

# IndiDolls / Common Assets

## 1. Install

- Please install only one of the built-in RP and universal RP according to the project.
- If two things are mixed in one project, an error can occur.
- If an error occurs, please delete it and install only one again.

## 2. Shader

- The appropriate asset includes the following shader.
- IndiDolls\_custom\_shader(\_urp) / Customization Specialized Game Shader
- IndiDolls\_hair\_shader(\_urp) / A simple hair shader for character hair
- IndiDolls\_sky\_shader / Simple gradation color shader for skybox

## 3. Script

- IndiDolls\_custom\_shader\_UI / GUI scripts for custom shaders
- IndiDolls\_hair\_shader\_UI / GUI Scripts for Custom Hair Shaders
- IndiDolls\_Sky\_UI / GUI Script for Custom Skybox Shader
- IndiDolls\_Cam\_Orbit / Simple Orbit Script for Camera Rotation View
- Shader\_convert / Tool script to replace shader made of built-in RP with shader for URP

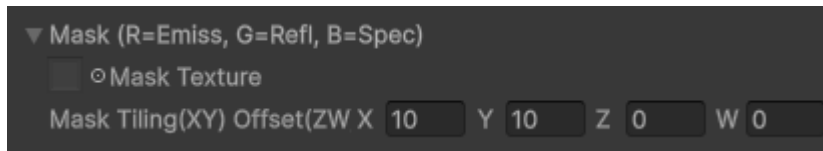
(Only included in URP assets.)

## 4. Scene

- Shader\_test\_scene(\_urp) / This is a scene for shader testing.
- Spheres with various test materials are placed.

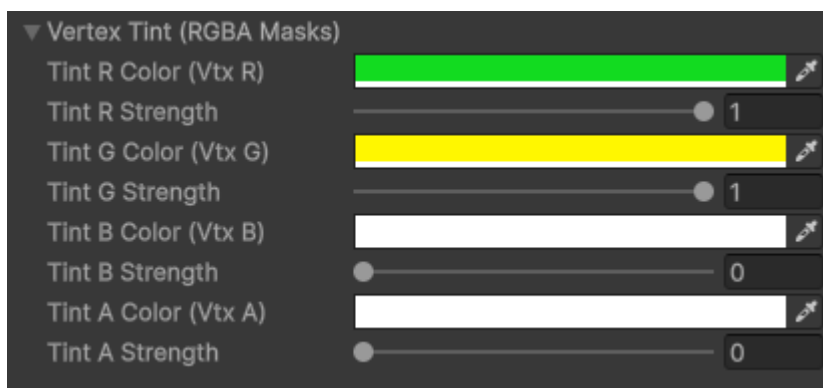
- By applying Orbit scripts to the camera, you can turn the screen in the runtime state.

## 5. Custom Shader / Mask channel



- Each RGB channel of the mask texture is used for the following purposes.
- mask R = emissive Mask Channel
- mask G = Reflection Mask Channel
- mask B = Specular Mask Channel

## 6. Custom Shader / Vertex channel

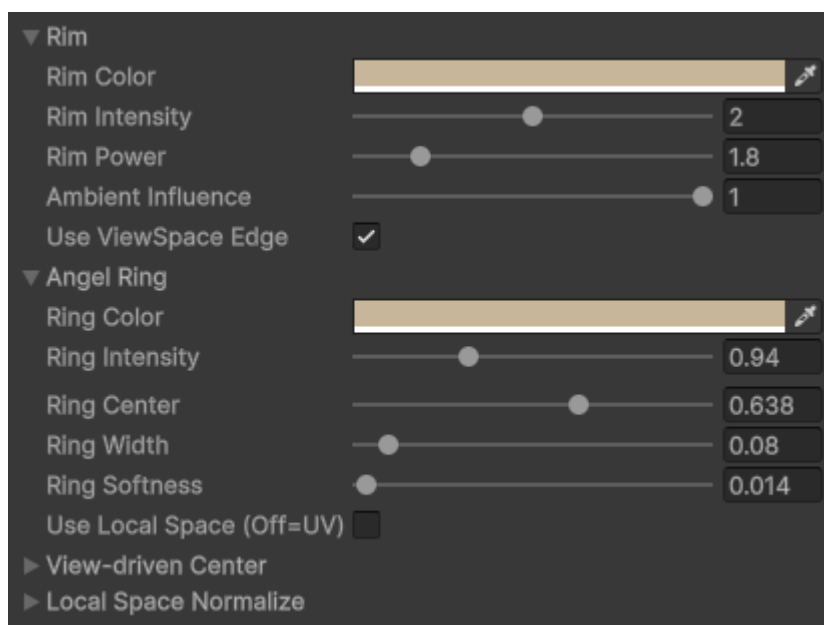


- Prepare by painting the mesh using four types of Vertex Color RGBA channels.
- You can change the color by adjusting the tint color and strength value of each channel.
- If you control each tint parameter in the material, it can be used as a customization option.

## 7. Custom Shader / Others

- Rimlight / Simple Rimlight function. Rimlight can be overlapped up to 2
- Emissive / luminous effects can be applied. If you apply it without mask texture, you can apply it in full
- Extended Specular / Used to brighten a larger area in addition to the basic Specular

## 8. Hair Shader



- You can add Rimlight and hair angeling highlight effects to basic shading.
- It can be set with an appropriate hair shader by adjusting various parameters.
- It can be set to be very light-emitting by applying an emissive effect to the attachment of the angel ring

## 9. URP Shader Bulk Replacement Script (only when installing Common Assets for URP)

- Script to help change the scene set to built-in RP to URP.

- If you select a material to replace with a shader for URP and run the script, it will be changed in batches.