**卡通渲染效果脚本**

Posted on 2013年06月24日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 41 次

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| 01 | @script ExecuteInEditMode |
| 02 | **class** EdgeDetectEffectNormals extends ImageEffectBase |
| 03 | { |
| 04 | **var** renderSceneShader : Shader; |
| 05 |  |
| 06 | **private** **var** renderTexture : RenderTexture; |
| 07 | **private** **var** shaderCamera : GameObject; |
| 08 |  |
| 09 | function OnDisable() { |
| 10 | super.OnDisable(); |
| 11 | DestroyImmediate (shaderCamera); |
| 12 | **if** (renderTexture != **null**) { |
| 13 | RenderTexture.ReleaseTemporary (renderTexture); |
| 14 | renderTexture = **null**; |
| 15 | } *//Unity3D教程手册：www.unitymanual.com* |
| 16 | } |
| 17 |  |
| 18 | function OnPreRender() |
| 19 | { |
| 20 | **if** (!enabled || !gameObject.active) |
| 21 | **return**; |
| 22 |  |
| 23 | **if** (renderTexture != **null**) { |
| 24 | RenderTexture.ReleaseTemporary (renderTexture); |
| 25 | renderTexture = **null**; |
| 26 | } |
| 27 | renderTexture = RenderTexture.GetTemporary (camera.pixelWidth, camera.pixelHeight, 16); |
| 28 | **if** (!shaderCamera) { |
| 29 | shaderCamera = new GameObject("ShaderCamera", Camera); |
| 30 | shaderCamera.camera.enabled = **false**; |
| 31 | shaderCamera.hideFlags = HideFlags.HideAndDontSave; |
| 32 | } *//Unity3D教程手册：www.unitymanual.com* |
| 33 |  |
| 34 | **var** cam = shaderCamera.camera; |
| 35 | cam.CopyFrom (camera); |
| 36 | cam.backgroundColor = Color(1,1,1,1); |
| 37 | cam.clearFlags = CameraClearFlags.SolidColor; |
| 38 | cam.targetTexture = renderTexture; |
| 39 | cam.RenderWithShader (renderSceneShader, "RenderType"); |
| 40 | } |
| 41 |  |
| 42 | function OnRenderImage (source : RenderTexture, destination : RenderTexture) |
| 43 | { |
| 44 | **var** mat = material; |
| 45 | mat.SetTexture("\_NormalsTexture", renderTexture); |
| 46 | ImageEffects.BlitWithMaterial (mat, source, destination); |
| 47 | **if** (renderTexture != **null**) { |
| 48 | RenderTexture.ReleaseTemporary (renderTexture); |
| 49 | renderTexture = **null**; |
| 50 | } |
| 51 | } |
| 52 | } |
| 53 |  |