**纹理采样**

**What:**

**Why:**

**How:**

**纹理采样的步骤有哪些？**

1，声明属性

Properties{\_BaseMap("Texture", 2D) = "white" {}}

2，定义纹理和采样器

TEXTURE2D(\_BaseMap);

SAMPLER(sampler\_BaseMap);

3，声明纹理名\_ST属性

UNITY\_DEFINE\_INSTANCED\_PROP(float4, \_BaseMap\_ST)

4，顶点结构体和片元结构体中定义变量

float2 baseUV : TEXCOORD0;

float2 baseUV : VAR\_BASE\_UV;

5，变换纹理和采样

float4 baseST = UNITY\_ACCESS\_INSTANCED\_PROP(UnityPerMaterial, \_BaseMap\_ST);

output.baseUV = input.baseUV \* baseST.xy + baseST.zw;

float4 baseMap = SAMPLE\_TEXTURE2D(\_BaseMap, sampler\_BaseMap, input.baseUV);