LouiEriksson::Settings ::Graphics::Material

+ s_AvailableShaders
+ s_CurrentShaderSelection
+ s_Shader
+ s_RoughnessAmount
+ s_DisplacementAmount
+ s_NormalAmount
+ s_EmissionAmount
+ s_AOAmount
+ s_TextureScaleTranslate
+ s_ShadowTechniques
+ s_CurrentShadowTechnique
+ s_ShadowResolutions
+ s_CurrentShadowResolution
Selection
+ s_ShadowSamples
+ s_ShadowBias
+ s_ShadowNormalBias
+ s_ParallaxShadows
+ s_AvailableLightTypes
+ s_CurrentLightType
+ s_LightPosition
+ s_LightRotation
+ s_LightColor
+ s_LightIntensity
+ s_LightRange
+ s_LightAngle
+ s_LightSize

+ UpdateShader()