**Unity3D中实现Hemisphere Lighting**

Posted on 2013年02月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 186 次

[**Unity**](http://www.unitymanual.comhttp:/)3D中实现Hemisphere Lighting [**代码**](http://www.unitymanual.com/category/script)如下：

Shader "Custom/Hemisphere\_Lighting" {  
Properties {  
\_MainTex ("Texture", 2D) = "white" {}  
\_SkyColor("Sky Color",Color)=(1,1,1,1)  
\_GroundColor("Ground Color",Color)=(0,0,0,1)  
}  
SubShader {  
Pass {  
CGPROGRAM  
#pragma vertex vert  
#pragma fragment frag  
#include "UnityCG.cginc"  
float4 \_SkyColor;  
float4 \_GroundColor;  
sampler2D \_MainTex;  
struct v2f {  
float4 pos : SV\_POSITION;  
float2 uv : TEXCOORD0;  
fixed4 color : COLOR0;  
};  
float4 \_MainTex\_ST;  
v2f vert (appdata\_base v)  
{  
v2f o;  
o.pos = mul (UNITY\_MATRIX\_MVP, v.vertex);  
o.uv = TRANSFORM\_TEX (v.texcoord, \_MainTex);

fixed3 tnorm=mul(fixed4(v.normal,1),UNITY\_MATRIX\_MVP);  
float costheta = dot(tnorm, fixed3(0,1,0));  
float a = 0.5 + 0.5 \* costheta;  
o.color=\_SkyColor\*a+(1-a)\*\_GroundColor;  
return o;  
}  
half4 frag (v2f i) : COLOR  
{  
half4 texcol = tex2D (\_MainTex, i.uv);  
texcol.r\*=i.color.r;  
texcol.g\*=i.color.g;  
texcol.b\*=i.color.b;  
return texcol;  
}  
ENDCG  
}  
}  
Fallback "VertexLit"  
}