**使用Shader实现高亮效果**

Posted on 2013年07月25日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 47 次

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|  |  |
| --- | --- |
| 01 | Shader "Rim" |
| 02 | { |
| 03 |  |
| 04 | Properties |
| 05 | { |
| 06 | \_Color ("Main Color", Color) = (1,1,1,1) |
| 07 | \_SpecColor ("Specular Color", Color) = (0.5, 0.5, 0.5, 1) |
| 08 | \_Shininess ("Shininess", Range (0.01, 1)) = 0.078125 |
| 09 | \_MainTex ("Base (RGB) Gloss (A)", 2D) = "white" {} |
| 10 | \_Illum ("Illumin (A)", 2D) = "white" {} |
| 11 | \_BumpMap ("Normalmap", 2D) = "bump" {} |
| 12 | \_EmissionLM ("Emission (Lightmapper)", **Float**) = 0 |
| 13 | \_RimColor ("Rim Color", Color) = (0.26,0.19,0.16,0.0) |
| 14 | \_RimPower ("Rim Power", Range(0.5,8.0)) = 3.0 |
| 15 | } Unity3D教程手册：www.unitymanual.com |
| 16 |  |
| 17 | SubShader |
| 18 | { |
| 19 | Tags { "RenderType"="Opaque" } |
| 20 | LOD 400 |
| 21 | CGPROGRAM |
| 22 |  |
| 23 | #pragma surface surf BlinnPhong |
| 24 |  |
| 25 | sampler2D \_MainTex; |
| 26 | sampler2D \_BumpMap; |
| 27 | sampler2D \_Illum; |
| 28 | fixed4 \_Color; |
| 29 | half \_Shininess; |
| 30 | float4 \_RimColor; |
| 31 | **float** \_RimPower; |
| 32 |  |
| 33 | **struct** Input |
| 34 | { |
| 35 | float2 uv\_MainTex; |
| 36 | float2 uv\_Illum; |
| 37 | float2 uv\_BumpMap; |
| 38 | float3 viewDir; |
| 39 | }; |
| 40 |  |
| 41 | **void** surf (Input **IN**, inout SurfaceOutput o) |
| 42 | { Unity3D教程手册：www.unitymanual.com |
| 43 | fixed4 tex = tex2D(\_MainTex, **IN**.uv\_MainTex); |
| 44 | fixed4 c = tex \* \_Color; |
| 45 | o.Albedo = c.rgb; |
| 46 | o.Gloss = tex.a; |
| 47 | o.Alpha = c.a; |
| 48 | o.Specular = \_Shininess; |
| 49 | o.Normal = UnpackNormal(tex2D(\_BumpMap, **IN**.uv\_BumpMap)); |
| 50 | half rim = 1.0 - saturate(dot(normalize(**IN**.viewDir), o.Normal)); |
| 51 | o.Emission = c.rgb \* tex2D(\_Illum, **IN**.uv\_Illum).a + \_RimColor.rgb \* pow (rim, \_RimPower); |
| 52 | } |
| 53 |  |
| 54 | ENDCG |
| 55 | } |
| 56 | FallBack "Self-Illumin/Bumped Specular" |
| 57 | } |
| 58 |  |
| 59 |  |