**Unity Shader基础**

**Unity Shader的结构**

**What:**

**Why:**

**How:**

**Properties属性类型：**

Int, Float, Range, Color, Vector, 2D, Cube, 3D

**渲染状态设置选项：**

Cull, ZTest, ZWrite, Blend

**SubShader的标签类型：**

Queue, RenderType, DisableBatching, ForceNoShadowCasting, IgnoreProjector, CanUseSpriteAtlas, PreviewType

**Pass的标签类型：**

LightMode, RequireOptions