

# 关注我们

## Unity 动态

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知乎: Unity 官方

抖音: Unity 官方

Unity 官方网站: [unity.cn](http://unity.cn)

## Unity 学习资源

Unity 中文课堂: [learn.u3d.cn](http://learn.u3d.cn)

问答社区: [unity.cn/ask](http://unity.cn/ask)

技术专栏: [unity.cn/articles](http://unity.cn/articles)

中文文档: [docs.unity.cn](http://docs.unity.cn)

资源商店: [assetstore.unity.com](http://assetstore.unity.com)

Unity 集训营: [unity.cn/university](http://unity.cn/university)

## 产品交流QQ群

Plastic SCM: 825450743

游戏云: 550832645

Instant Game: 628540768

URP 通用渲染管线: 1085557897

Unity 性能分析工具: 1029672930





# Unity HDRP材质应用详解

讲师：杨栋



# PPT下载



链接: <https://pan.baidu.com/s/1CIHyF5jG2llfuMVC2YNQFA>

提取码: 2021

# HDRP支持的平台

- ✓ Windows 和 Windows Store, 支持 DirectX 11 或 DirectX 12, 以及 Shader Model 5.0
- ✓ Google Stadia
- ✓ Sony
  - ✓ PlayStation 4
  - ✓ PlayStation 5
- ✓ Microsoft
  - ✓ Xbox One
  - ✓ Xbox Series X 和 Xbox Series S
- ✓ 使用 Metal graphics 的 MacOS (最低版本 10.13)
- ✓ 使用 Vulkan 的 Linux 和 Windows 平台
- ✓ 支持实时光线追踪功能 \*\*

# HDRP学习资料

<https://github.com/Unity-Technologies/FontainebleauDemo>

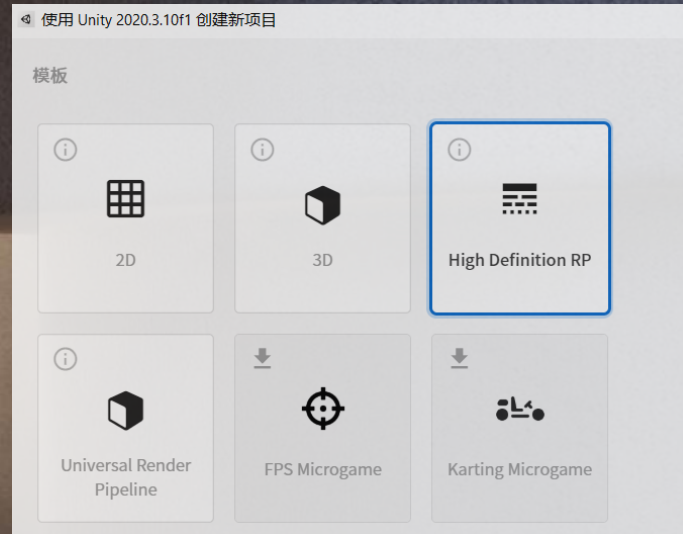


Made with



<https://github.com/Unity-Technologies/SpaceshipDemo>





内置HDRP模板 (Unity 2020.2版本及以上)





## The Heretic: Digital Human

 Unity Technologies  
★★★★☆ 4 | 23 Reviews

**FREE**

[Download](#)

[♥](#) [Add to List](#) [Share](#)



## The Heretic: VFX Character

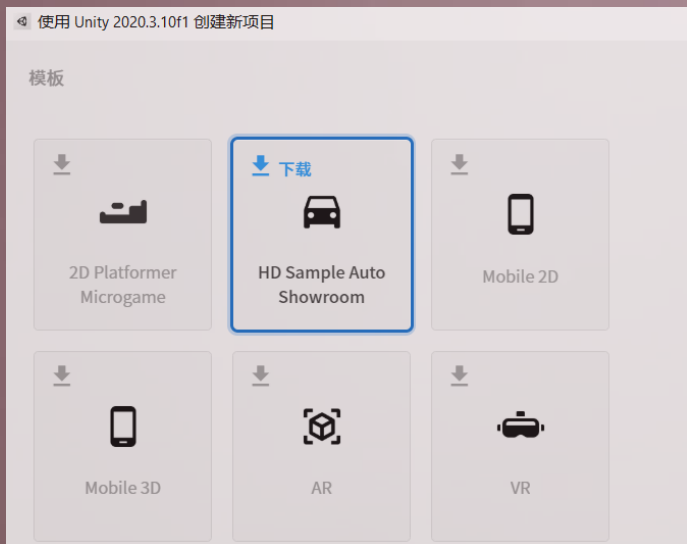
 Unity Technologies  
★★★★★ 5 | 3 Reviews

**FREE**

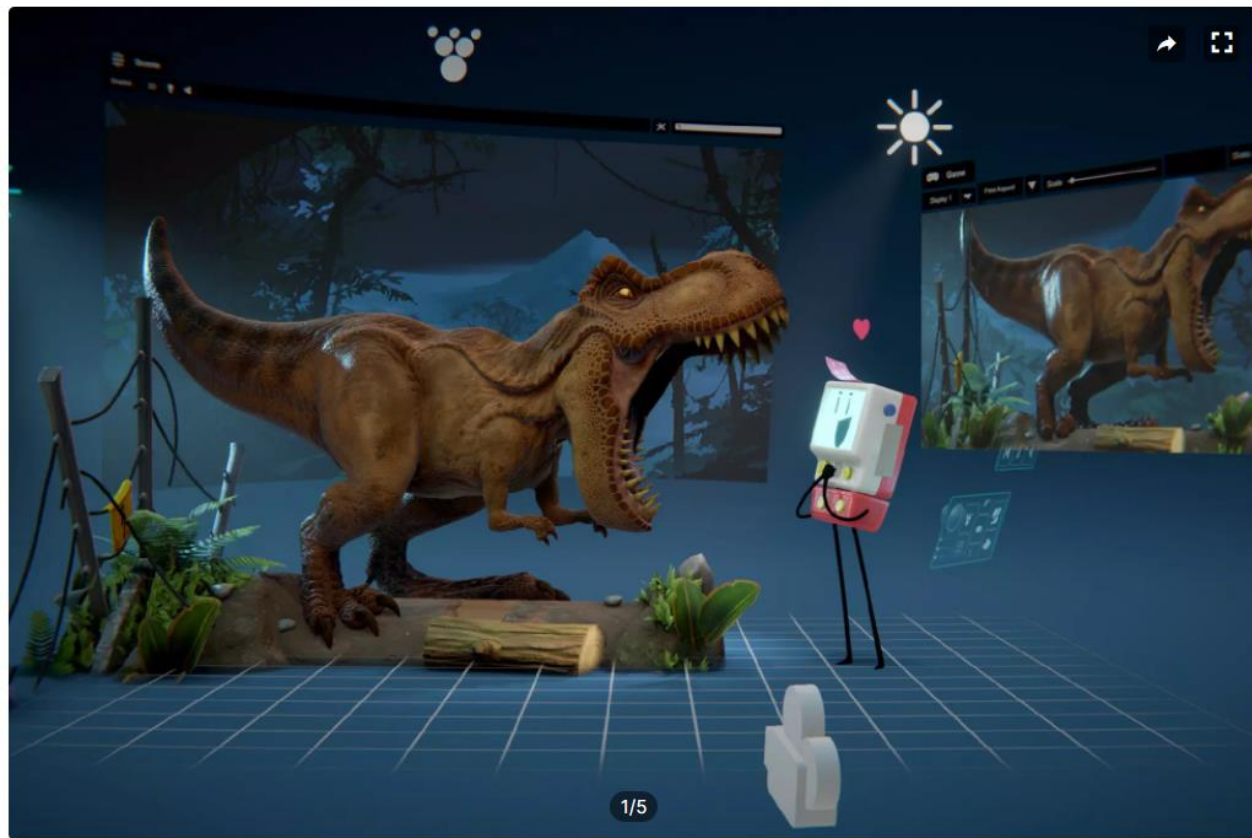
[Download](#)

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# 内置汽车项目HDRP模板



# 最新影视动画HDRP模板项目




## Cinematic Studio Sample

 Unity Technologies ★★★★★ 5 | 5 Reviews

FREE

[Open in Unity](#) 

 HIBIKI\_entertainment

★★★★★ 9 days ago

### Incredible asset for those in cinematics

This asset is deeply involved and showcases a full production for animation, cinematics and audio. It's beautifully put together and shows gives a lo...  
[Read more reviews](#)

License agreement [Standard Unity Asset Store EULA](#)

License type [Extension Asset](#)

File size 192.3 MB

Latest version 1.0

Latest release date May 3, 2021

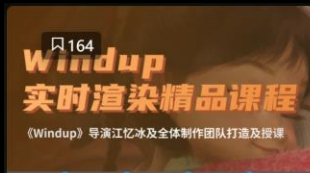
Supported Unity versions 2020.3.0 or higher

# 炼金实验室场景 <https://github.com/Unity-Technologies/VRAlchemyLab>

- 适用于游戏类项目
- 卡通风格
- Unity 2019.3.6 及以上版本
- HDRP 7.3.1 及以上版本



# Unity中文课堂 HDRP相关课程



《Windup》实时渲染动画全流程技术美术高级课  
高级 • 1,200 分钟

价格: ¥3999



Windup



Unity HDRP 打光教程  
白天和夜晚场景打光

Unity HDRP室外场景打光流程分享(下篇)-白天和  
中级 • 120 分钟

价格: 免费



杨栋



Unity HDRP 打光教程  
UE场景转Unity HDRP

Unity HDRP室外场景打光流程分享(上篇)-UE4场  
中级 • 120 分钟

价格: 免费



杨栋



《Unity 影视化实时渲染案例课》

转场特效、数字人类、场景灯效...  
《异教徒》制作幕后官方解密

Unity 影视化实时渲染案例课之《异教徒》艺术效  
高级 • 180 分钟

价格: ¥299



Unity官方



视频



栋哥带你学Unity实时光追系列

中级 • 120 分钟

价格: 免费



杨栋

视频



Unity引擎影视动画入门课程

初级 • 290 分钟

价格: ¥99



逸宁

视频



Unity 2020.2 - HDRP最新模板项目 (全方位讲解)

初级 • 60 分钟

价格: 免费



杨栋



Unity 高清渲染管线 HDRP 入门

初级 • 180 分钟

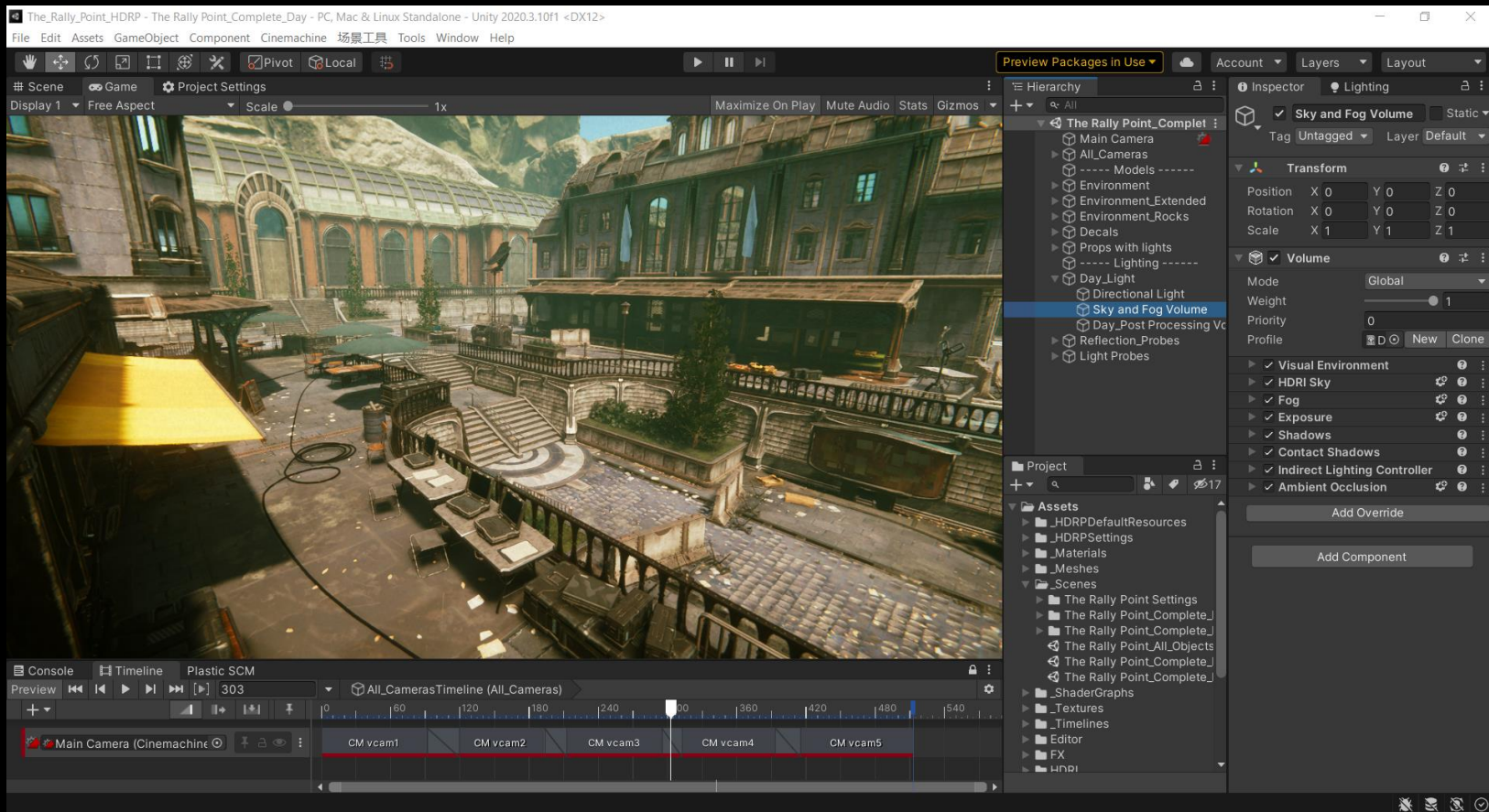
价格: ¥99



xiao霖

<https://learn.u3d.cn/tutorial/unity-hdrp-outdoor-lighting-part1>

<https://learn.u3d.cn/tutorial/unity-hdrp-outdoor-lighting-part2>



<https://assetstore.unity.com/packages/3d/environments/urban/archvizpro-interior-vol-7-155448>

Home > 3D > Environments > Urban > ArchVizPRO Interior Vol.7



## ArchVizPRO Interior Vol.7



ArchVizPRO

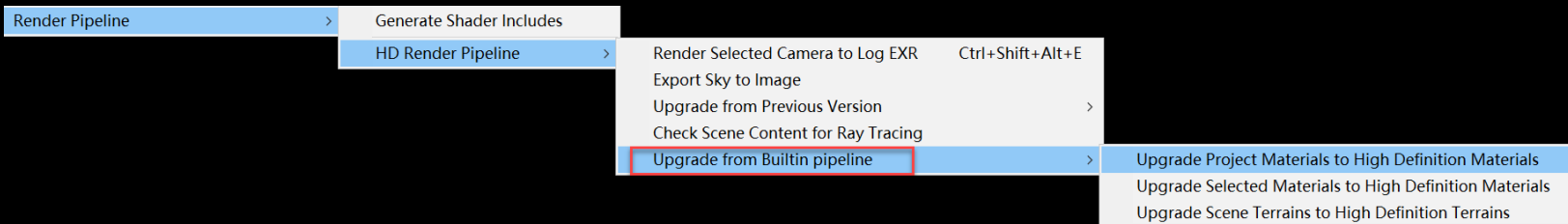
★★★★★ 5 | 5 Reviews

# 示例工程

# 内置渲染管线材质 **转** HDRP材质



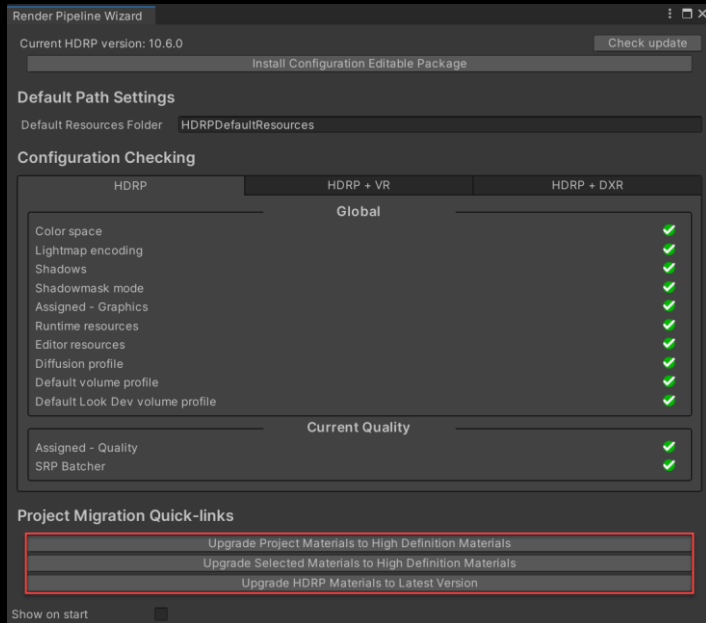
# 内置 (Builtin) 渲染管线材质 转 HDRP材质



- 内置渲染管线的Standard 标准材质可自动转 HDRP Lit

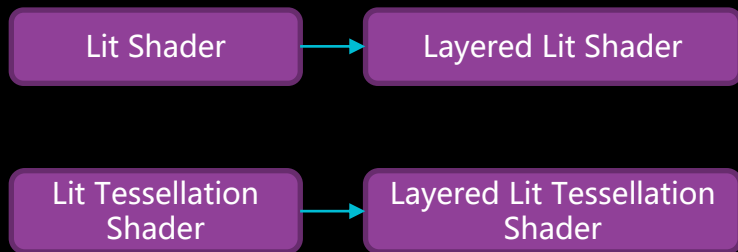
```
static readonly string Standard = "Standard";  
static readonly string Standard_Spec = "Standard (Specular setup)";  
static readonly string Standard_Rough = "Autodesk Interactive";
```

- 自定义手写Shader需要手动转 (手写 / 使用Shader Graph)
- URP管线的Lit Shader目前无法自动转成HDRP Lit

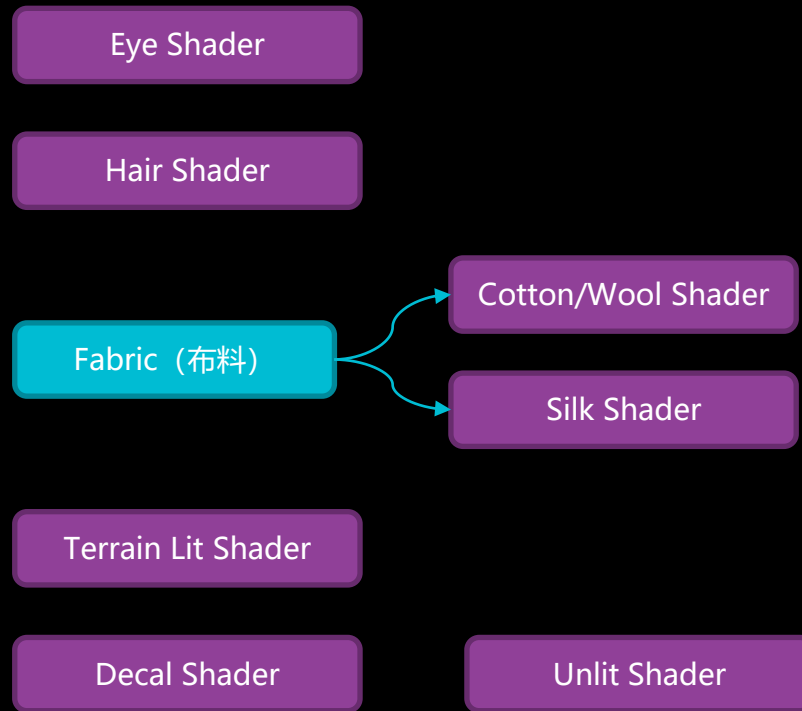


# HDRP材质分类

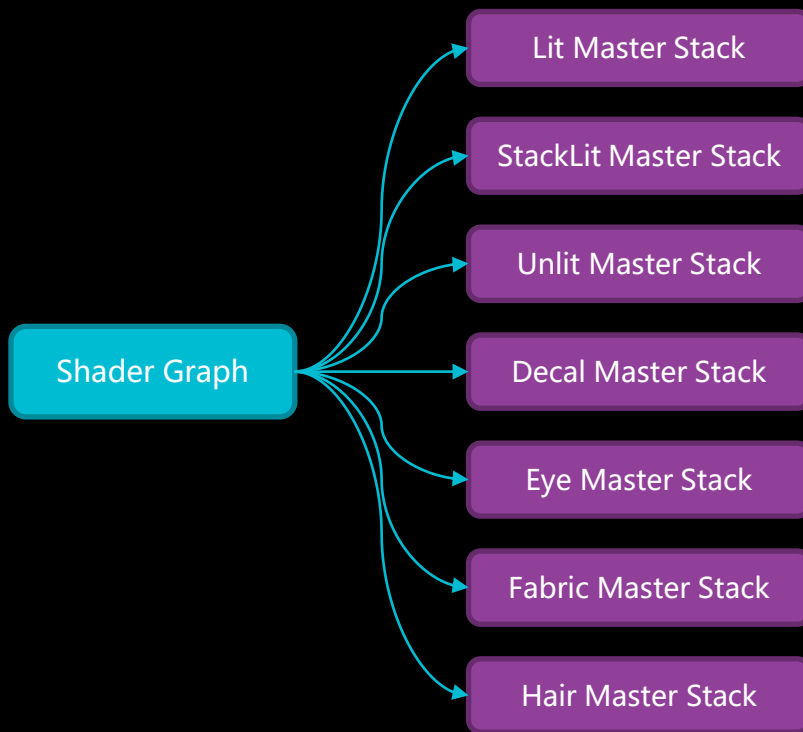
## 常用着色器



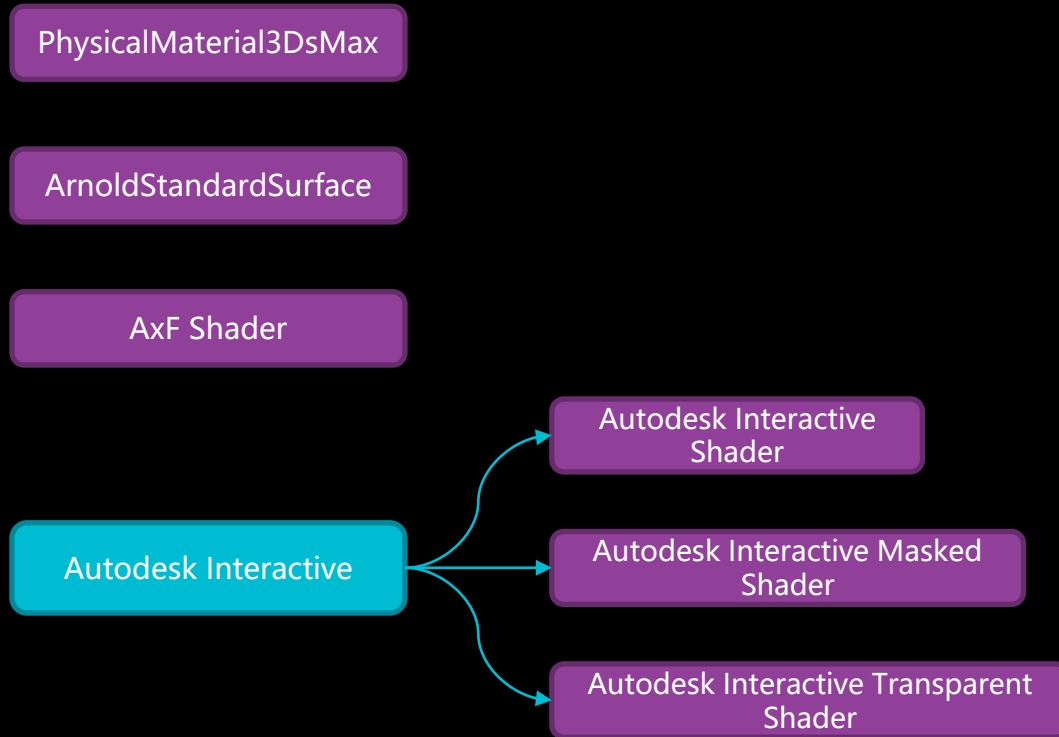
## 专用着色器



## Shader Graph 中用于制作自定义着色器的 HDRP Master Stack



# 行业着色器



# HDRP Lit 着色器

常见材质的制作

# Lit Shader

Statue\_Deer (Material) Shader HDRP/Lit Edit...

**Surface Options**

- Surface Type: Opaque
- Rendering Pass: Default
- Cull Mode: Back
- Alpha Clipping:
- Double-Sided:
- Material Type: Standard
- Receive Decals:
- Receive SSR/SSGI:
- Geometric Specular AA:
- Displacement Mode: None

**Surface Inputs**

- Base Map:
- Metallic: 0
- Smoothness: 0.5
- Mask Map:
- Normal Map Space: TangentSpace
- Normal Map: 1
- Bent normal map:
- Coat Mask: 0
- Base UV mapping: UV0
- Tiling: X 1 Y 1
- Offset: X 0 Y 0

**Detail Inputs**

- Detail Map:

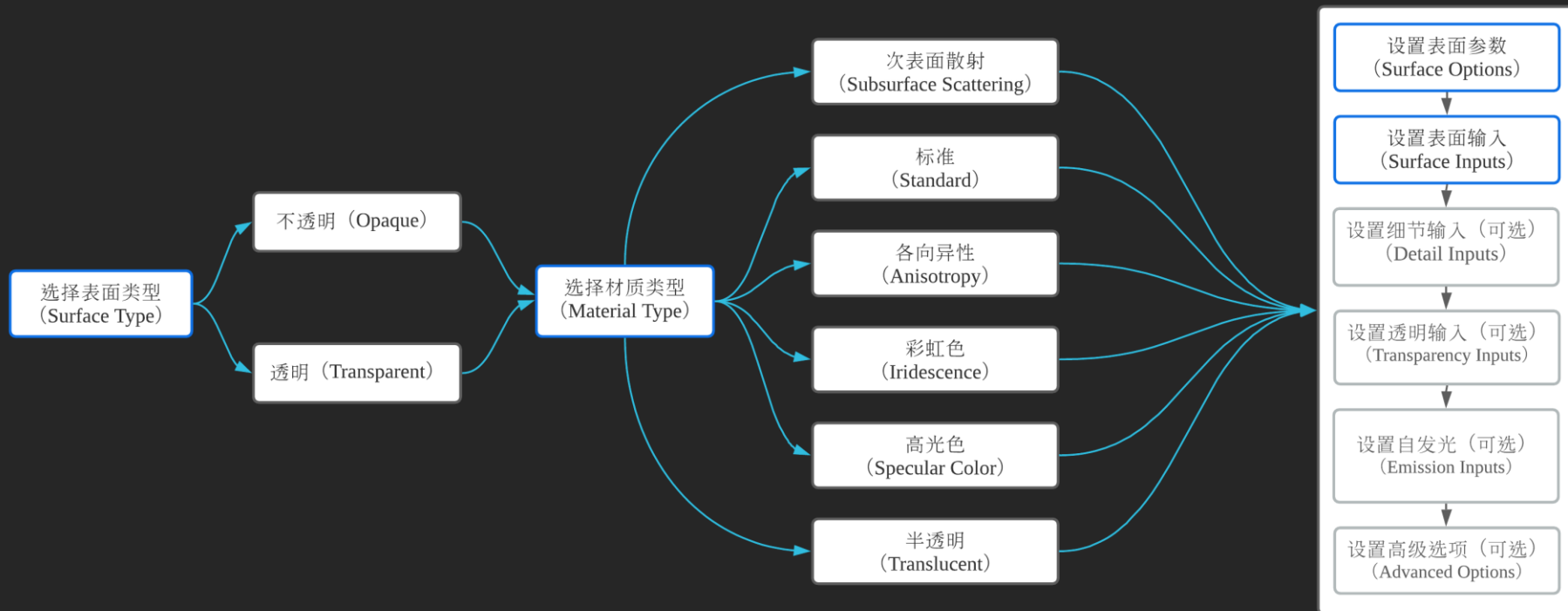
**Emission Inputs**

- Use Emission Intensity:
- Emissive Color: HDR
- The emission intensity is from the HDR color picker in luminance
- Exposure weight: 1
- Emission multiply with Base:
- Baked Emission:

**Advanced Options**

- Enable GPU Instancing:
- Specular Occlusion Mode: From Ambient Occlusion
- Add Precomputed Velocity:

# HDRP材质制作 workflow

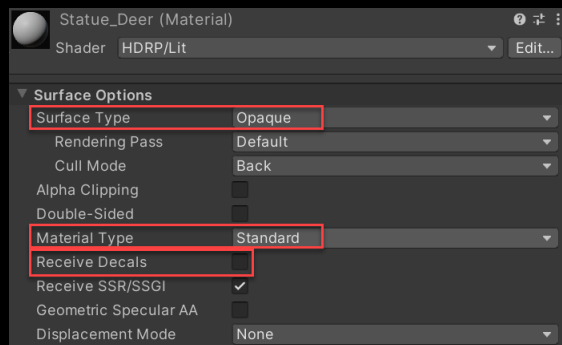




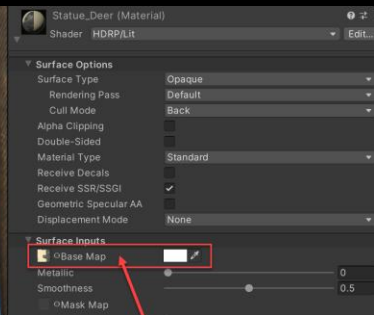
# 金属 + 大理石 - 使用Mask Map控制金属度和光滑度



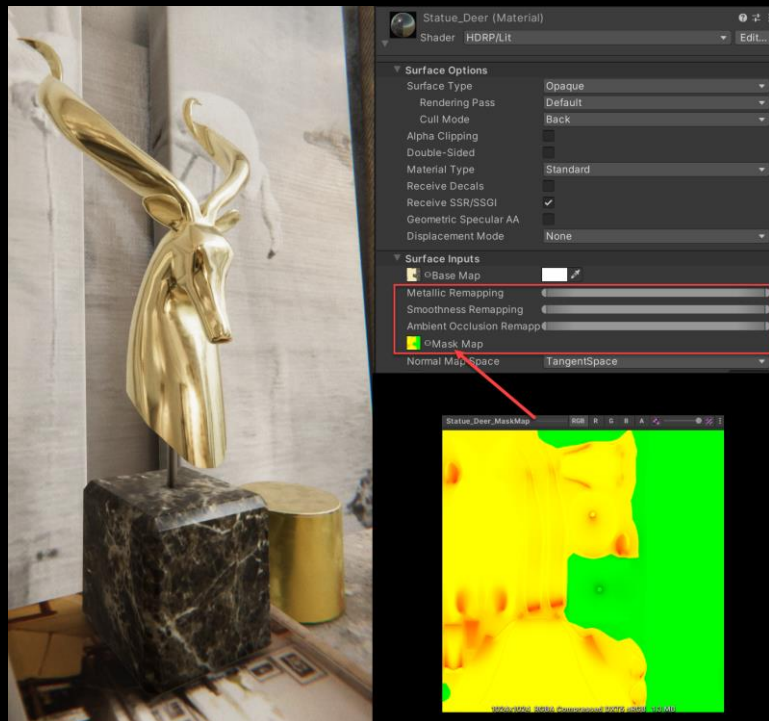
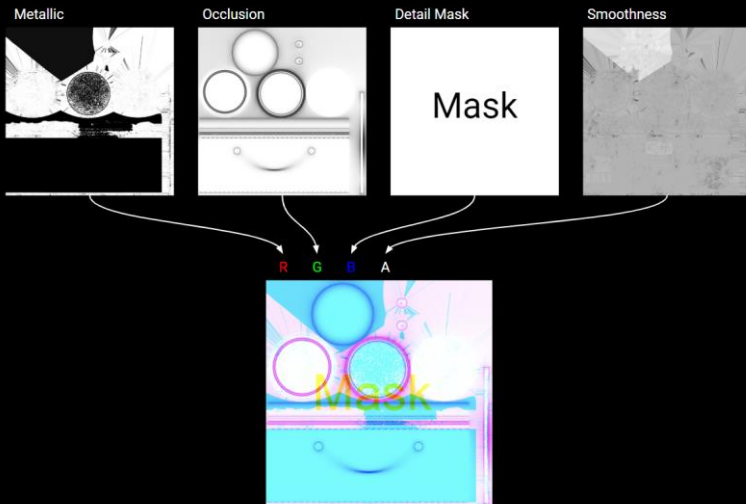
## 1. 基础设置



## 2. Base Map



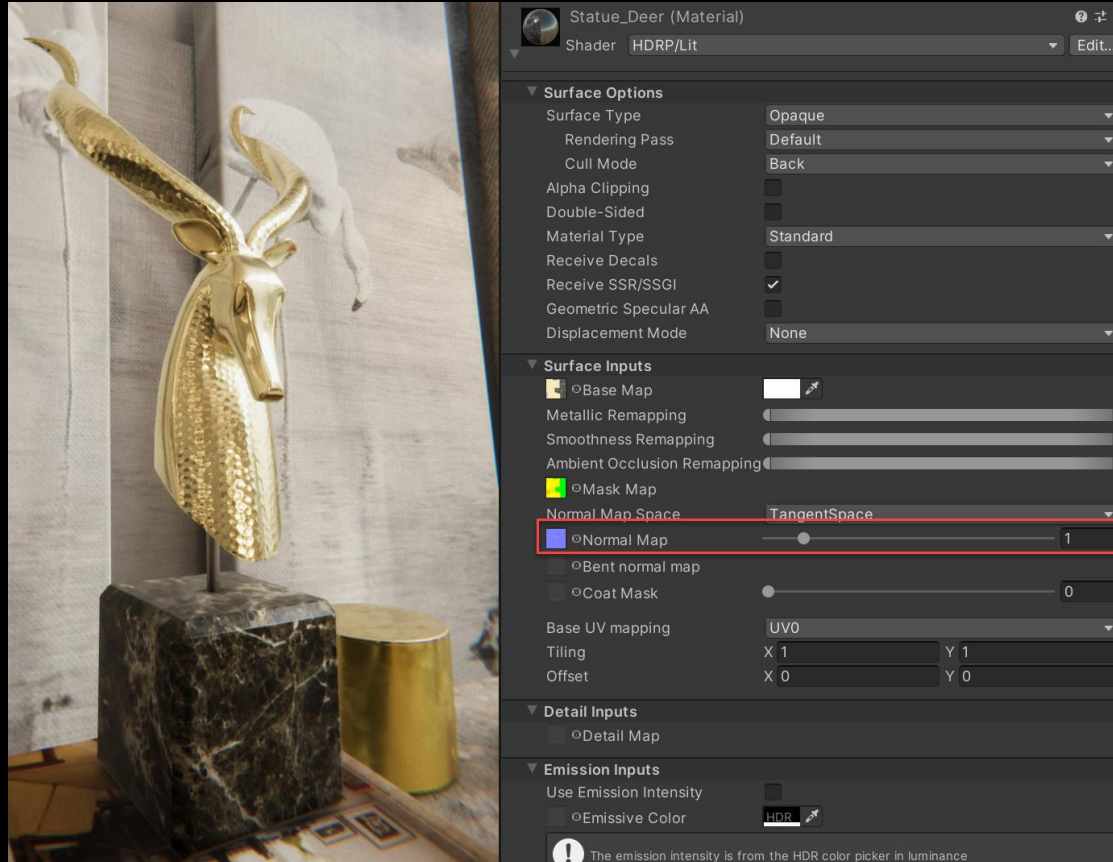
# 3. Mask Map



颜色通道	贴图 (都为灰度图: 纯黑色代表0, 纯白色代表1)
红色	金属度 (Metallic)
绿色	环境光遮蔽 (Ambient Occlusion)
蓝色	细节贴图遮罩 (Detail Map Mask)
Alpha	平滑度 (Smoothness)

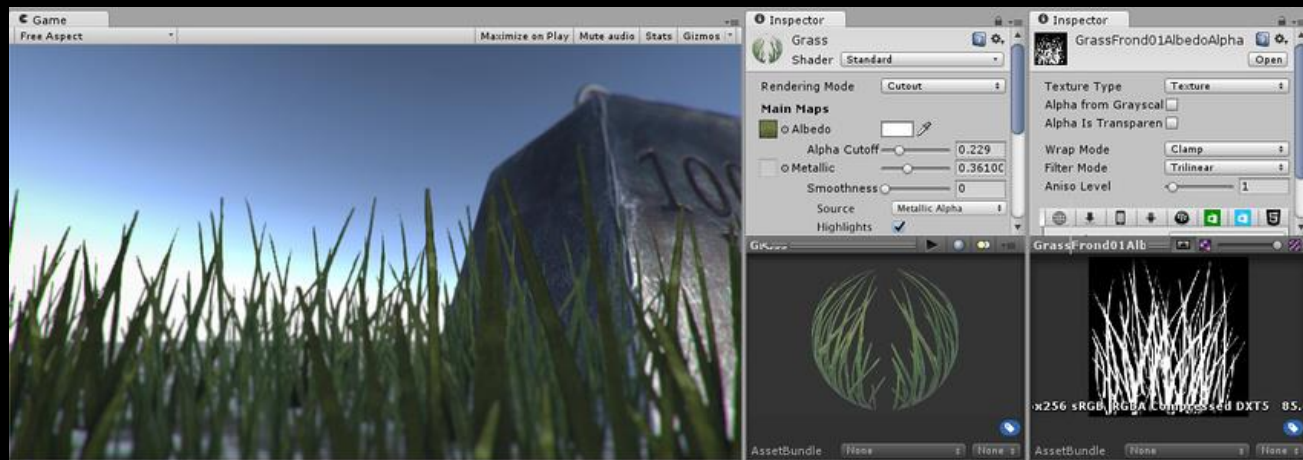


## 4. Normal Map

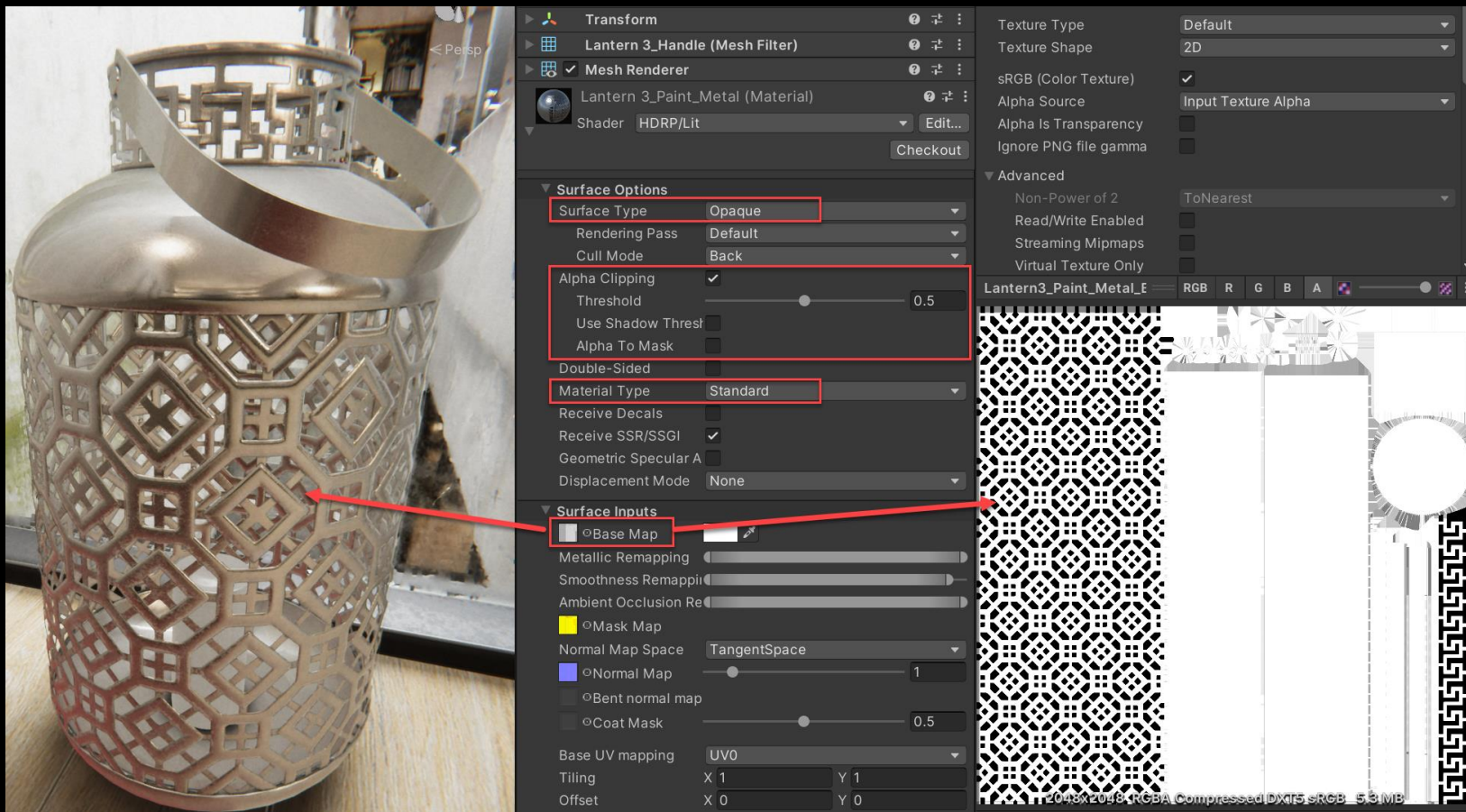


# 金属 + Alpha Clipping

内置渲染管线 标准材质的 Coutout 渲染模式



# Lit 着色器的 Alpha Clipping



# 大理石

- 使用Coat Mask



Tag Untagged Layer

Transform

Tribecca\_Coffe Table (Mesh Filter)

Mesh Renderer

Tribecca\_Coffe Table (Material)

Shader HDRP/Lit

Surface Options

Surface Type Opaque

Rendering Pass Default

Cull Mode Back

Alpha Clipping

Double-Sided

Material Type Standard

Receive Decals

Receive SSR/SSGI

Geometric Specular AA

Screen space variance 0.1

Threshold 0.2

Displacement Mode None

Surface Inputs

Base Map

Metallic Remapping

Smoothness Remapping

Ambient Occlusion Remapping

Mask Map

Normal Map Space TangentSpace

Normal Map

Bent normal map

Coat Mask 0.5

Base UV mapping UV0

Tiling X 1 Y 1

Offset X 0 Y 0

Detail Inputs

Detail Map

Emission Inputs

Use Emission Intensity

Emissive Color HDRP

The emission intensity is from the HDR color picker in luminance

Exposure weight 1

Emission multiply with Base

Baked Emission



Tag Untagged Layer

Transform  
Tribeca\_Coffe Table (Mesh Filter)  
Mesh Renderer  
Tribeca\_Coffe Table (Material)  
Shader HDRP/Lit

Surface Options

Surface Type: Opaque  
Rendering Pass: Default  
Cull Mode: Back  
Alpha Clipping:   
Double-Sided:   
Material Type: Standard  
Receive Decals:   
Receive SSR/SSGI:   
Geometric Specular AA:   
Screen space variance: 0.1  
Threshold: 0.2  
Displacement Mode: None

Surface Inputs

Base Map:   
Metallic Remapping:   
Smoothness Remapping:   
Ambient Occlusion Remapping:   
Mask Map:   
Normal Map Space: TangentSpace  
Normal Map:   
Bent normal map:   
**Coat Mask:  1**

Base UV mapping: UV0  
Tiling: X 1 Y 1  
Offset: X 0 Y 0

Detail Inputs

Detail Map:

Emission Inputs

Use Emission Intensity:   
Emissive Color: HDR  
The emission intensity is from the HDR color picker in luminance  
Exposure weight: 1  
Emission multiply with Base:   
Baked Emission:

Coat Mask 数值 = 1 (完全的清漆效果)

Tag Untagged Layer

Transform  
Tribeca\_Coffe Table (Mesh Filter)  
Mesh Renderer  
Tribeca\_Coffe Table (Material)  
Shader HDRP/Lit

Surface Options

Surface Type: Opaque  
Rendering Pass: Default  
Cull Mode: Back  
Alpha Clipping:   
Double-Sided:   
Material Type: Standard  
Receive Decals:   
Receive SSR/SSGI:   
Geometric Specular AA:   
Screen space variance: 0.1  
Threshold: 0.2  
Displacement Mode: None

Surface Inputs

Base Map:   
Metallic Remapping:   
Smoothness Remapping:   
Ambient Occlusion Remapping:   
Mask Map:   
Normal Map Space: TangentSpace  
Normal Map:   
Bent normal map:   
**Coat Mask:  1**

Base UV mapping: UV0  
Tiling: X 1 Y 1  
Offset: X 0 Y 0

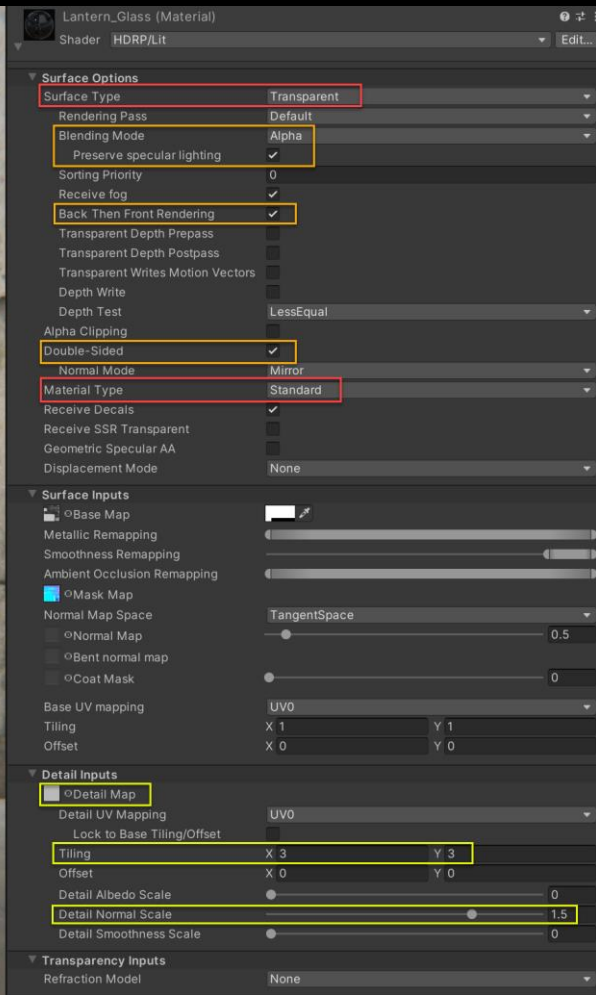
Detail Inputs

Detail Map:

Emission Inputs

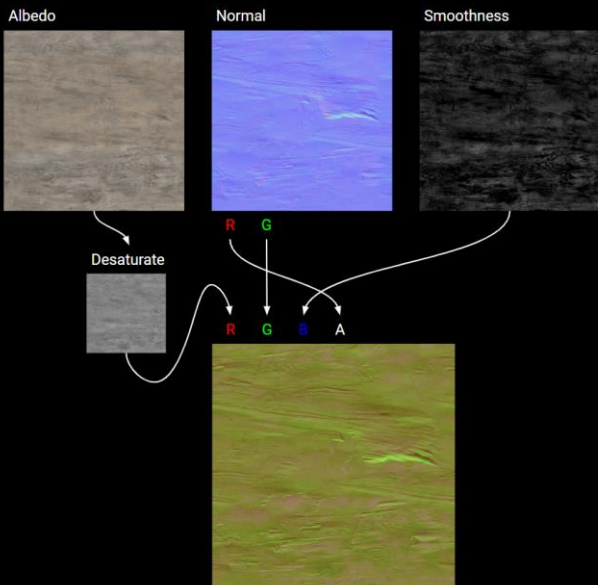
Use Emission Intensity:   
Emissive Color: HDR  
The emission intensity is from the HDR color picker in luminance  
Exposure weight: 1  
Emission multiply with Base:   
Baked Emission:

普通玻璃  
+  
Detail Map (细节贴图)





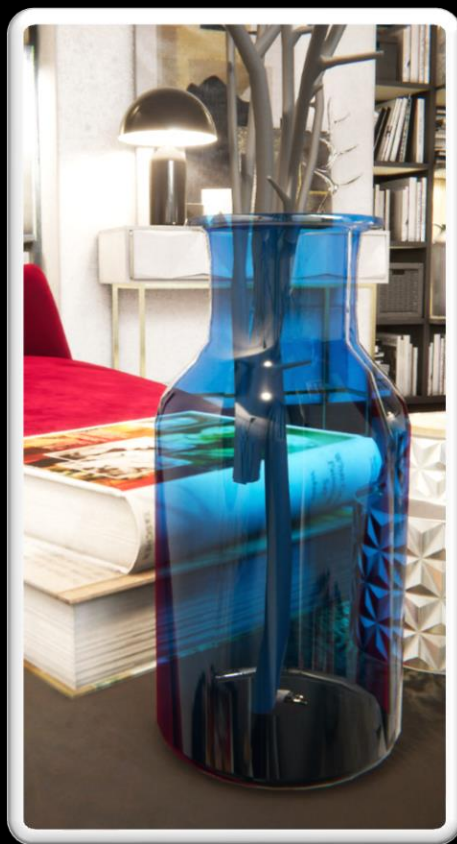
# Detail Map (细节贴图)



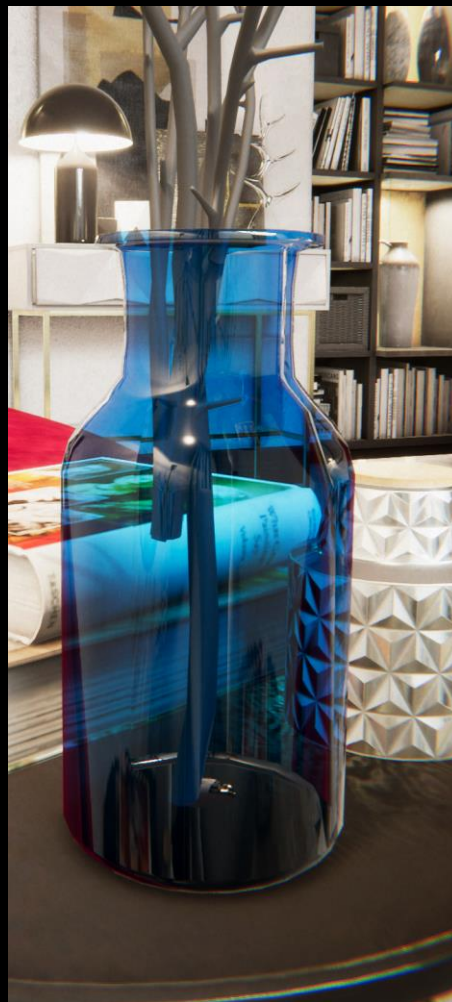
颜色通道	贴图 (都为灰度图: 纯黑色代表0, 纯白色代表1)
红色	去饱和度以后的贴图
绿色	Normal Y
蓝色	平滑度 (Smoothness)
Alpha	Normal X

红色通道 (以灰度图表示的基础色)	绿色通道 (Normal Y)	蓝色通道 (Smoothness)	Alpha 通道 (Normal X)

玻璃 + 折射



## 带折射玻璃的参数设置



Stockholm\_Vases\_Glass (Material)

Shader HDRP/Lit

Checkout

Surface Options

- Surface Type: Transparent
- Rendering Pass: Default
- Blending Mode: Alpha
- Preserve specular lighting:
- Sorting Priority: 0
- Receive fog:
- Back Then Front Rendering:
- Transparent Depth Prepass:
- Transparent Depth Postpass:
- Transparent Writes Motion Vectors:
- Depth Write:
- Depth Test: LessEqual
- Cull Mode: Back
- Alpha Clipping:
- Double-Sided:
- Material Type: Standard
- Receive Decals:
- Receive SSR Transparent:
- Geometric Specular AA:
- Displacement Mode: None

Surface Inputs

- Base Map:
- Metallic:
- Smoothness: 1
- Mask Map:
- Normal Map Space: TangentSpace
- Normal Map: 1
- Bent normal map:
- Coat Mask: 0.25
- Base UV mapping: UV0
- Tiling: X 1, Y 1
- Offset: X 0, Y 0

Detail Inputs

- Detail Map:

Transparency Inputs

- Refraction Model: Box
- Index Of Refraction: 1.55
- Thickness: 0.02
- Transmittance Color:
- Transmittance Absorption Distance: 0.01

Emission Inputs

Advanced Options

Thickness = 0.02

Transmittance Absorption Distance = 0.02



Thickness = 0.02

Transmittance Absorption Distance = 0.01



Thickness = 0.02

Transmittance Absorption Distance = 0.002



# 蜡烛



两种实现方式:

- 1. 自发光
- 2. 半透明或者次表面散射

## 自发光实现方式:



HDR Color

RGB 0-255

R 191  
G 68  
B 0  
A 255

Intensity 1.8338

-2 -1 +1 +2

Swatches

Lantern\_Emissive (Material)

Shader HDRP/Lit

Checked out

Surface Options

- Surface Type: Opaque
- Rendering Pass: Default
- Cull Mode: Back
- Alpha Clipping:
- Double-Sided:
- Material Type: Standard
- Receive Decals:
- Receive SSR/SSGI:
- Geometric Specular AA:
- Displacement Mode: None

Surface Inputs

- Base Map:
- Metallic Remapping:
- Smoothness Remapping:
- Ambient Occlusion Remapping:
- Mask Map:
- Normal Map Space: TangentSpace
- Normal Map:  0.7
- Bent normal map:
- Coat Mask:  0
- Base UV mapping: UV0
- Tiling: X 1 Y 1
- Offset: X 0 Y 0

Detail Inputs

- Detail Map:

Emission Inputs

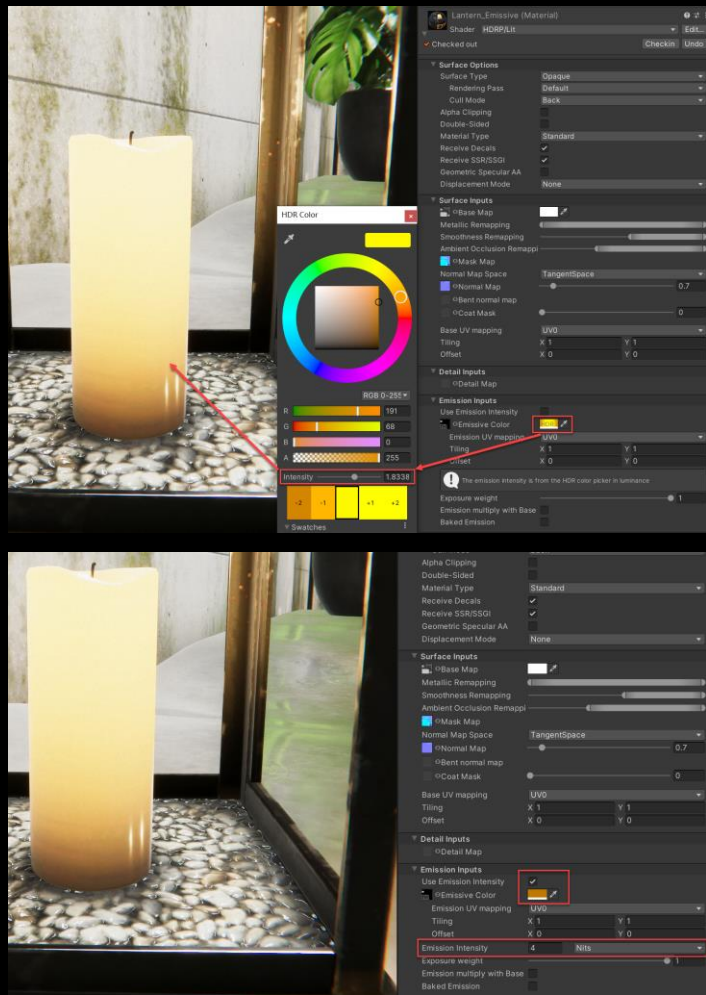
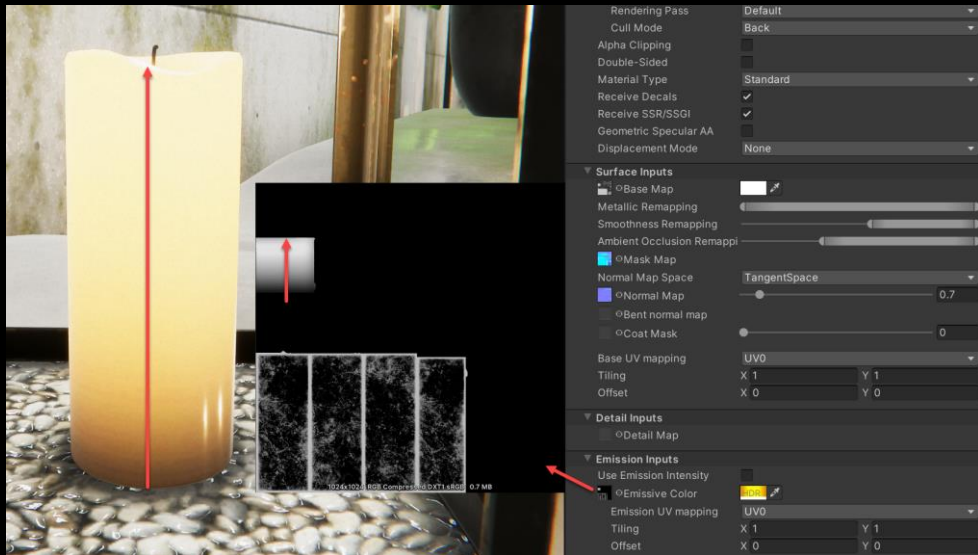
- Use Emission Intensity:
- Emissive Color:  HDR
- Emission UV mapping: UV0
- Tiling: X 1 Y 1
- Offset: X 0 Y 0

The emission intensity is from the HDR color picker in luminance

Exposure weight: 1

Emission multiply with Base:

Baked Emission:



# 半透明/此表面散射 实现方式:

**Thickness Map**

Double-Sided  
Material Type: Translucent  
Receive Decals:   
Receive SSR/SSGI:   
Geometric Specular AA:   
Displacement Mode: None

Surface Inputs

- Base Map
- Smoothness Remapping
- Ambient Occlusion Remapping
- Mask Map
- Normal Map Space: TangentSpace
- Normal Map
- Bent normal map
- Diffusion Profile: Candle Diffusion Profile (Diffusion Profile Settings)
- Thickness Map
- Thickness Remapping
- Coat Mask

Base UV mapping: UV0  
Tiling: X 1, Y 1  
Offset: X 0, Y 0

Detail Inputs

- Detail Map

Emission Inputs

- Use Emission Intensity
- Emissive Color

**Candle Diffusion Profile (Diffusion Profile Settings)**

Scattering Distance: HDR  
Max Radius: 3.692191  
Index of Refraction: 1.5  
World Scale: 1

Subsurface Scattering only

Texturing Mode: Pre- and post-scatter

Transmission only

Transmission Mode: Thin Object  
Transmission tint: HDR  
Thickness Remap Values (Min-Max): X 0, Y 1.69648  
Thickness Remap (Min-Max)

**Diffusion Profile Preview**

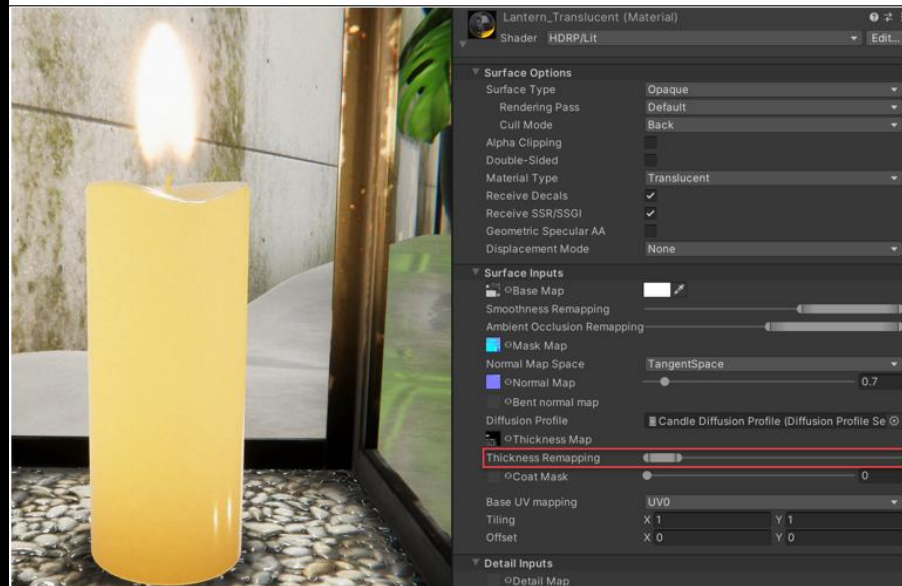
Shows the fraction of light scattered from the source (center).  
The distance to the boundary of the image corresponds to the Max Radius.  
Note that the intensity of pixels around the center may be clipped.

**Transmittance Preview**

Shows the fraction of light passing through the object for thickness values from the remap.  
Can be viewed as a cross section of a slab of material illuminated by white light from the left.

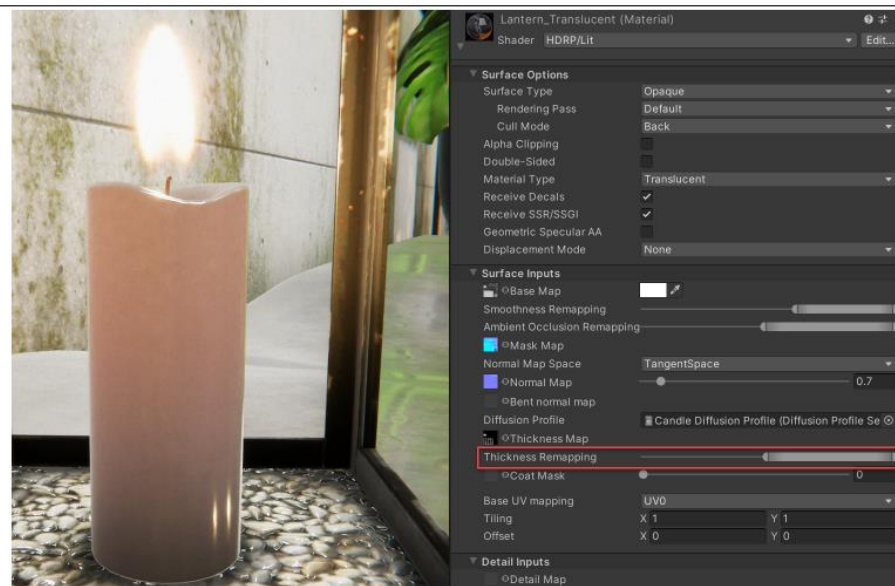
Thickness Remapping 整体往左，也就是让蜡烛的厚度整体变小。

这会让蜡烛底部也会变亮。



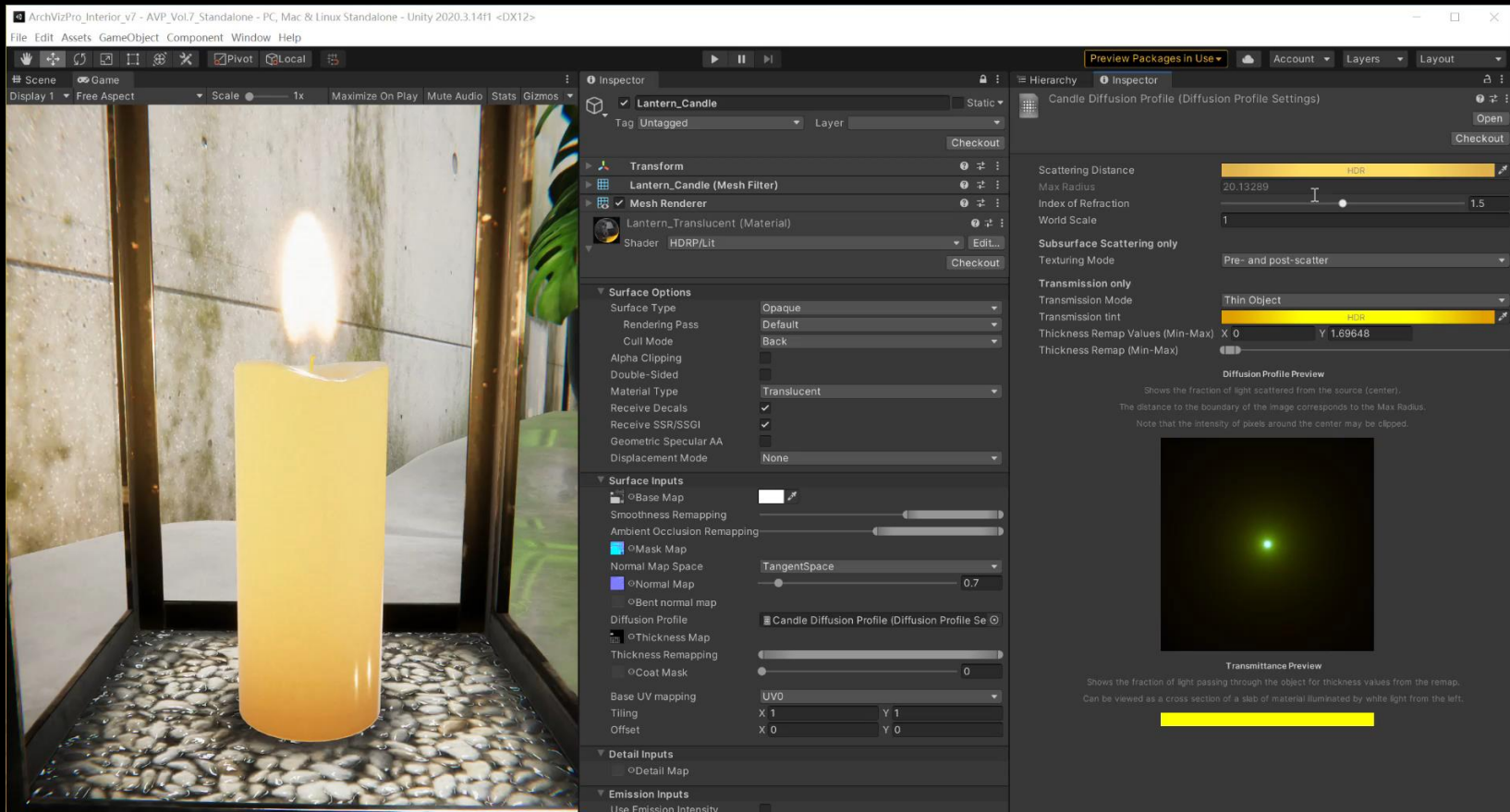
Thickness Remapping 整体往右，也就是让蜡烛的厚度整体变大。

这会让蜡烛顶部也会变暗。





# 通过Scattering Distance控制光线射入蜡烛的深度



The screenshot displays the Unity 2020.3.14f1 interface. On the left, a 3D scene shows a lit yellow candle inside a glass enclosure with pebbles on the floor. The right side of the interface is split into two panels: the Inspector and the Hierarchy/Inspector panel.

**Inspector Panel (Left):**

- Lantern\_Candle** (Static)
- Transform**
- Lantern\_Candle (Mesh Filter)**
- Mesh Renderer**
- Lantern\_Translucent (Material)** (Shader: HDRP/Lit)
- Surface Options:**
  - Surface Type: Opaque
  - Rendering Pass: Default
  - Cull Mode: Back
  - Alpha Clipping:
  - Double-Sided:
  - Material Type: Translucent
  - Receive Decals:
  - Receive SSR/SSGI:
  - Geometric Specular AA:
  - Displacement Mode: None
- Surface Inputs:**
  - Base Map:
  - Smoothness Remapping:
  - Ambient Occlusion Remapping:
  - Mask Map:
  - Normal Map Space: TangentSpace
  - Normal Map:  0.7
  - Bent normal map:
  - Diffusion Profile: Candle Diffusion Profile (Diffusion Profile Se...)
  - Thickness Map:
  - Thickness Remapping:
  - Coat Mask:  0
  - Base UV mapping: UV0
  - Tiling: X 1, Y 1
  - Offset: X 0, Y 0
- Detail Inputs:**
  - Detail Map:
- Emission Inputs:**
  - Use Emission Intensity:

**Hierarchy/Inspector Panel (Right):**

- Candle Diffusion Profile (Diffusion Profile Settings)**
- Scattering Distance:**
  - Max Radius: 20.13289
  - Index of Refraction:  1.5
  - World Scale: 1
- Subsurface Scattering only:**
  - Texturing Mode: Pre- and post-scatter
- Transmission only:**
  - Transmission Mode: Thin Object
  - Transmission tint:  HDR
  - Thickness Remap Values (Min-Max): X 0, Y 1.69648
  - Thickness Remap (Min-Max):
- Diffusion Profile Preview:**
  - Shows the fraction of light scattered from the source (center).
  - The distance to the boundary of the image corresponds to the Max Radius.
  - Note that the intensity of pixels around the center may be clipped.
  -
- Transmittance Preview:**
  - Shows the fraction of light passing through the object for thickness values from the remap.
  - Can be viewed as a cross section of a slab of material illuminated by white light from the left.
  -

# Transmission tint 控制进入物体光线的着色

The screenshot displays the Unity 2020.3.14f1 interface. The main view shows a lit candle in a glass enclosure. The Inspector panel on the right is set to the 'Candle Diffusion Profile (Diffusion Profile Settings)' component. The 'Transmission tint' property is highlighted in yellow, with a value of 3.484319. The 'Diffusion Profile Preview' shows a glowing spot, and the 'Transmittance Preview' shows a color gradient from yellow to red.

**Inspector Panel:**

- Object: Lantern\_Candle
- Tag: Untagged
- Layer: (empty)
- Transform: (checked)
- Lantern\_Candle (Mesh Filter): (checked)
- Mesh Renderer: (checked)
- Lantern\_Translucent (Material): (checked)
- Shader: HDRP/Lit

**Surface Options:**

- Surface Type: Opaque
- Rendering Pass: Default
- Cull Mode: Back
- Alpha Clipping: (unchecked)
- Double-Sided: (unchecked)
- Material Type: Translucent
- Receive Decals: (checked)
- Receive SSR/SSGI: (checked)
- Geometric Specular AA: (unchecked)
- Displacement Mode: None

**Surface Inputs:**

- Base Map: (empty)
- Smoothness Remapping: (slider)
- Ambient Occlusion Remapping: (slider)
- Mask Map: (empty)
- Normal Map Space: TangentSpace
- Normal Map: (slider, 0.7)
- Bent normal map: (unchecked)
- Diffusion Profile: Candle Diffusion Profile (Diffusion Profile Se)
- Thickness Map: (empty)
- Thickness Remapping: (slider)
- Coat Mask: (slider, 0)
- Base UV mapping: UV0
- Tiling: X 1, Y 1
- Offset: X 0, Y 0
- Detail Map: (empty)

**Diffusion Profile Settings:**

- Scattering Distance: (slider, 1000)
- Max Radius: 11.43267
- Index of Refraction: (slider, 1.5)
- World Scale: 1
- Subsurface Scattering only: Texturing Mode: Pre- and post-scatter
- Transmission only: Transmission Mode: Thin Object
- Transmission tint: (slider, HDR)
- Thickness Remap Values (Min-Max): X 0, Y 3.484319
- Thickness Remap (Min-Max): (slider)

**Diffusion Profile Preview:**

Shows the fraction of light scattered from the source (center). The distance to the boundary of the image corresponds to the Max Radius. Note that the intensity of pixels around the center may be clipped.

**Transmittance Preview:**

Shows the fraction of light passing through the object for thickness values from the remap. Can be viewed as a cross section of a slab of material illuminated by white light from the left.

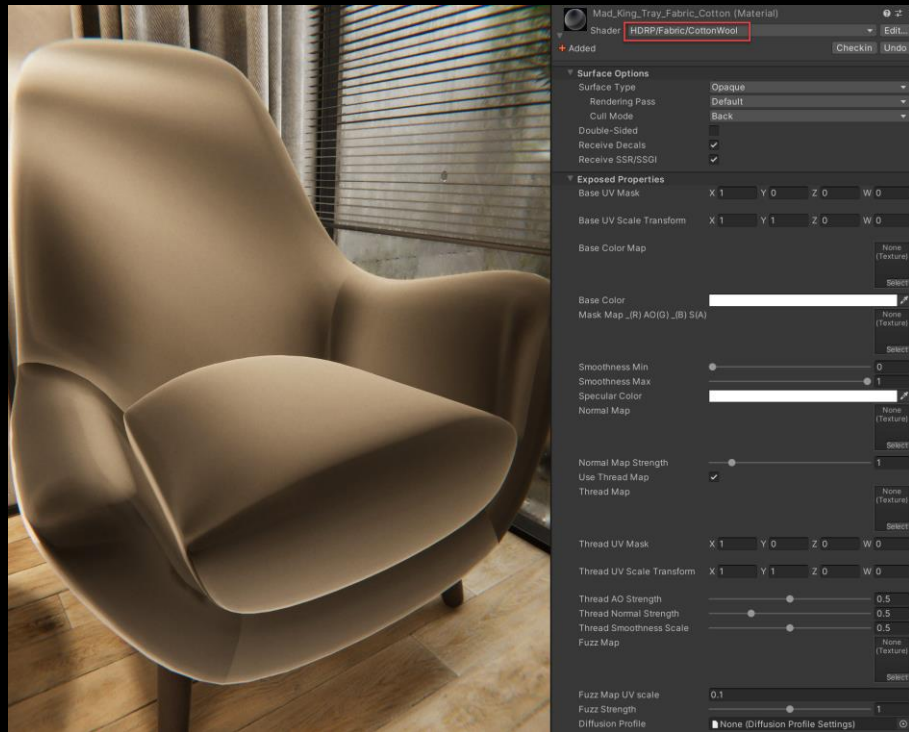
# 专用着色器

眼睛, 布料, 贴花

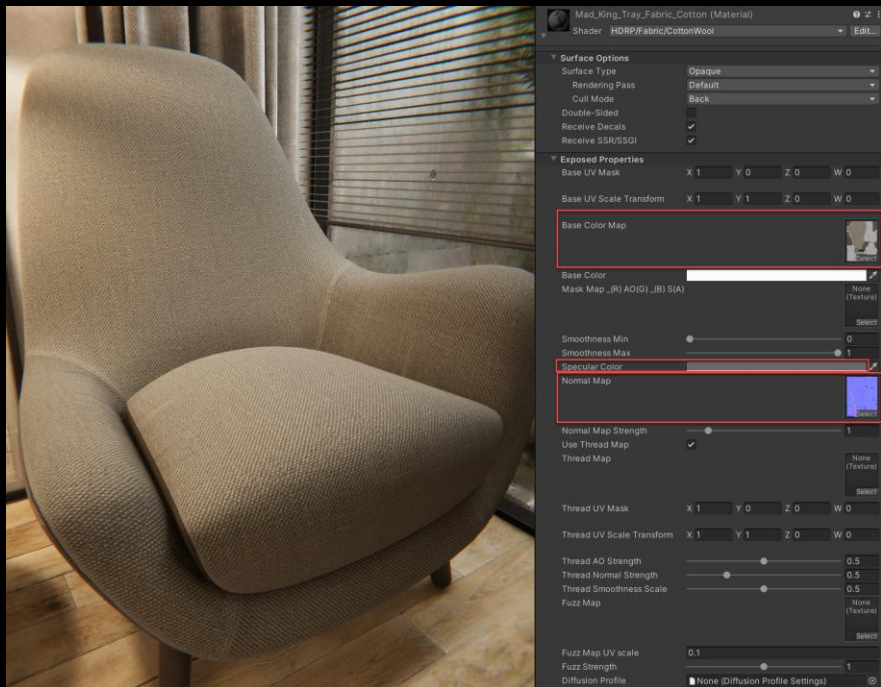
# 布料 (棉/毛)



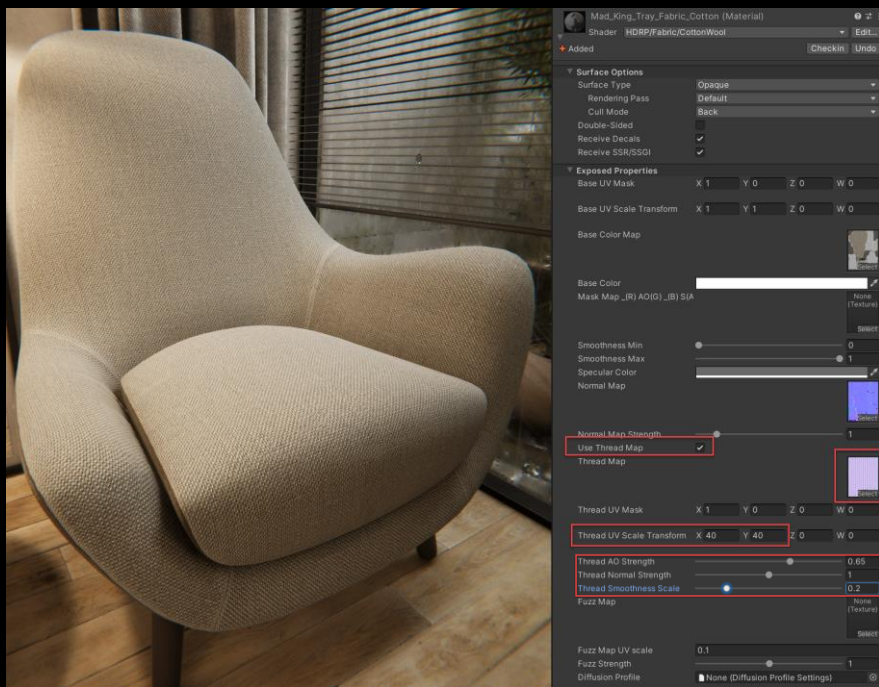
## 1. 选择 HDRP/Fabric/CottonWool



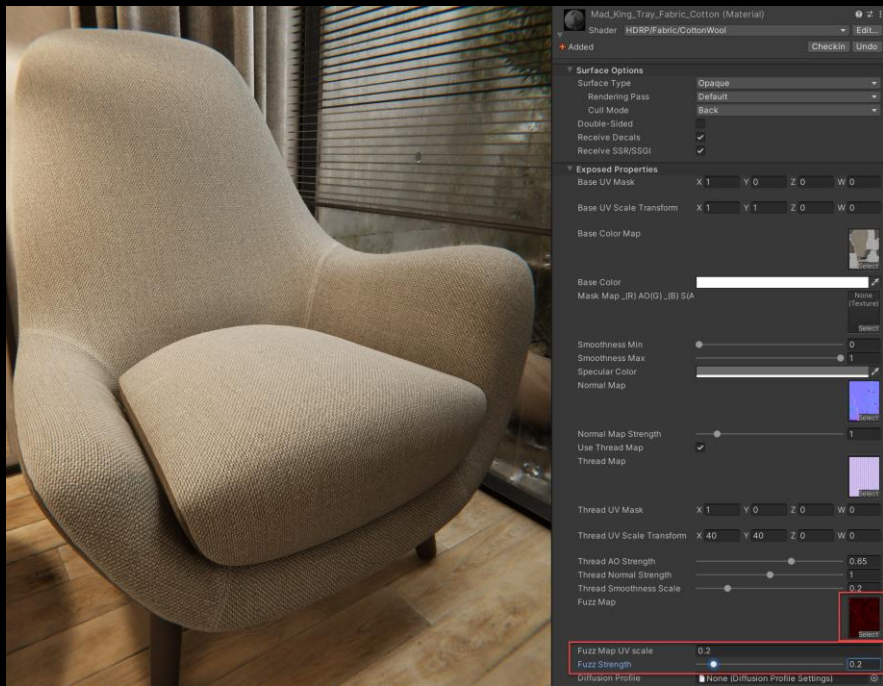
## 2. 关联 Base Color Map 和 Normal Map, 调整 Specular Color



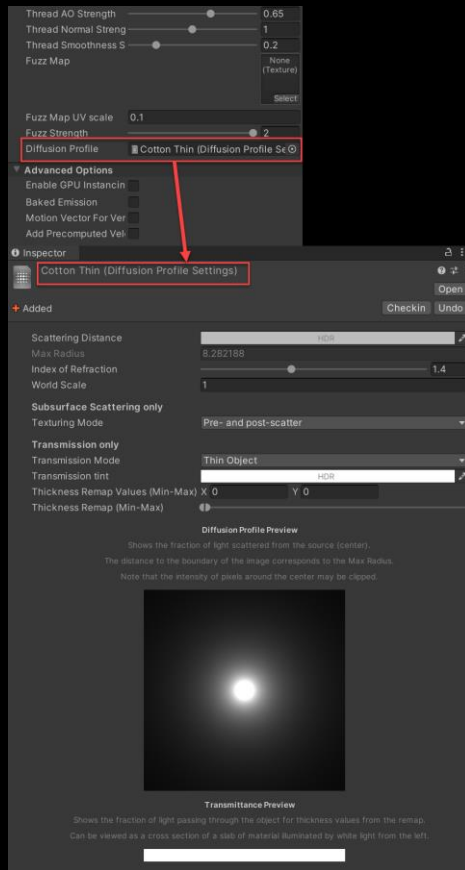
## 3. 关联 Thread Map 并调节相关参数



#### 4. 关联 Fuzz Map 并调整相关参数



#### 5. (可选) 关联 Diffusion Profile



## 布料 (丝)



Bed\_Blankets\_Cover\_Silk (Material)

Shader: HDRP/Fabric/Silk

+ Added 1 Checkin Undo

Surface Options

- Surface Type: Opaque
- Rendering Pass: Default
- Cull Mode: Off
- Double-Sided:
- Normal Mode: Mirror
- Receive Decals:
- Receive SSR/SSGI:

Exposed Properties

Base UV Mask: X 1 Y 0 Z 0 W 0

Base UV Scale Transform: X 1 Y 1 Z 0 W 0

Base Color Map: None (Texture)

Base Color: [Color Picker]

Mask Map T(R) AO(G) SSS(B): None (Texture)

Smoothness Min: 0

Smoothness Max: 0.2

Anisotropy: -0.729

Specular Color: [Color Picker]

Normal Map: None (Texture)

Normal Map Strength: 1

Use Thread Map:

Thread Map: [Texture]

Thread UV Mask: X 1 Y 0 Z 0 W 0

Thread UV Scale Transform: X 100 Y 100 Z 0 W 0

Thread AO Strength: 0.29

Thread Normal Strength: 0.2

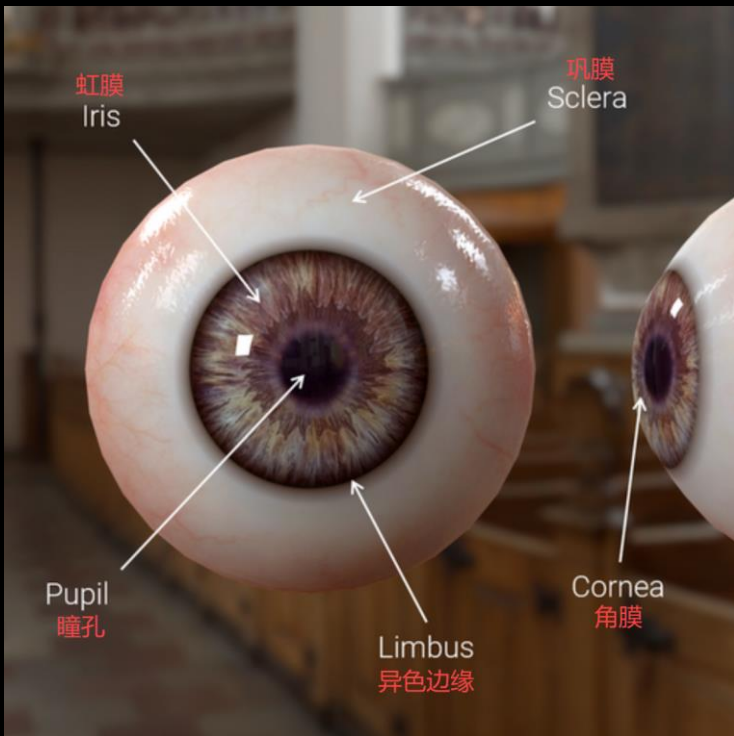
Thread Smoothness Scale: 0.2

Fuzz Map: [Texture]

Fuzz Map UV scale: 0.2

Fuzz Strength: 0.1

# 眼球



- **虹膜 (Iris)** 是围绕着**瞳孔**，形状扁平且颜色丰富的环状物。它处于**角膜**之下。
- **角膜 (Cornea)** 是位于**虹膜**之上的透明晶状体。它会反射光线，也会把光进行聚焦折射入**瞳孔**。
- **瞳孔 (Pupil)** 是在**虹膜**上的开孔。它可以让光线进入眼睛到达视网膜。
- **异色边缘 (Limbus)** 又叫**异色环 (Limbus Ring)**。它是处于**角膜**和**巩膜**之间的一圈暗色边缘。
- **巩膜 (Sclera)** 是眼球外层不透明的那部分。






M\_Eye\_SG 2 (Material)


Shader Shader Graphs/SG\_Eye Edit...

**Surface Options**


- Surface Type: Opaque
- Rendering Pass: Default
- Cull Mode: Back
- Double-Sided:
- Receive Decals:
- Receive SSR/SSGI:


**Exposed Properties**

ScleraTexture  Select

ScleraNormal  Select

ScleraNormalStrength

IrisTexture  Select

IrisNormal  Select

IrisNormalStrength

IrisClampColor

PupilRadius

PupilDebugMode

PupilAperture

MinimalPupilAperture

MaximalPupilAperture

ScleraSmoothness

CorneaSmoothness


IrisOffset


LimbalRingSizeIris

LimbalRingSizeSclera

LimbalRingFade

LimbalRingIntensity

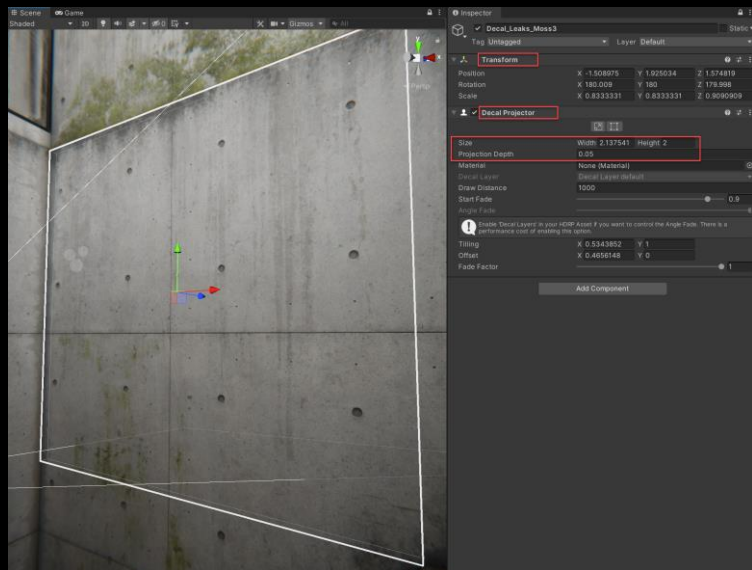
IrisDiffusionProfile (Diffusion Profile Settings) 

ScleraDiffusionProfile (Diffusion Profile Settings) 

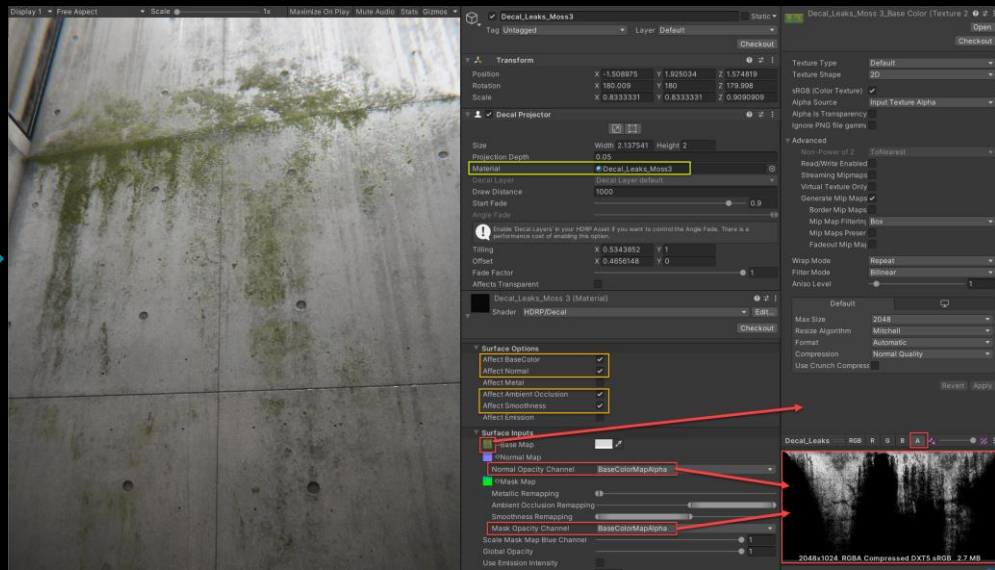
## 贴花 (Decal)



## 1. 添加 Decal Projector 组件

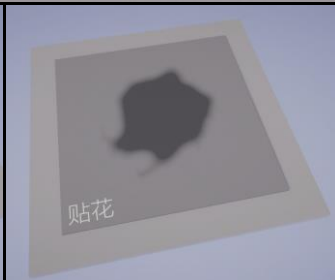
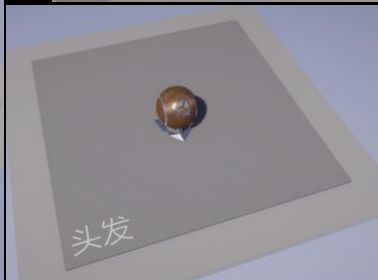
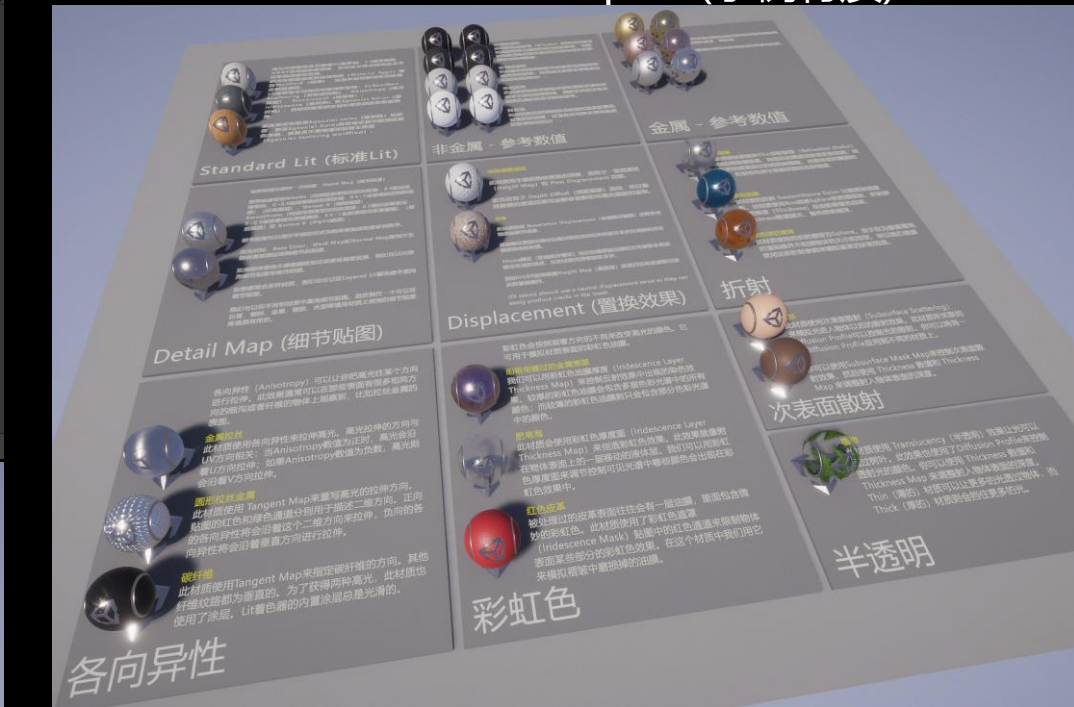
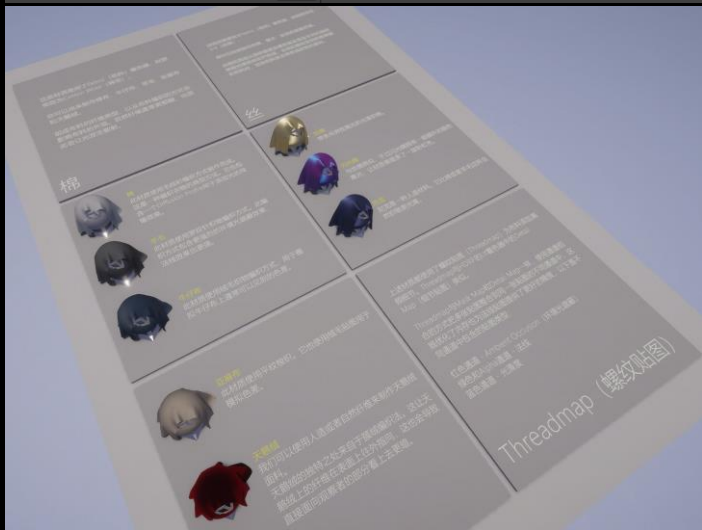
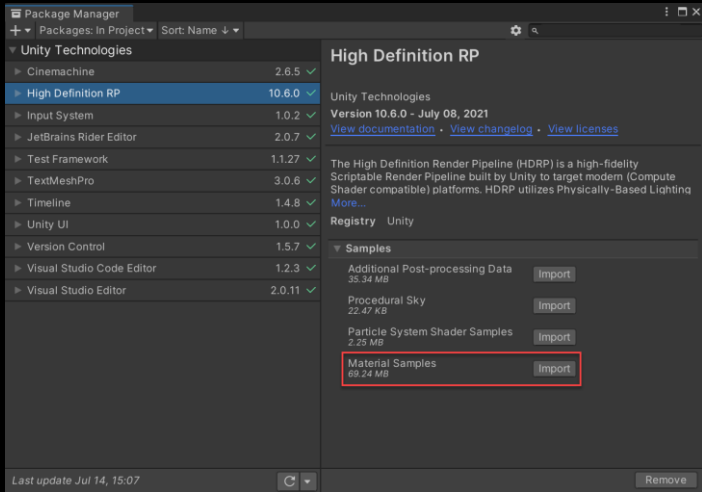


## 2. 关联 Decal 材质到 Decal Projector 组件



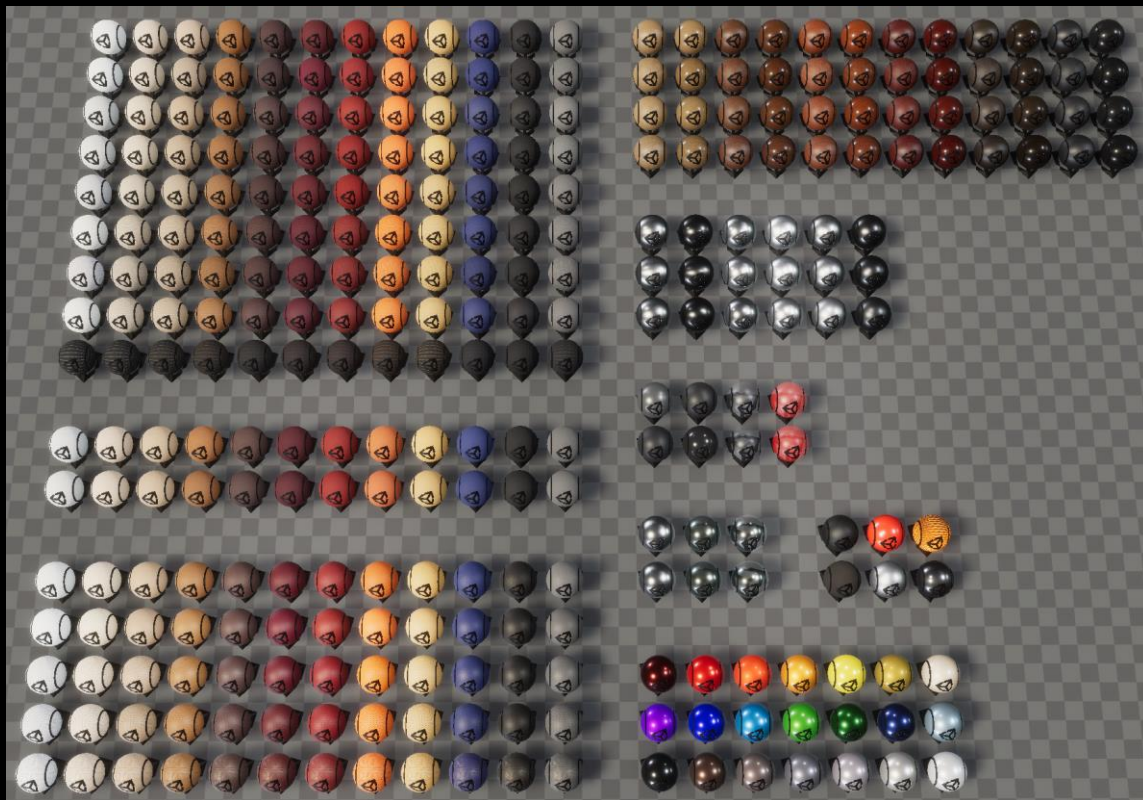
# HDRP材质库

# HDRP Material Samples (示例材质)



# Measured Material Library (HDRP)

<https://github.com/Unity-Technologies/MeasuredMaterialLibraryHDRP>



- 塑料
- 织物
- 皮革
- 木材
- 金属
- 橡胶
- 碳纤维
- 镜子
- 车漆


共300个写实类型的材质



不仅仅是写实风格  
卡通风格

<https://unity-chan.com>

DOWNLOAD



SUNNYSIDEUP UNITY-CHAN  
HDRP

Unity-chan Sunny Side Up (HDRP version) ver: 1.0.1 Lili ...

2020.07.09

The thumbnail features a close-up of a character's face with a wide, happy smile. Below the character's face, the text 'SUNNYSIDEUP UNITY-CHAN' is written in a stylized, blue and yellow font, with 'HDRP' in large, bold, yellow letters below it. At the bottom of the thumbnail, there is a small blue and white checkmark icon.





# Unity官方技术分享频道



Unity Connect App



Unity 微信公众号



Unity B站

谢谢

