**Unity3D实现mask遮罩的脚本**

Posted on 2013年04月07日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 259 次

**Unity3D**实现mask遮罩的脚本。

Shader "mask shader"  
{  
Properties  
{  
\_MainTex ("Base (RGB)", 2D) = "white" {}  
\_Mask ("Culling Mask", 2D) = "white" {}  
\_Cutoff ("Alpha cutoff", Range (0,1)) = 0.1  
}  
SubShader  
{  
Tags {"Queue"="Transparent"}  
Lighting Off  
ZWrite Off  
Blend SrcAlpha OneMinusSrcAlpha  
AlphaTest GEqual [\_Cutoff]  
Pass  
{  
SetTexture [\_Mask] {combine texture}  
SetTexture [\_MainTex] {combine texture, previous}  
}  
}  
}