**Shader Feature**

**What:**

使用shader feature可以让Unity根据不同的定义条件编译多次，生成多个着色器变体。

**Why:**

**How:**

**使用Shader Feature的步骤**

1. 声明变量

[Toggle(\_CLIPPING)] \_Clipping("Alpha Clipping", Float) = 0

1. 声明shader\_feature

#pragma shader\_feature \_CLIPPING

1. 使用变量

#if defined(\_CLIPPING)

clip(base.a - UNITY\_ACCESS\_INSTANCED\_PROP(UnityPerMaterial, \_Cutoff));

#endif