**Unity3D脚本：Unity中创建双面材质**

Posted on 2013年02月05日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 359 次

[**Unity**](http://www.unitymanual.com)中创建双面材质：在其它三维软件中设置好的双面材质导入到**[Unity3D](http://www.unitymanual.com/category/script" \t "_blank)**中就失去了效果，不过我们可以通过自定义材质来在**[Unity3D](http://www.unitymanual.com/1842.html" \t "_blank)**中实现双面材质的效果。步骤如下：

在资源库中新建一新shader；代码如下：

Shader "Nature/Vegitation Vertex Lit" {  
Properties {  
\_Color ("Main Color", Color) = (1,1,1,0)  
\_SpecColor ("Spec Color", Color) = (1,1,1,1)  
\_Emission ("Emmisive Color", Color) = (0,0,0,0)  
\_Shininess ("Shininess", Range (0.01, 1)) = 0.7  
\_FrontTex ("Front (RGB)", 2D) = "white" { }  
\_BackTex ("Back (RGB)", 2D) = "white" { }  
}  
SubShader {  
Material {  
Diffuse [\_Color]  
Ambient [\_Color]  
Shininess [\_Shininess]  
Specular [\_SpecColor]  
Emission [\_Emission]  
}  
Lighting On  
SeparateSpecular On  
Blend SrcAlpha OneMinusSrcAlpha  
Pass {  
Cull Front  
SetTexture [\_BackTex] {  
Combine Primary \* Texture  
}  
}  
Pass {  
Cull Back  
SetTexture [\_FrontTex] {  
Combine Primary \* Texture  
}}}}

然后在模型材质中更改shader为上面新建的Nature/Vegitation Vertex Lit这个shader即可实现双面效果。