LouiEriksson::Graphics ::Material

+ ~Material()
+ const std::weak_ptr
< Shader > & GetShader
() const noexcept
+ const std::weak_ptr
< Texture > & GetAlbedo
() const noexcept
+ const std::weak_ptr
< Texture > & GetRoughness
() const noexcept
+ const std::weak_ptr
< Texture > & GetMetallic
() const noexcept
+ const std::weak_ptr
< Texture > & GetNormals
() const noexcept
+ const std::weak_ptr
< Texture > & GetDisplacement
() const noexcept
+ const std::weak_ptr
< Texture > & GetAO
() const noexcept
+ const std::weak_ptr
< Texture > & GetEmission
() const noexcept