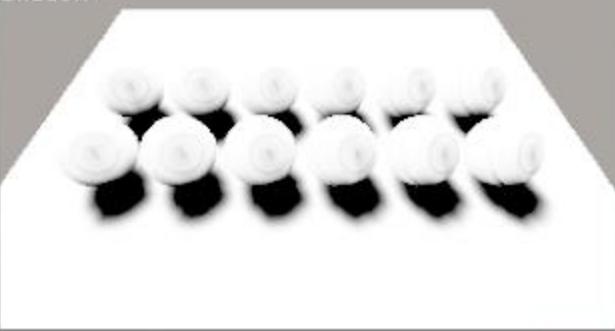
Reflection



Indirect



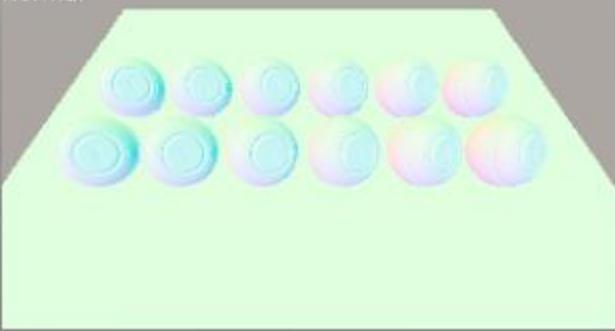
Shadow



Occlusion



Normal



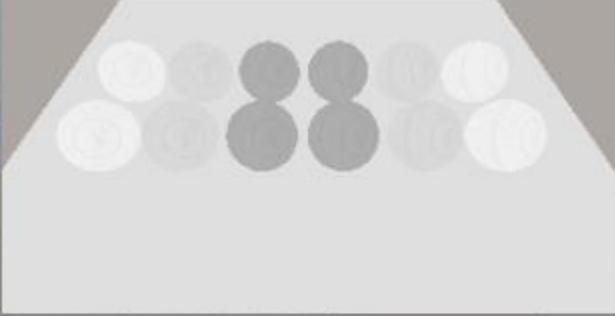
Specular



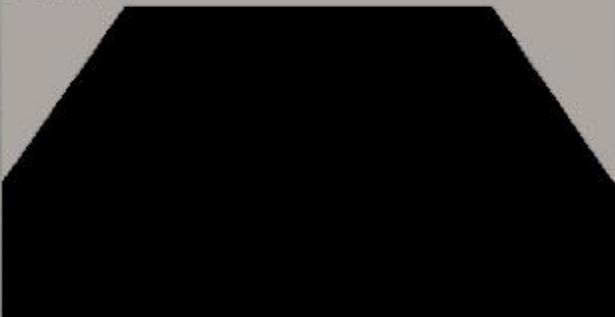
Metallic

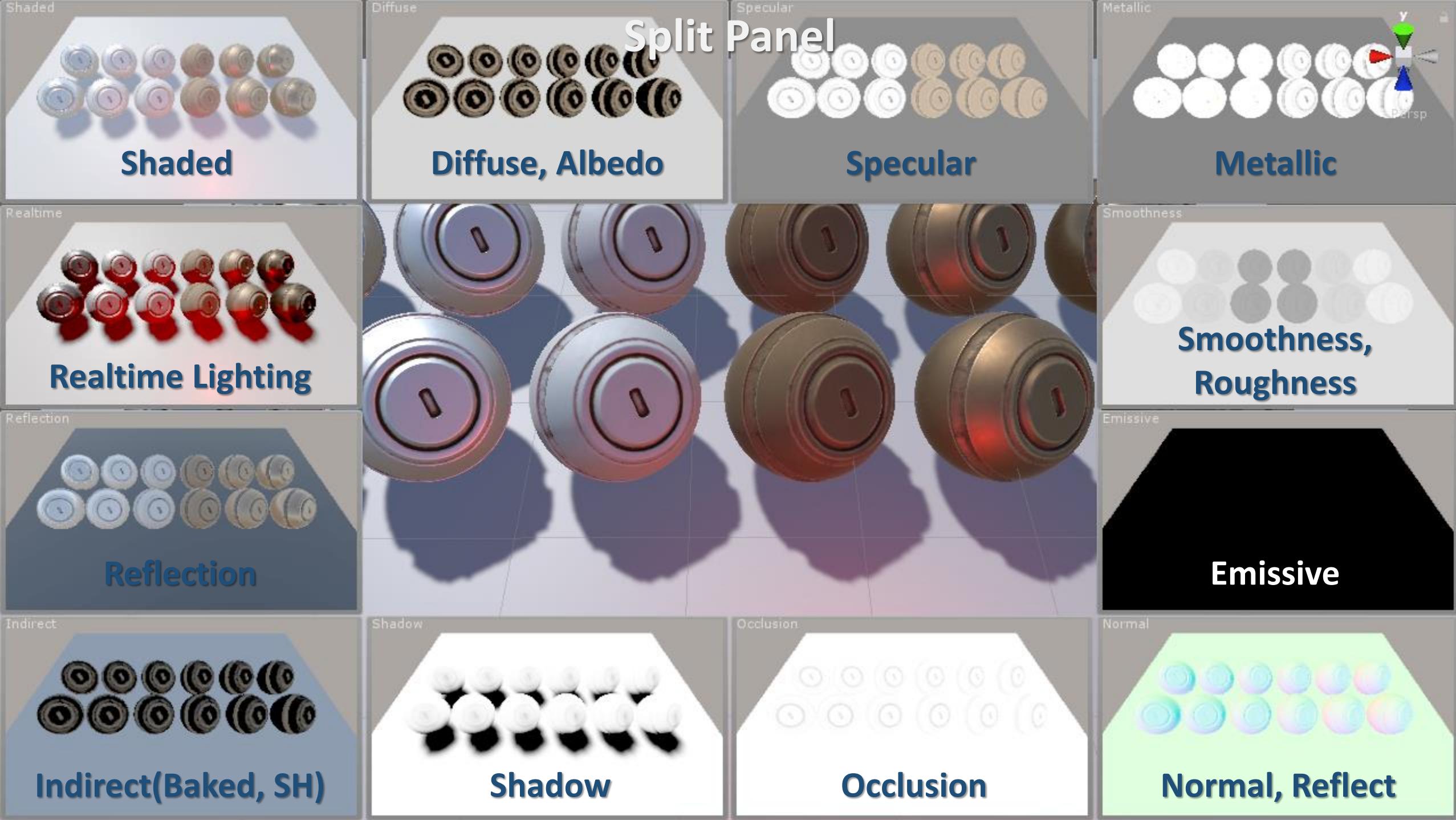


Smoothness



Emissive



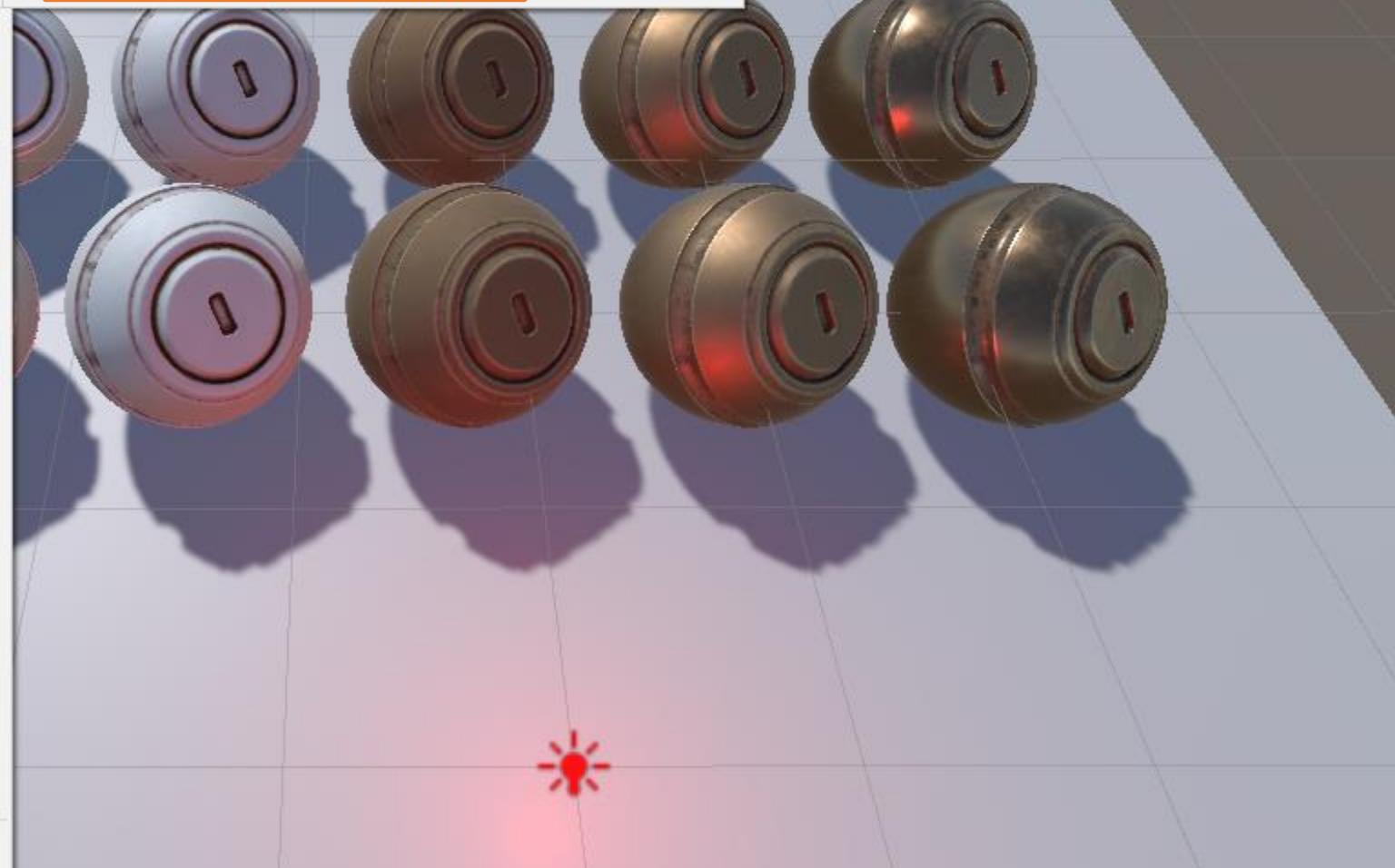


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- Lighting >

- Window Shift+Ctrl+W
- Panel Ctrl+W
- Project Materials to Standard Materials
- Selected Shader Materials to Standard Materials

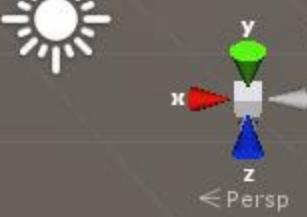
Convert Standard → Standard(Debug)

Revert Standard(Debug) → Standard



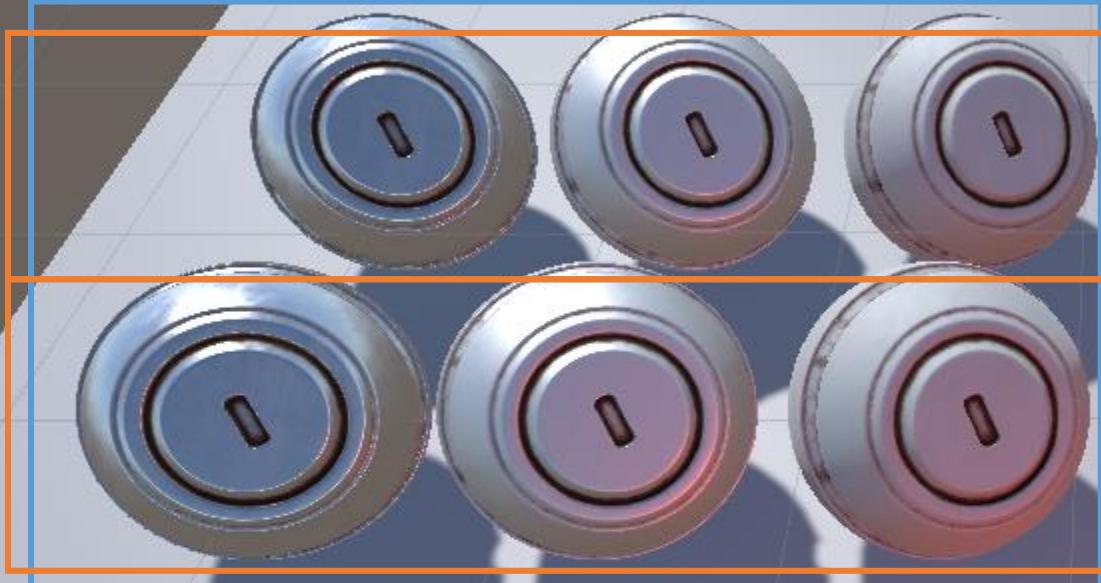
- ✓ Collab
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- Intensity

# Standard Shader

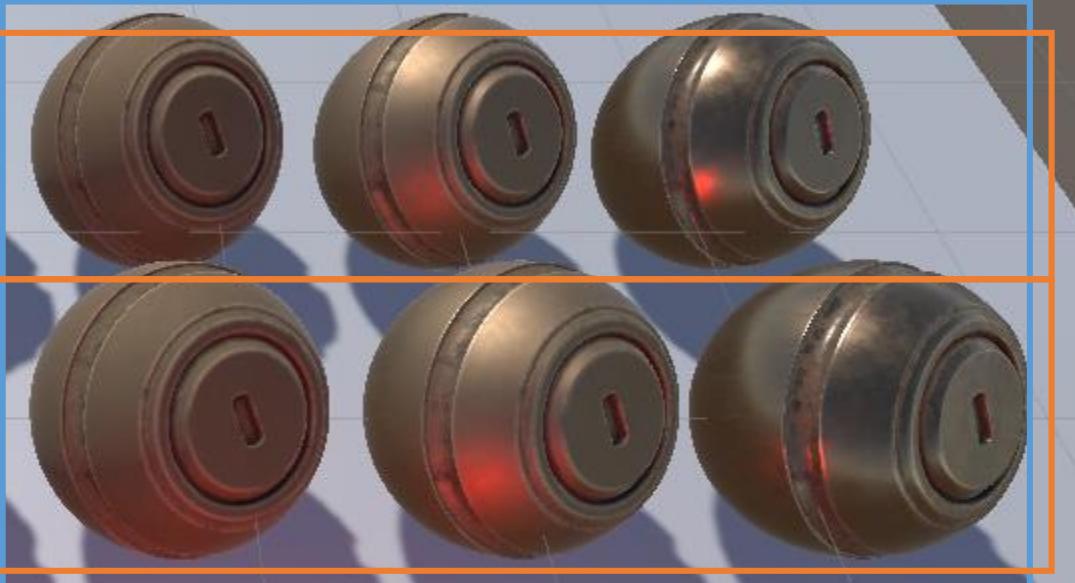




Standard (Specular Setup)



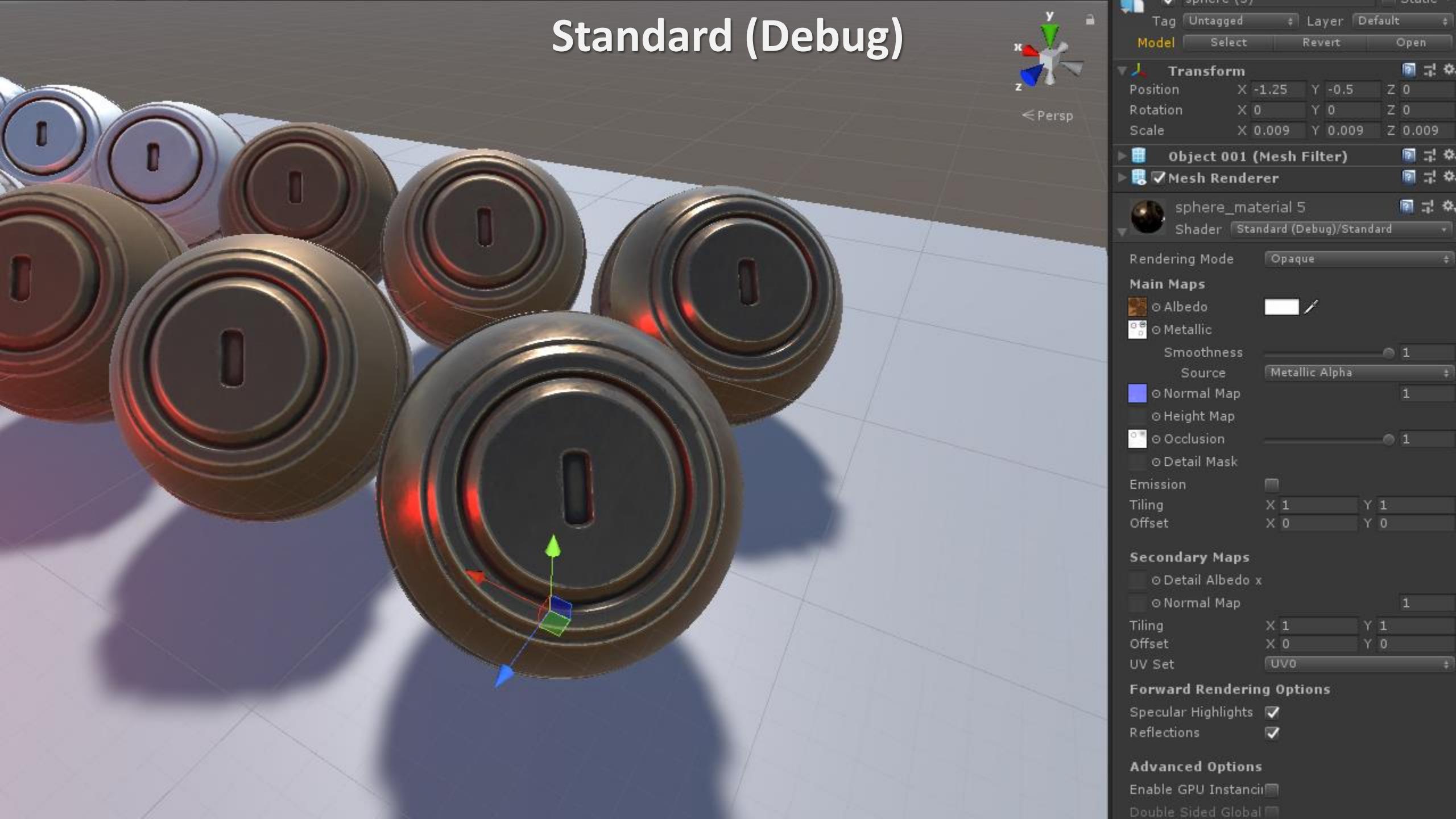
Standard



Amplify  
Shader  
Editor

Standard  
(Debug)

# Standard (Debug)



**Amplify Shader Editor**

**3. Compile**

**Output Node**

- Tessellation
- Outline
- Billboard
- Depth
- ZWrite Mode <Default>
- ZTest Mode <Default>
- Offset
- Extra Depth Pass
- Rendering Options
  - Ambient Light
  - Per Vertex Light
  - Lightmaps
  - Dynamic Global GI
  - Directional lightmaps
  - Built-in Fog
  - Meta Pass
  - Add Pass
  - LOD Group Cross Fade
  - Ignore Projector
  - Force No Shadow Casting
  - Force Enable Instancing
  - Force Disable Instancing
  - Fwd Specular Highlights Toggle
  - Fwd Reflections Toggle
- Disable Batching False
- Rendering Platforms
- Additional Defines

  - Additional Includes
    - UnityPBSLighting.cginc
    - UnityStandardDebug.cginc
  - Please add your includes without the #include "" keywords
  - Additional Pragmas
    - shader\_feature USE\_SHADERDEBUGGER
  - Please add your pragmas without the #pragma keywords

- Custom SubShader Tags
- Dependencies
- Material Properties
  - Albedo
  - Color
  - Metallic

**1. Add Includes**

**2. Add Shader Feature**

**Amplify**

- Albedo
- Normal
- Emission
- Metallic
- Smoothness
- Ambient Occlusion
- Transmission
- Translucency
- Refraction
- Opacity
- Opacity Mask
- Custom Lighting
- Local Vertex Offset
- Local Vertex Normal
- Tessellation
- Debug

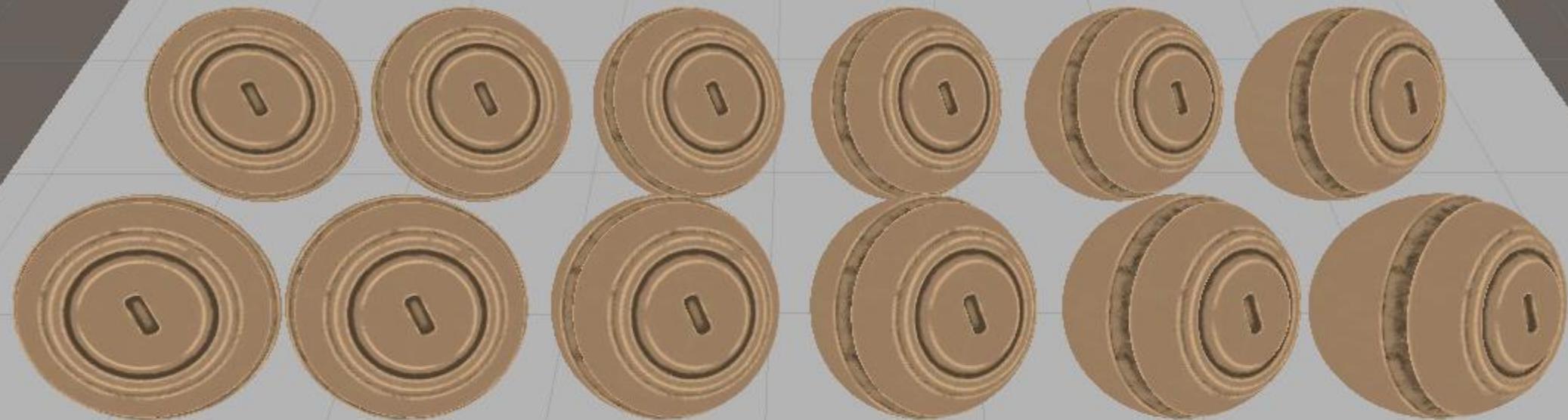
**Applied!**

The screenshot illustrates the Amplify Shader Editor's workflow. It starts with a material graph for a metallic cylinder, featuring nodes for Texture Coordinates, Color, Metallic, Smoothness Scale, BumpScale, Normal Map, Occlusion, Emission, and various Multiply and Lerp nodes. The output of the graph is processed by an Amplify node, which then feeds into a Material Properties panel. The right side of the interface shows a 3D preview of the cylinder with applied materials and a Material Inspector. The interface is divided into several sections: Output Node, Additional Defines, Material Properties, and a large central workspace for the material graph.

Albedo



# Albedo



Albedo Diffuse

Diffuse



# Diffuse

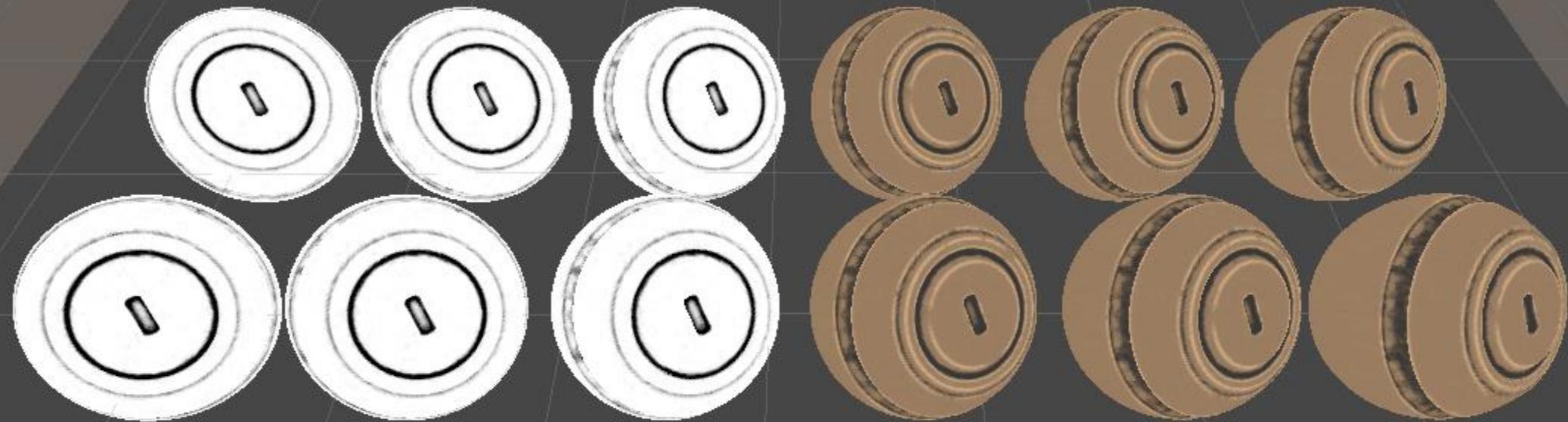


Albedo Diffuse

Specular



# Specular



Metallic

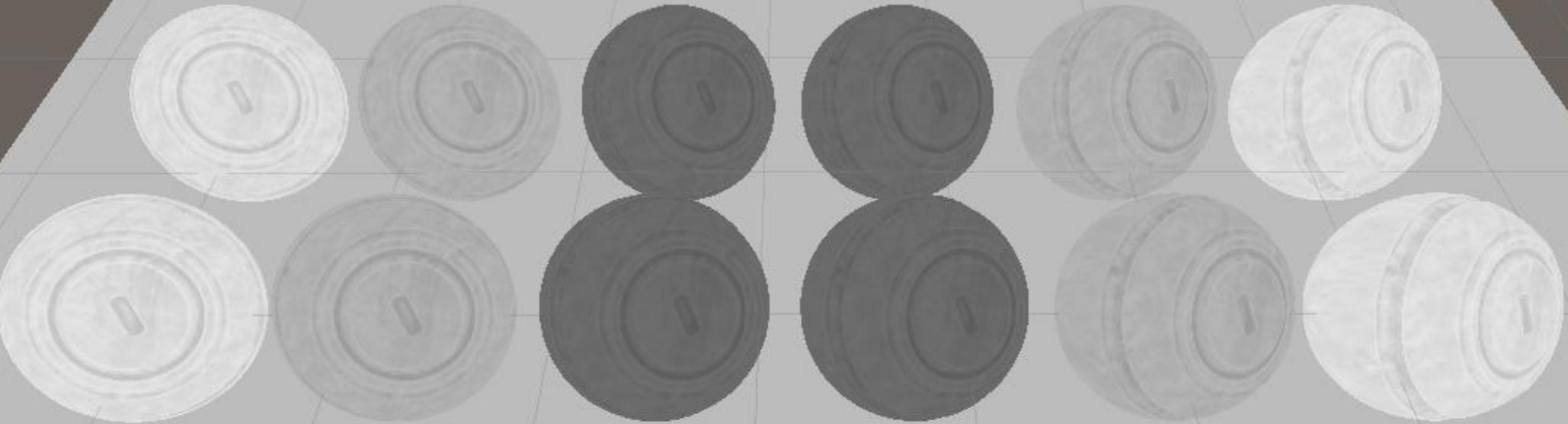
# Metallic



Smoothness



# Smoothness



Smoothness Roughness

Roughness



Smoothness Roughness

Emissive

# Emissive

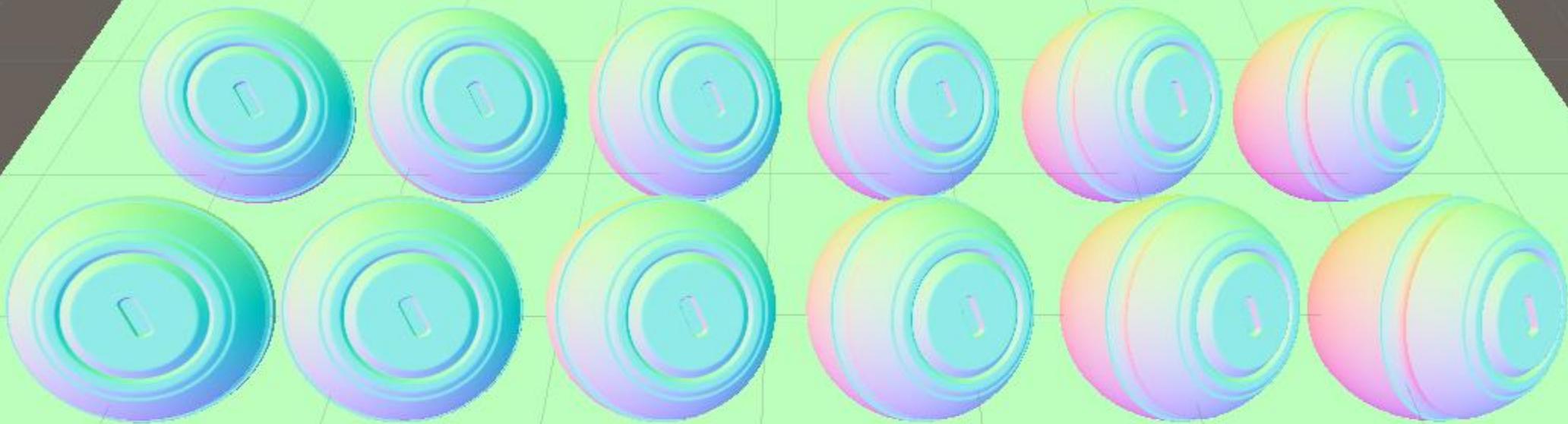


< Persp



Normal

# World Normal



Normal Reflect

Reflect

# View Reflect Vector



Normal Reflect



# Occlusion

Shadow

# Shadow



Indirect

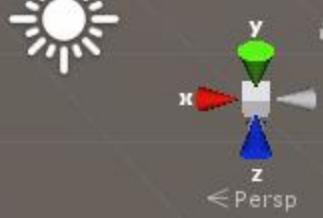
# Indirect



Indirect    Baked    Ambient

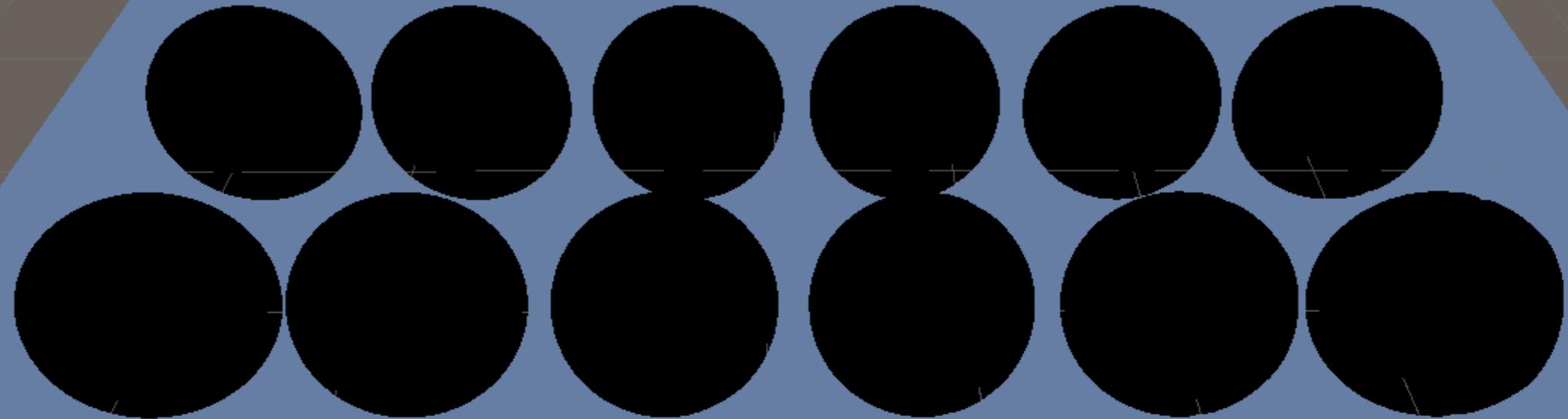
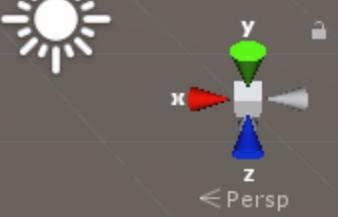
Indirect

# Indirect without Diffuse



Baked

# Baked(Lightmap)

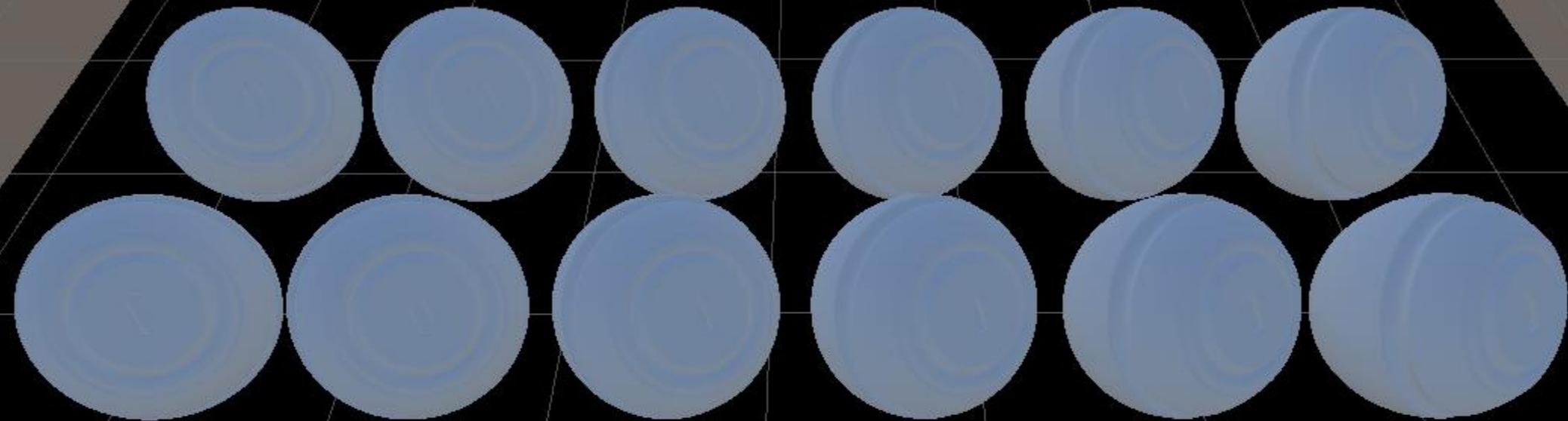


Indirect Baked Ambient c

Ambient



# Ambient(SH + Vertex Lighting)



Indirect Baked Ambient  c

Specular



# Reflection



Reflection Full Metal

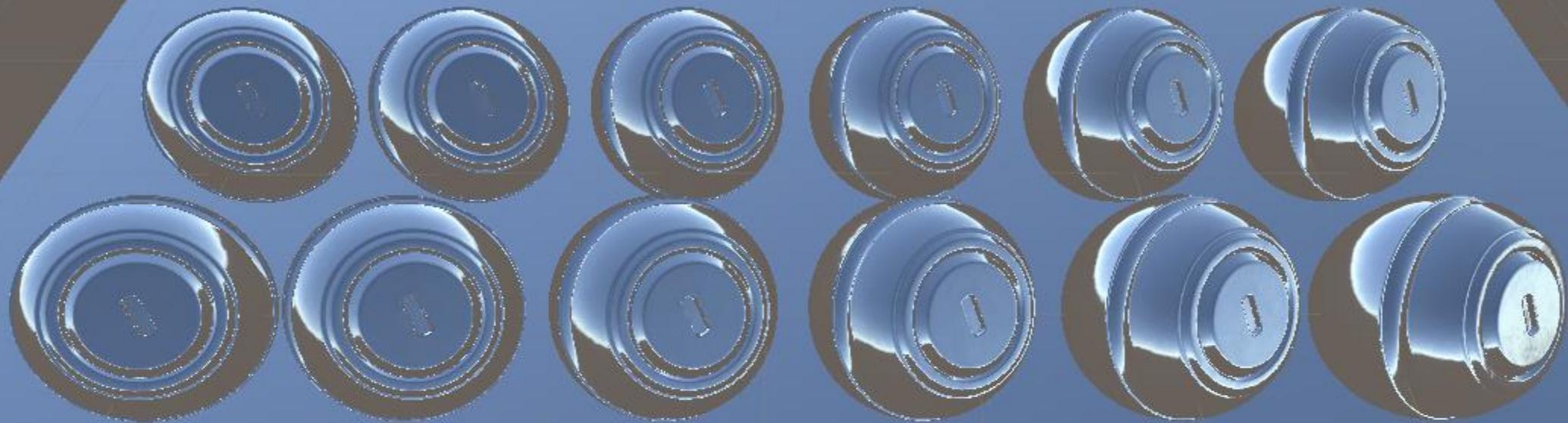




# Reflection without Specular



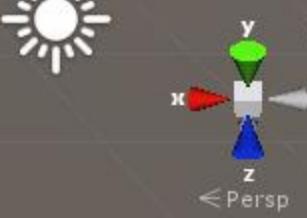
# Reflection Override Smoothness



Reflection Full Metal

Realtime

# Realtime Lighting



Realtime LightOnly

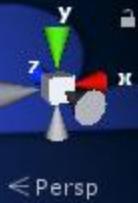
Lightonly



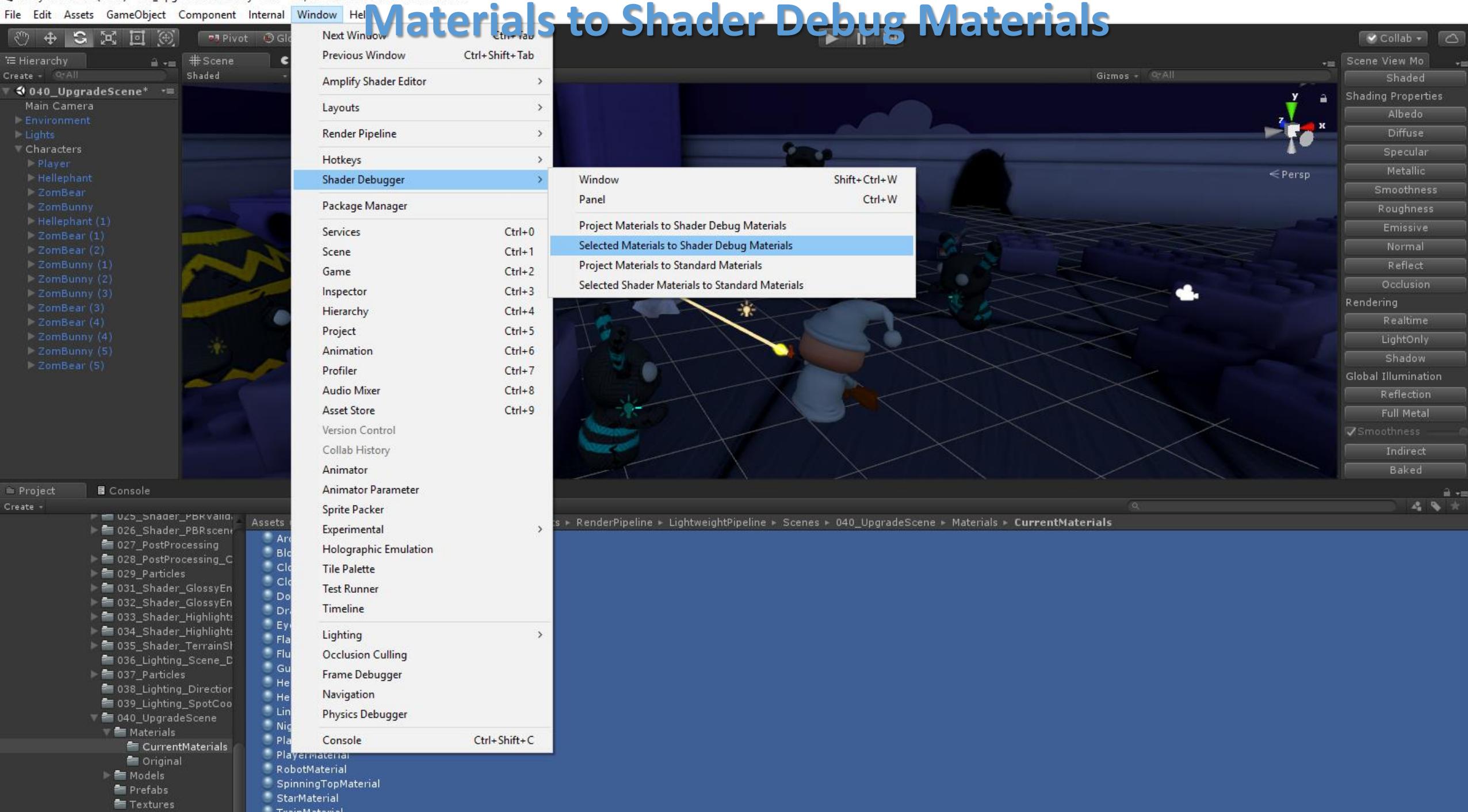
# Lightonly



# Lightweight Render Pipeline



< Persp



# Apply Shader Debugger



# LWRP Albedo

Y  
Z  
X  
Persp



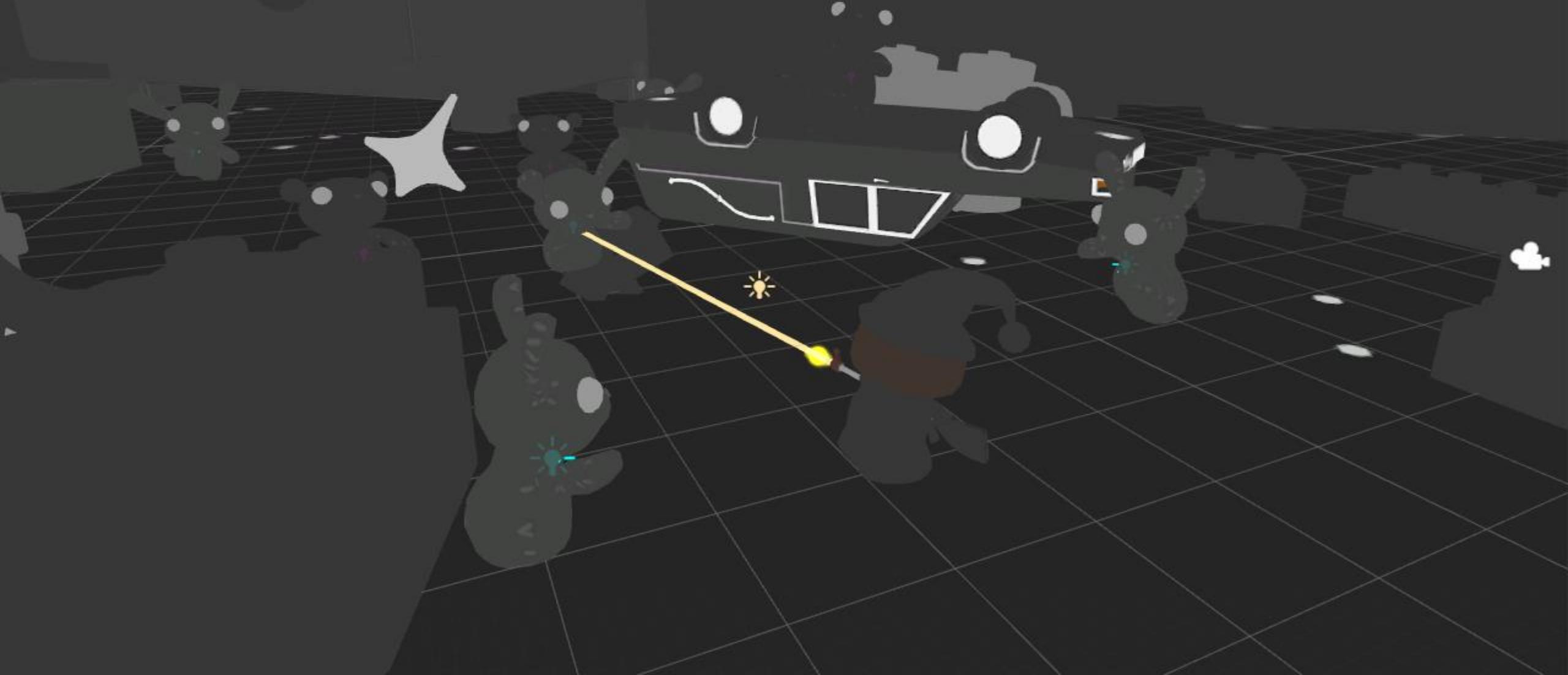
# LWRP Diffuse

Y  
Z  
Persp  
X

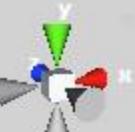


# LWRP Specular

y  
z  
x  
< Persp

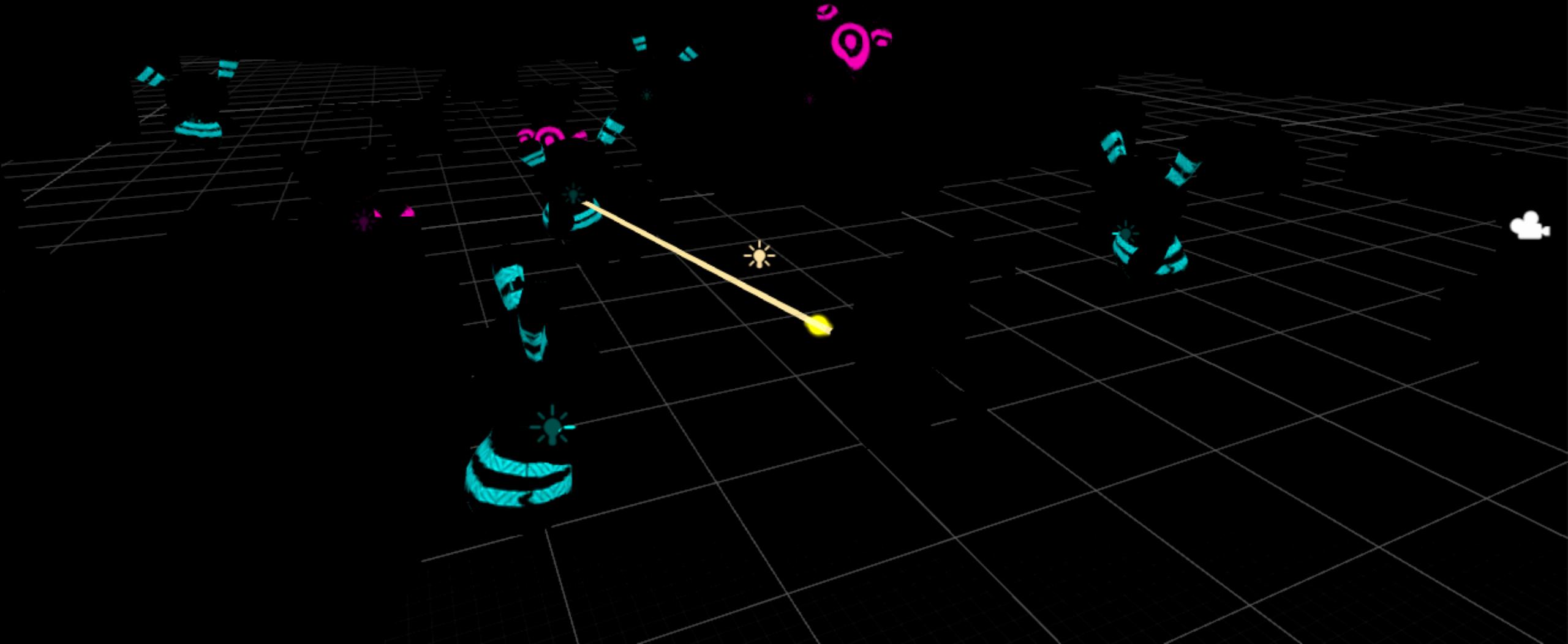


# LWRP Smoothness



# LWRP Emissive

y  
z  
x  
Persp



# LWRP Normal

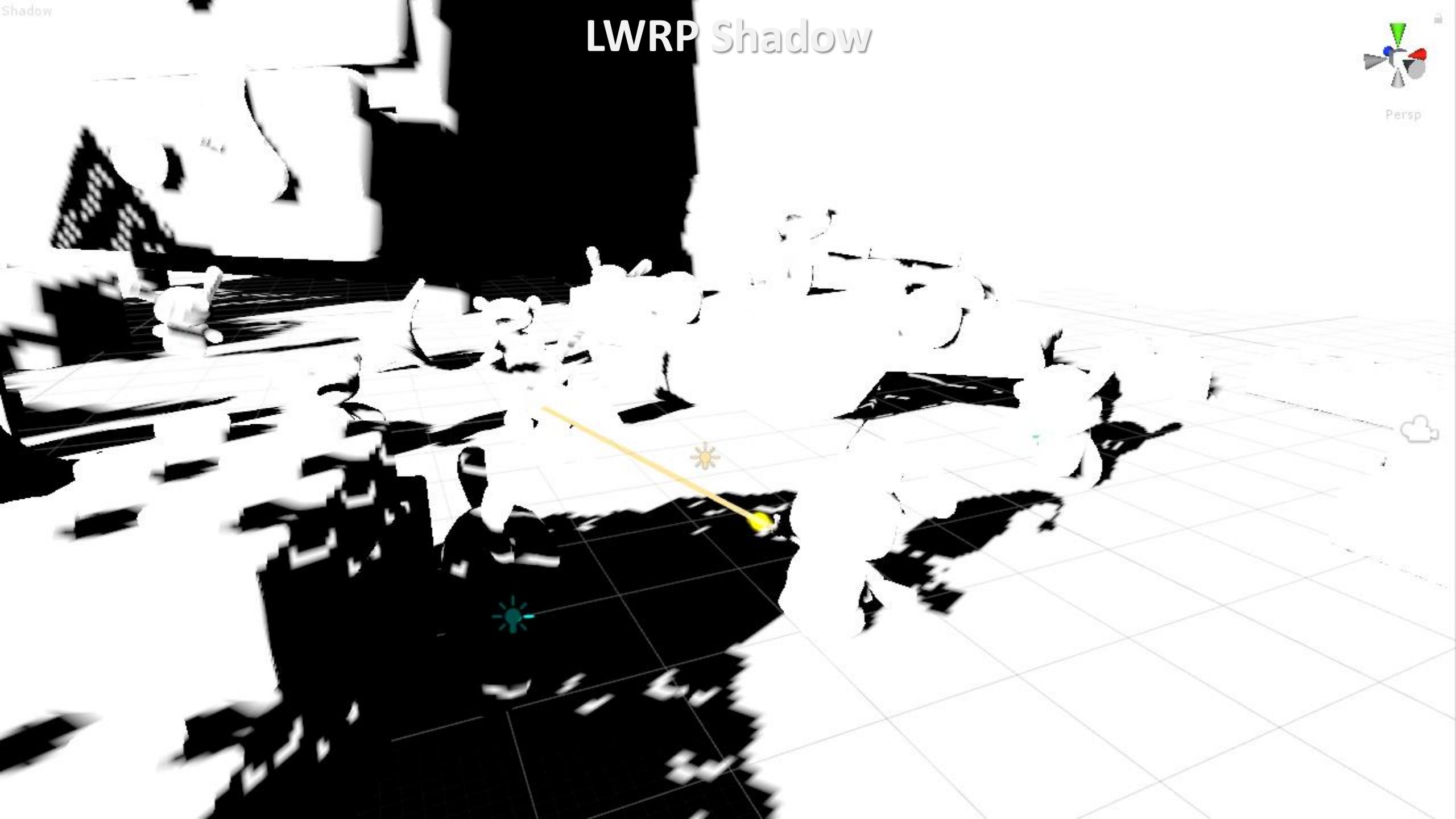


# LWRP Occlusion



Shadow

# LWRP Shadow



# LWRP Realtime Light

y  
z  
x  
Persp



# LWRP Lightonly

y  
z  
x  
← Persp



# LWRP Reflection

y  
z  
x  
Persp



# LWRP Indirect

y  
z  
x  
< Persp

