**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