

## Color Mask Standard Shader

The Color Mask Standard Shader is two new versions of the Standard.shader and StandardSpecular.shader with added Color Mask feature.

### Setup

To use the Color Mask Standard Shader simply import the ColorMask\Shaders directory contained in this package into your project. When applying the Color Mask Standard Shader to a material choose either "ColorMask\Standard" or "ColorMask\Standard (Specular setup)".

### How to use the Color Mask Shader

After applying a Color Mask texture to your material, you can edit the colors of each of the Color Mask texture's four color channels using the Color Properties; which are labelled in the Unity Editor as Red Color, Green Color, Blue Color, and Alpha Color.

Should you wish to edit these Properties with code, the property names are `_RedColor`, `_GreenColor`, `_BlueColor`, and `_AlphaColor`.

Should you wish to update *Precomputed Realtime Global Illumination* for a material(s) affected by your Color Mask material it is necessary to use the `DynamicGI.UpdateMaterials` function.

\*Note that *Precomputed Realtime Global Illumination* works with static geometry only.

An example `MaterialUpdateExample.cs` file is located in the `ColorMask\Scripts` directory; used by the `ColorMaskDemoScene.scene`

### Version History

5.1.1f1 \*first iteration

5.2.0f3 \*second iteration

- Updates to `ColorMaskStandardCore.cginc` & `ColorMaskStandard.shader` based on latest Built in shaders

5.5.0f3 \*third iteration

- Updates to `ColorMaskStandard.shader`, `ColorMaskStandardCore.cginc`, `ColorMaskStandardInput.cginc`, `ColorMaskStandardMeta.cginc`, `ColorMaskStandardSpecular.shader`, & `ColorMaskStandardShaderGUI.cs`

- Added `ColorMaskStandardCoreForward.cginc` &

`ColorMaskStandardCoreForwardSimple.cginc`

- This version only supports pragma target 2.5 or higher; newer versions of the Standard Shader use more math instructions which is why it was necessary to increase the shader model requirement with this update. Some older devices may not support this version and it is therefore recommended the use of Unity 5.2.0f3 should the lowest shader model be a requirement for your project.