**Unity3D玻璃材质的shader**

Posted on 2013年04月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 332 次

**Unity3D**实现玻璃材质的shader 。

[](http://www.unitymanual.com/wp-content/uploads/2013/04/1112.png)

Unity3D玻璃材质的shader

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|  |  |
| --- | --- |
| 01 | Shader "EnvMapGlass" { |
| 02 |  |
| 03 | Properties { |
| 04 | \_EnvMap ("EnvMap", 2D) = "black" { TexGen SphereMap } |
| 05 | } |
| 06 |  |
| 07 | SubShader { |
| 08 | SeperateSpecular On |
| 09 | Pass { |
| 10 | Name "BASE" |
| 11 | Cull Front |
| 12 | *//Blend One OneMinusDstColor* |
| 13 | Blend One One |
| 14 | BindChannels { |
| 15 | Bind "Vertex", vertex |
| 16 | Bind "normal", normal |
| 17 | } |
| 18 |  |
| 19 | SetTexture [\_EnvMap] { |
| 20 | combine texture |
| 21 | } |
| 22 | } |
| 23 | Pass { |
| 24 | Name "BASE" |
| 25 | ZWrite on |
| 26 | Blend One One |
| 27 | BindChannels { |
| 28 | Bind "Vertex", vertex |
| 29 | Bind "normal", normal |
| 30 | } |
| 31 |  |
| 32 | SetTexture [\_EnvMap] { |
| 33 | combine texture |
| 34 | } |
| 35 | } |
| 36 |  |
| 37 | } |
| 38 |  |
| 39 | Fallback off |
| 40 | } |