



-



- 2 Video alpha



- Material Override: **VideoLDR** Quad **Universal Reader**; **Pipeline/Unlit** **Surface Type transparent** **
- Render Texture:



<https://iovhm.com/book/books/u3dblenderunity3d/page/01161>

#5
8 2025 03:41:36
9 2025 02:41:42