

shader shader

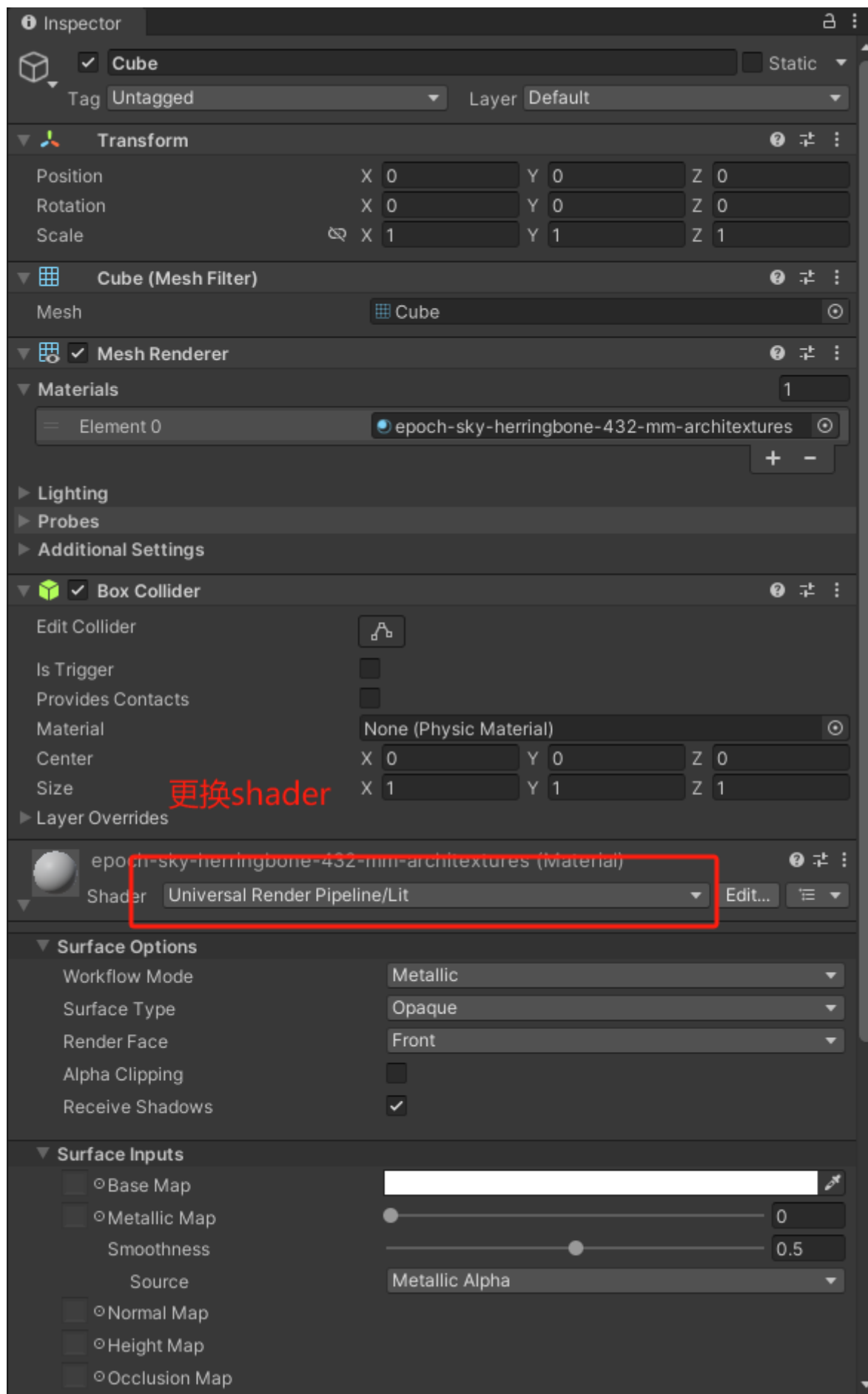
shader

create > shader graph > URP > lit shader graph

- lit shader graph: shader
- unlit shader graph: shader

shader shader shader shader shader

shader > shader graphs > new-cus-shaper



shader

shader3D

-
-
-

new-cus-shader

Shader Graphs

MainTexture

Texture2D

MainColor

Color

new-cus-shader

Parameter Input

Texture2D

Color

Vertex

Object Space

Position(3)

Normal(3)

Tangent(3)

Fragment

Base Color(3)

Tangent Space

Normal (Tangent Space)(3)

X 0

Metallic(1)

X 0.5

Smoothness(1)

+CR

Emission(3)

X 1

Ambient Occlusion(1)

Graph Inspector

Node Settings

Graph Settings

Main Preview



