**边缘高光脚本**

Posted on 2013年07月23日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 32 次

Shader代码：

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 01 | Shader "Toon/Basic Outline" { |
| 02 | Properties { |
| 03 | \_Color ("Main Color", Color) = (.5,.5,.5,1) |
| 04 | \_OutlineColor ("Outline Color", Color) = (0,1,0,1) |
| 05 | \_Outline ("Outline width", Range (0.005, 0.01)) = .001 |
| 06 | \_MainTex ("Texture", 2D) = "white" {} |
| 07 | \_BumpMap ("Bumpmap", 2D) = "bump" {} |
| 08 | } |
| 09 |  |
| 10 | CGINCLUDE |
| 11 | #include "UnityCG.cginc" |
| 12 |  |
| 13 | **struct** appdata { |
| 14 | float4 vertex : POSITION; |
| 15 | float3 normal : NORMAL; |
| 16 | }; |
| 17 |  |
| 18 | **struct** v2f { |
| 19 | float4 pos : POSITION; |
| 20 | float4 color : COLOR; |
| 21 | }; |
| 22 |  |
| 23 | uniform **float** \_Outline; |
| 24 | uniform float4 \_OutlineColor; |
| 25 |  |
| 26 | v2f vert(appdata v) { |
| 27 | v2f o; |
| 28 | o.pos = mul(UNITY\_MATRIX\_MVP, v.vertex); |
| 29 |  |
| 30 | float3 norm = mul ((float3x3)UNITY\_MATRIX\_IT\_MV, v.normal); |
| 31 | float2 offset = TransformViewToProjection(norm.xy); |
| 32 |  |
| 33 | o.pos.xy += offset \* o.pos.z \* \_Outline; |
| 34 | o.color = \_OutlineColor; |
| 35 | **return** o; |
| 36 | } |
| 37 | ENDCG |
| 38 |  |
| 39 | SubShader { |
| 40 | Tags { "RenderType"="Opaque" } |
| 41 | UsePass "Toon/Basic/BASE" |
| 42 | Pass { |
| 43 | Name "OUTLINE" |
| 44 | Tags { "LightMode" = "Always" } |
| 45 | Cull Front |
| 46 | ZWrite On |
| 47 | ColorMask RGB |
| 48 | Blend SrcAlpha OneMinusSrcAlpha |
| 49 | *//Unity3D教程手册：www.unitymanual.com* |
| 50 | CGPROGRAM |
| 51 | #pragma vertex vert |
| 52 | #pragma fragment frag |
| 53 | half4 frag(v2f i) :COLOR { **return** i.color; } |
| 54 | ENDCG |
| 55 | } |
| 56 | } |
| 57 |  |
| 58 | SubShader { |
| 59 | Tags { "RenderType"="Opaque" } |
| 60 | UsePass "Toon/Basic/BASE" |
| 61 | Pass { |
| 62 | Name "OUTLINE" |
| 63 | Tags { "LightMode" = "Always" } |
| 64 | Cull Front |
| 65 | ZWrite On |
| 66 | ColorMask RGB |
| 67 | Blend SrcAlpha OneMinusSrcAlpha |
| 68 |  |
| 69 | CGPROGRAM |
| 70 | #pragma vertex vert |
| 71 | #pragma exclude\_renderers shaderonly |
| 72 | ENDCG |
| 73 | SetTexture [\_MainTex] { combine primary } |
| 74 | } |
| 75 | }*//Unity3D教程手册：www.unitymanual.com* |
| 76 | SubShader { |
| 77 | Tags { "RenderType" = "Opaque" } |
| 78 | CGPROGRAM |
| 79 | #pragma surface surf Lambert |
| 80 | **struct** Input { |
| 81 | float2 uv\_MainTex; |
| 82 | float2 uv\_BumpMap; |
| 83 | }; |
| 84 | sampler2D \_MainTex; |
| 85 | sampler2D \_BumpMap; |
| 86 | **void** surf (Input **IN**, inout SurfaceOutput o) { |
| 87 | o.Albedo = tex2D (\_MainTex, **IN**.uv\_MainTex).rgb; |
| 88 | o.Normal = UnpackNormal (tex2D (\_BumpMap, **IN**.uv\_BumpMap)); |
| 89 | } |
| 90 | ENDCG |
| 91 | } |
| 92 |  |
| 93 | Fallback "Diffuse" |
| 94 | } |