



Details Parameter Defaults

Search Details

**Physical Material**

Phys Material: None

**Material**

Material Domain: Surface

Blend Mode: Opaque

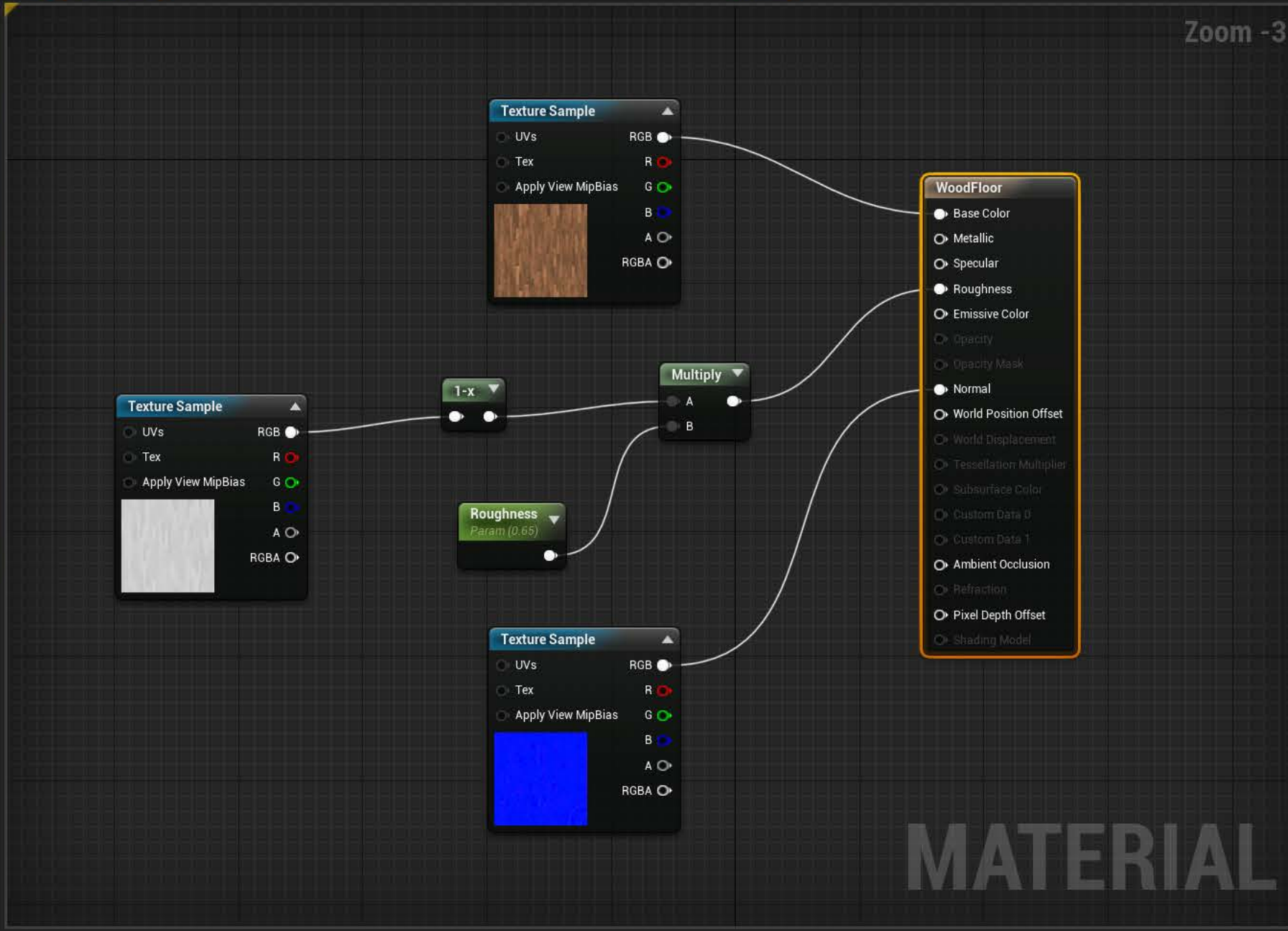
Decal Blend Mode: Translucent

Shading Model: Default Lit

Two Sided:

Use Material Attributes:

Cast Ray Traced Shadows:



**Stats**

- Base pass shader: 134 instructions
- Base pass shader with Surface Lightmap: 161 instructions
- Base pass shader with Volumetric Lightmap: 208 instructions
- Base pass vertex shader: 48 instructions
- Texture samplers: 5/16
- Texture Lookups (Est.): VS(0), PS(3)

Palette

Category: All

Search

- Atmosphere**
  - AtmosphericFogColor
- Blends**
  - Blend\_ColorBurn
  - Blend\_ColorDodge
  - Blend\_Darken
  - Blend\_Difference
  - Blend\_Exclusion
  - Blend\_HardLight
  - Blend\_Lighten
  - Blend\_LinearBurn
  - Blend\_LinearDodge
  - Blend\_LinearLight
  - Blend\_Overlay
  - Blend\_PinLight
  - Blend\_Screen
  - Blend\_SoftLight
  - Lerp\_ScratchGrime
  - Lerp\_ScratchGrime2
- Chromakeying**
  - MF\_Chromakeyer
- Color**
  - Desaturation
  - LinearToSRGB
  - sRGBToLinear
- Constants**
  - Constant 1
  - Constant2Vector 2
  - Constant3Vector 3
  - Constant4Vector 4
  - DeltaTime
  - DistanceCullFade
  - ParticleColor
  - ParticleDirection
  - ParticleMotionBlurFade
  - ParticleRadius
  - ParticleRandom
  - ParticleRelativeTime
  - ParticleSize



Perspective Lit Show

10° 0.25 4

Camera Not Tilted



Perspective Lit Show

10° 0.25 4

Camera Tilted