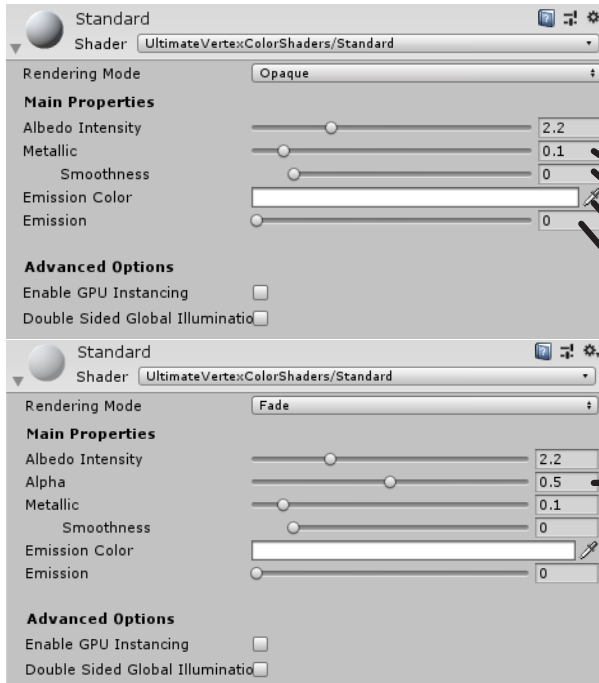


Ultimate Vertex Color Shaders - Standard



Rendering Modes:

Opaque - Default, solid objects with no transparent areas.

Transparent - Used for rendering clear objects, lighting remains.

Fade - Allows alpha to fade out the object.

Albedo Intensity - Amount of Diffuse Reflection. Low is lighter, High is darker.

Metallic - How metallic or non-metallic the surface is.

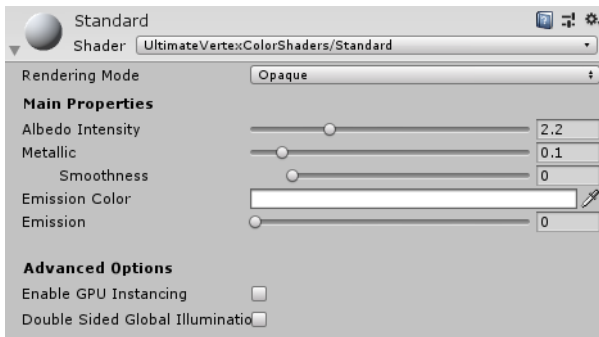
Smoothness - Microsurface detail, how light bounces off.

Emission Color - Color for Emission Slider

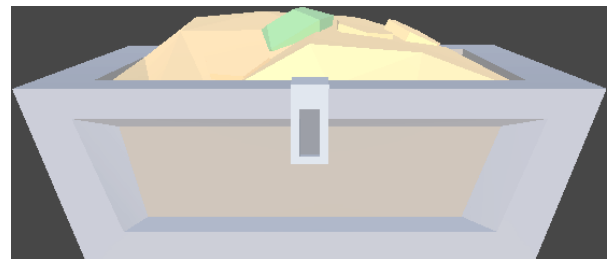
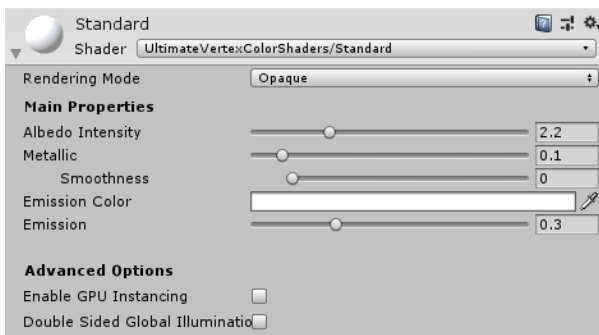
Emission - Makes object a light source

Alpha - Used in Fade and Transparent modes. How transparent the model is.

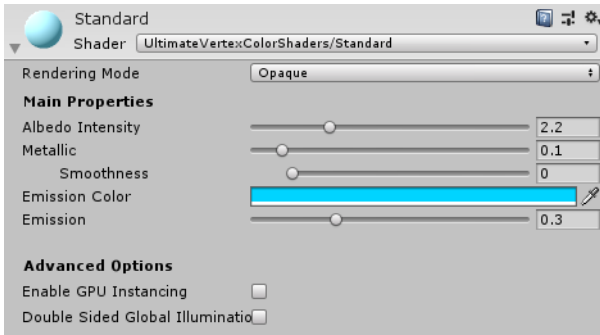
Opaque - Default



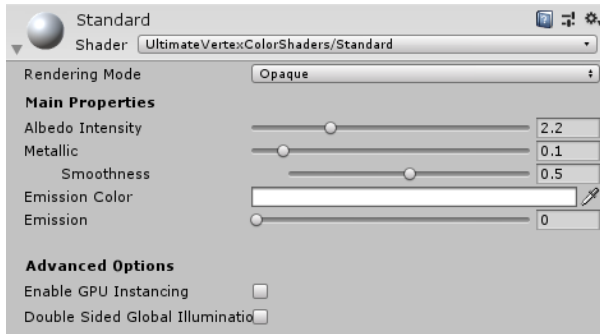
Opaque with Emission



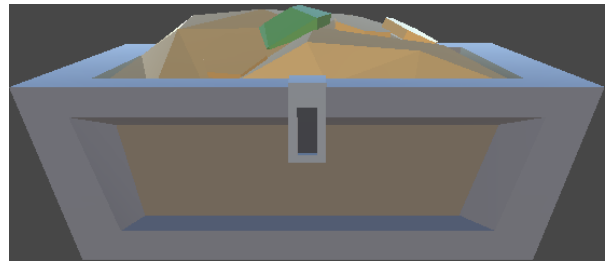
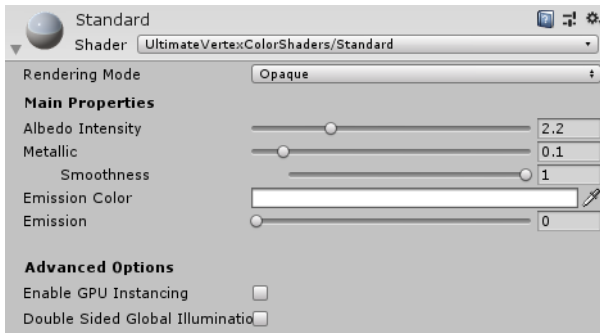
Opaque with Blue Emission



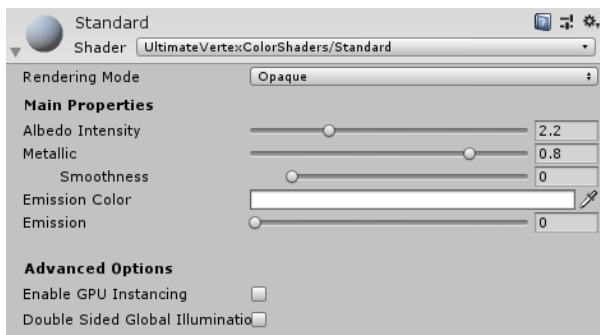
Opaque with Half Smoothness



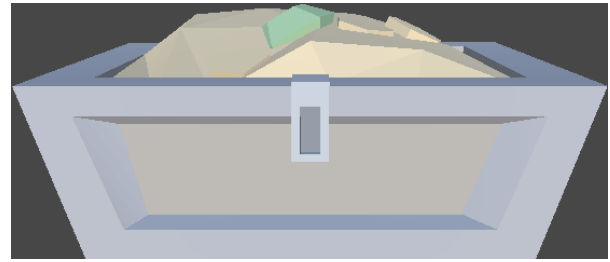
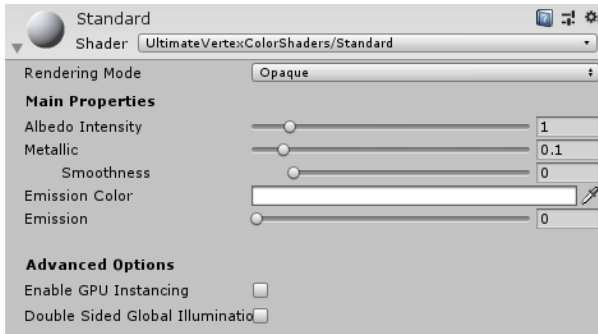
Opaque with Full Smoothness



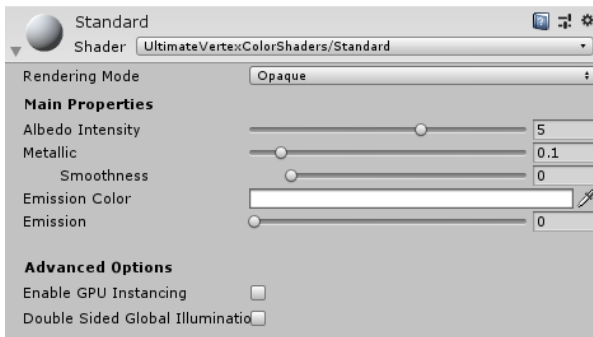
Opaque with Higher Metallic



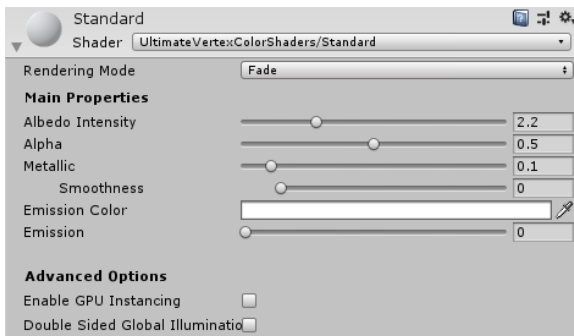
Opaque with Low Albedo



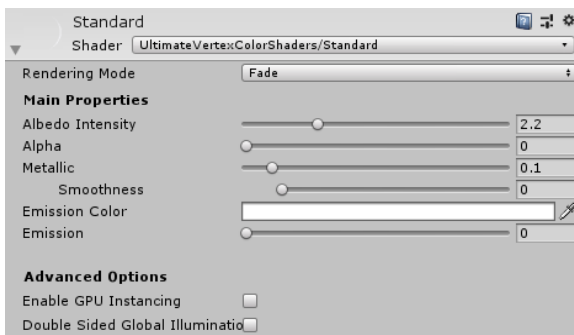
Opaque with High Albedo



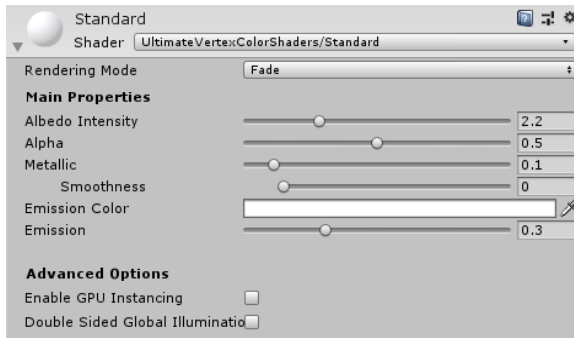
Fade with Half Alpha



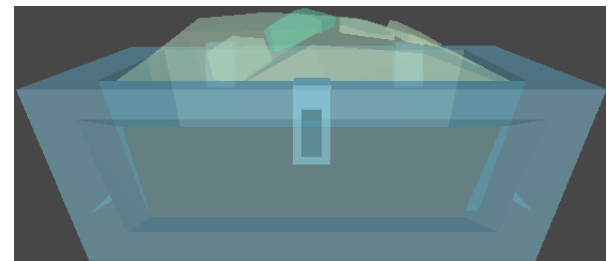
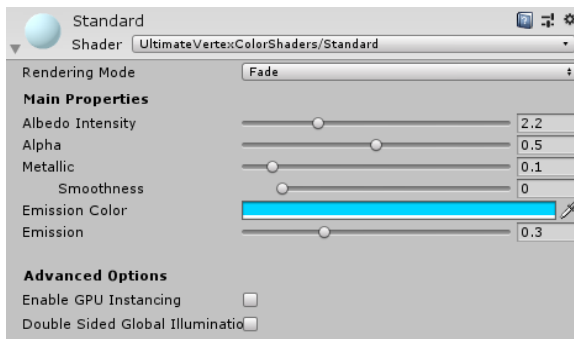
Fade with Zero Alpha



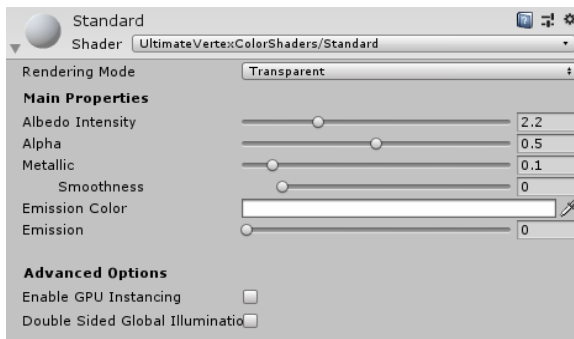
Fade with Half Alpha and Emission



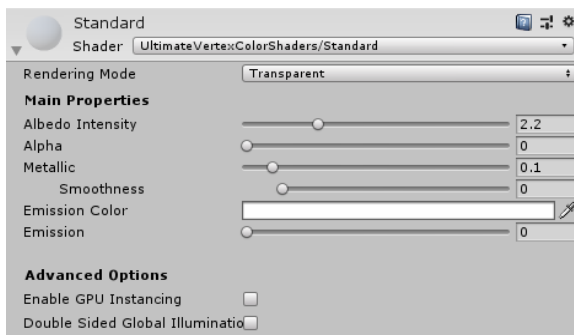
Fade with Half Alpha and Blue Emission



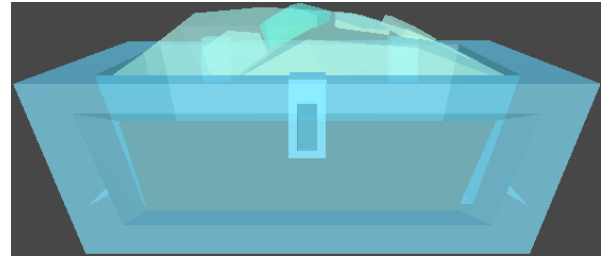
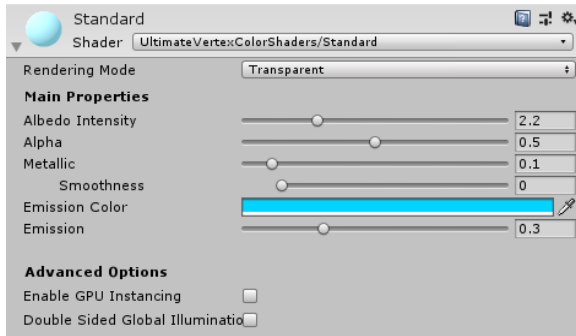
Transparent with Half Alpha



Transparent with Zero Alpha



Transparent with Half Alpha and Blue Emission



Transparent with Zero Alpha and Blue Emission

