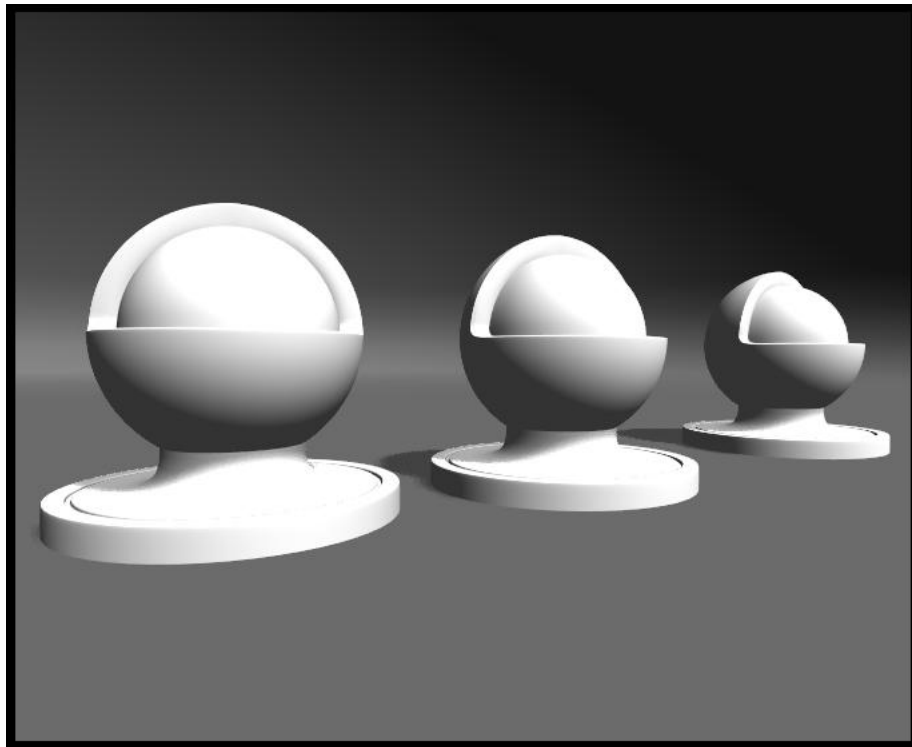
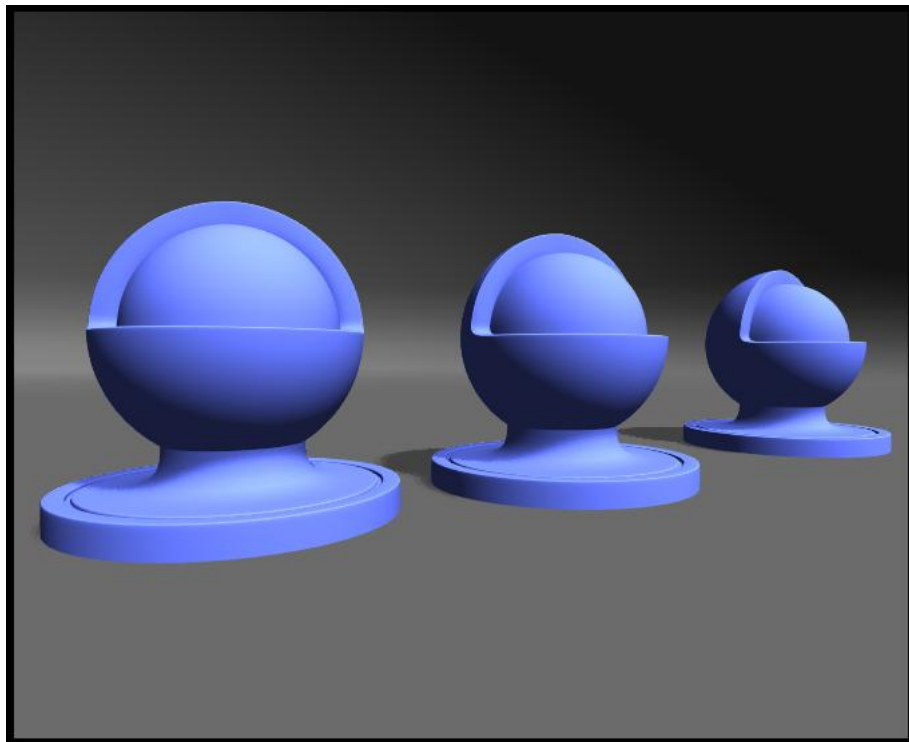


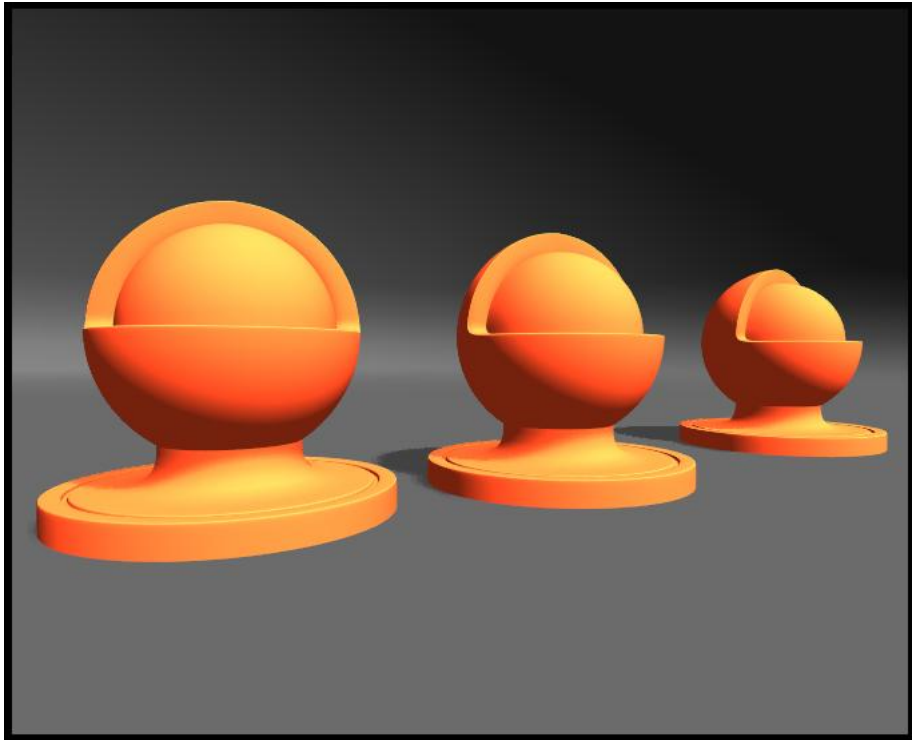
Chapter 1, Diffuse Shading



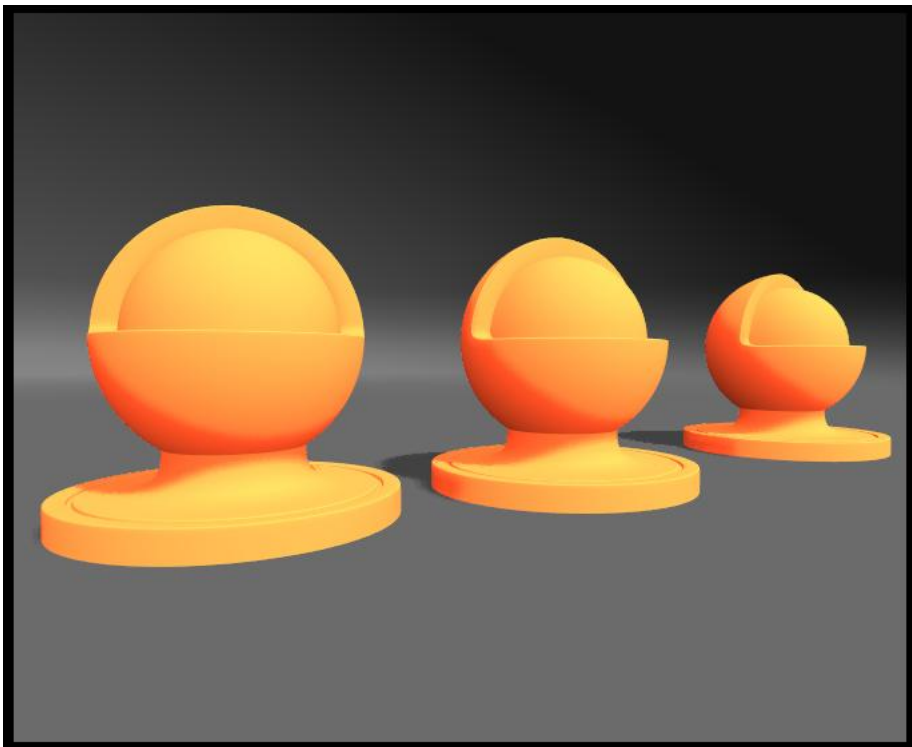
Page 11



Page 17



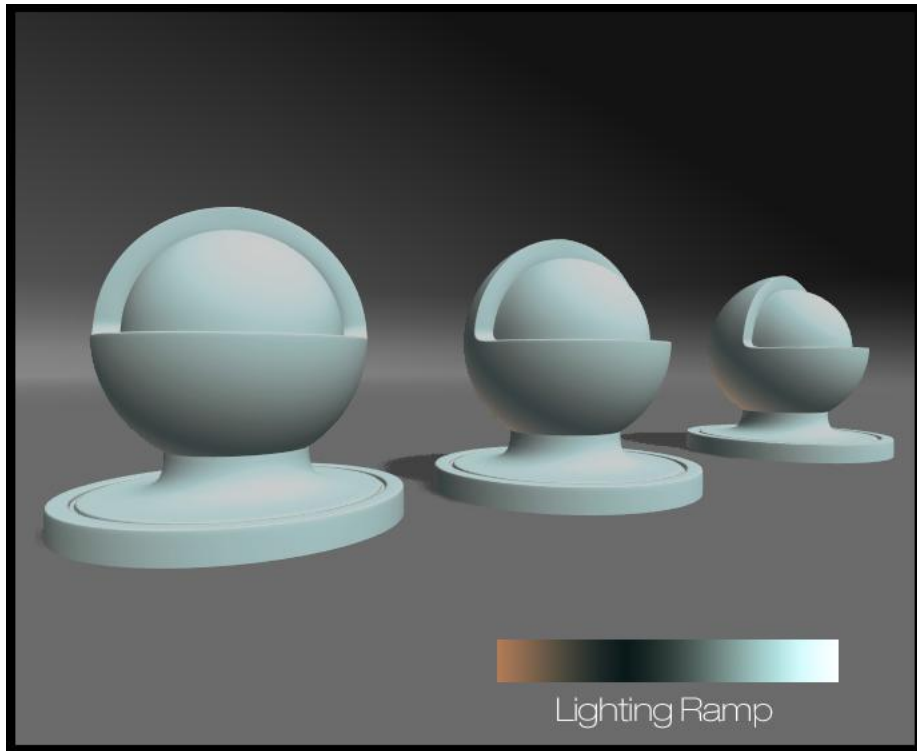
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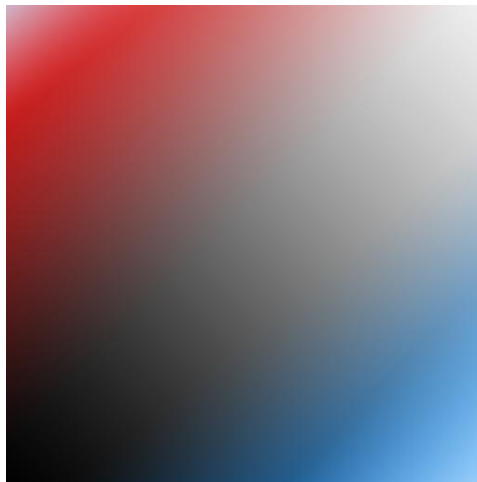
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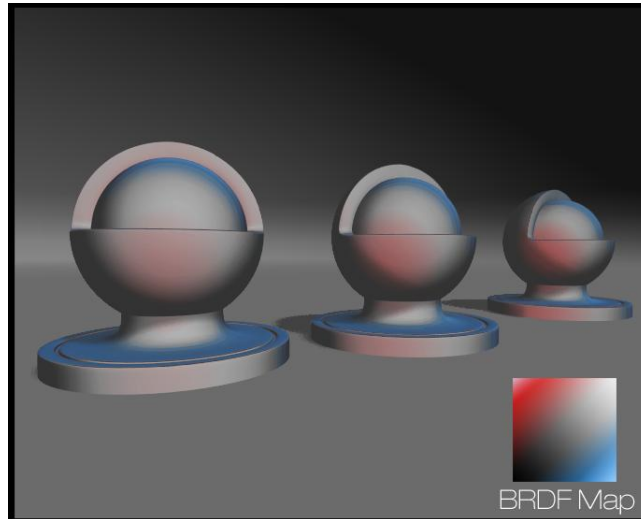
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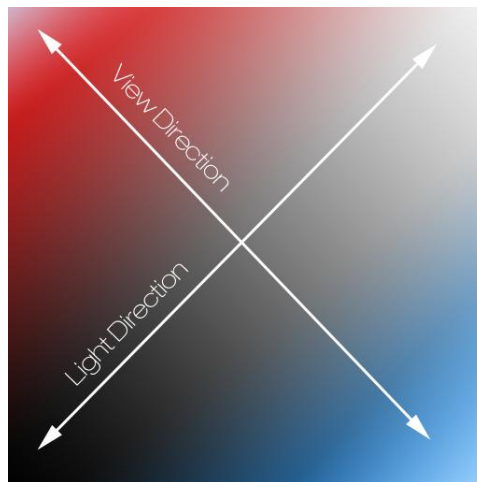
Page 23



Page 25

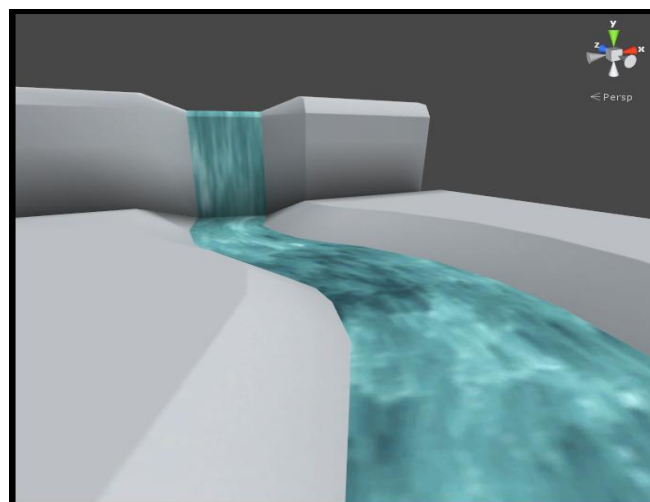


Page 27



Page 29

Chapter 2, Using Textures for Effects



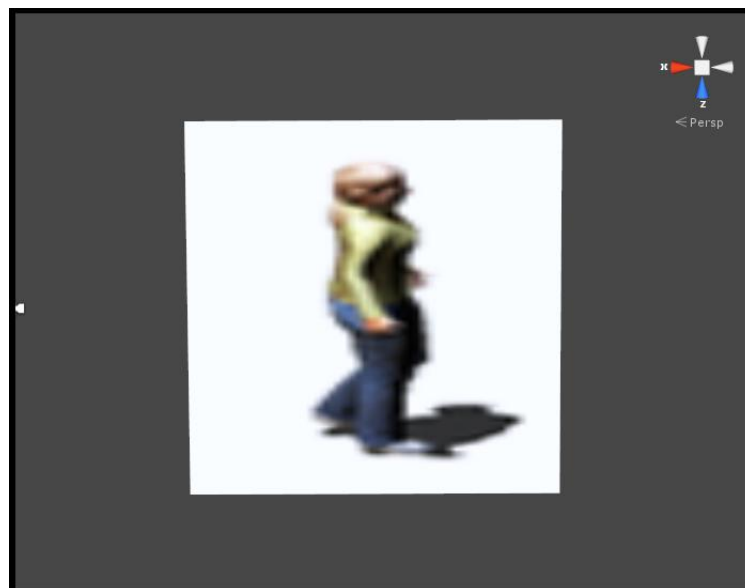
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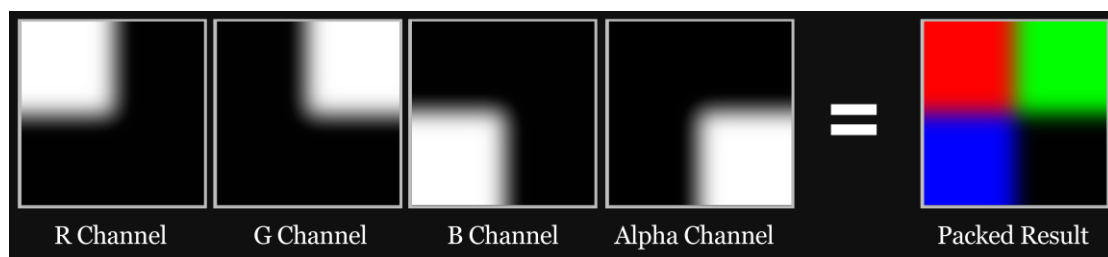
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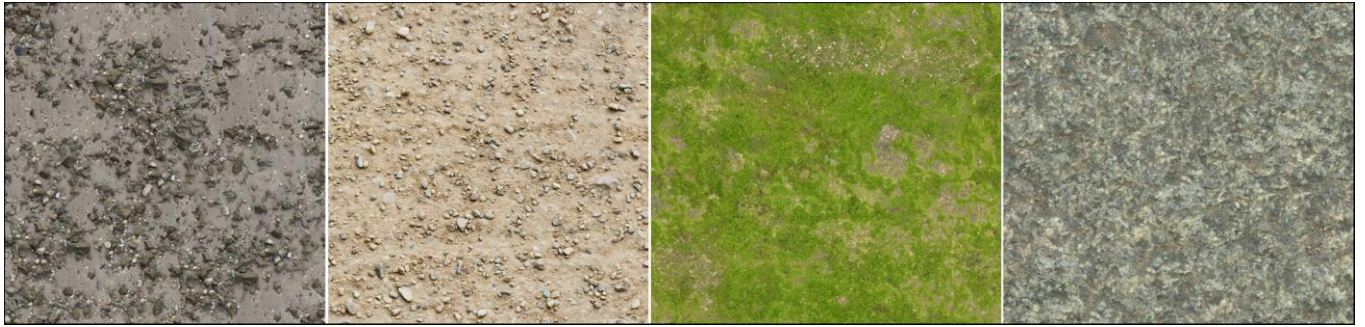
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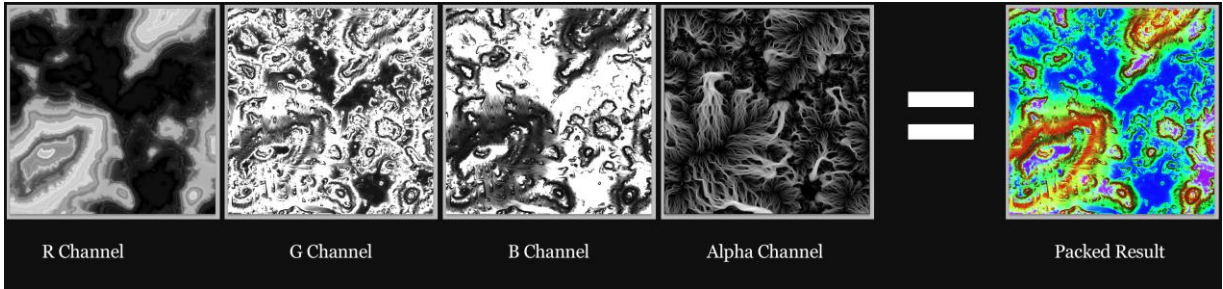
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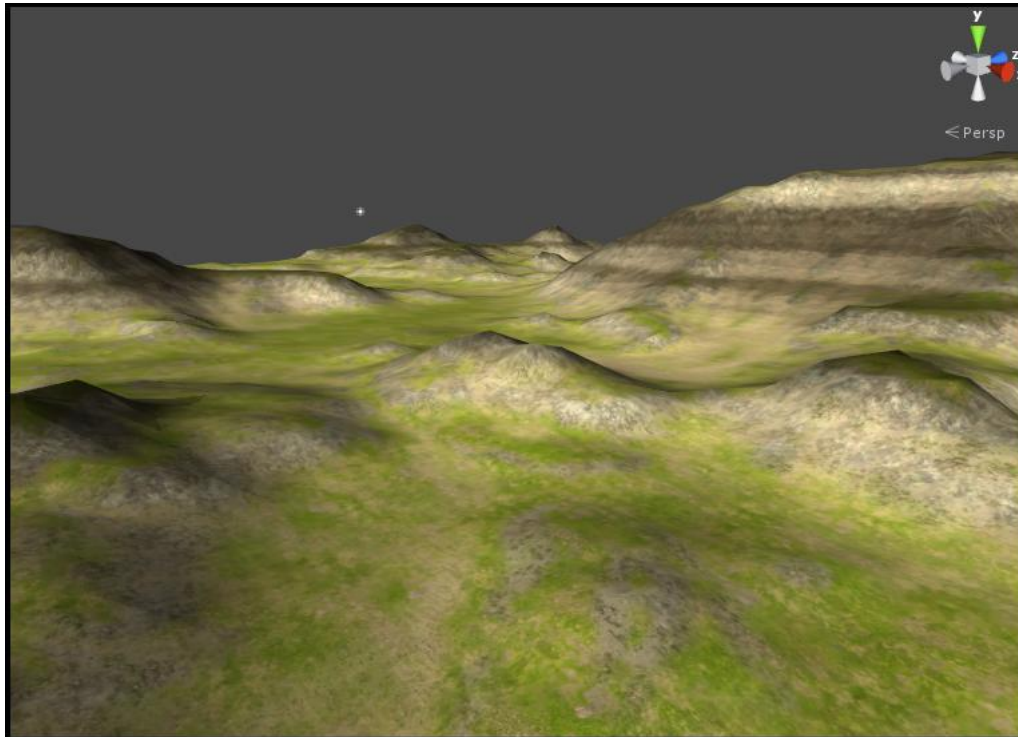
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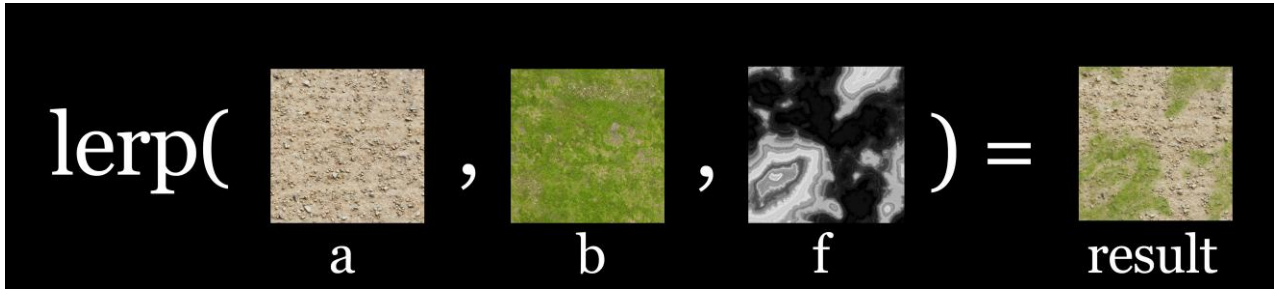
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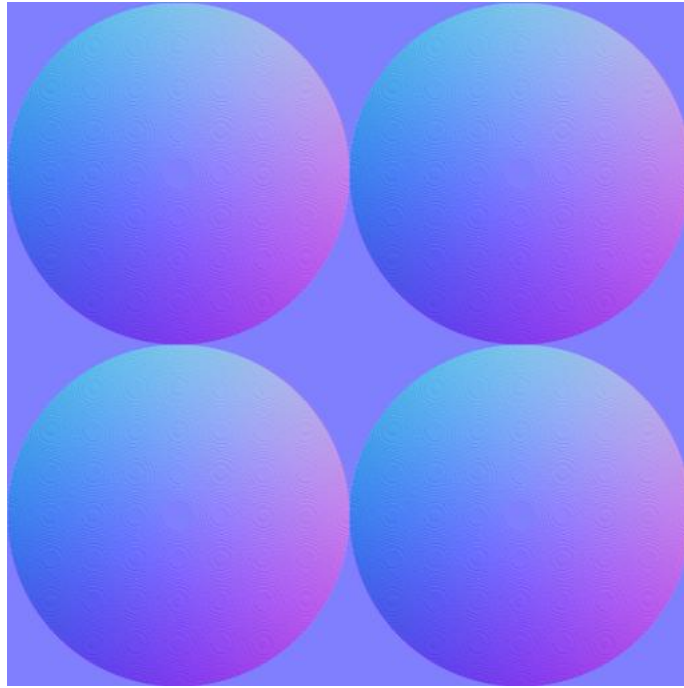
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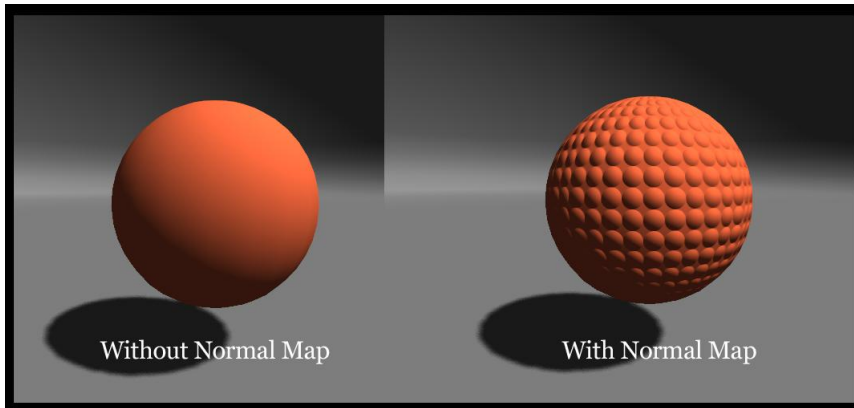
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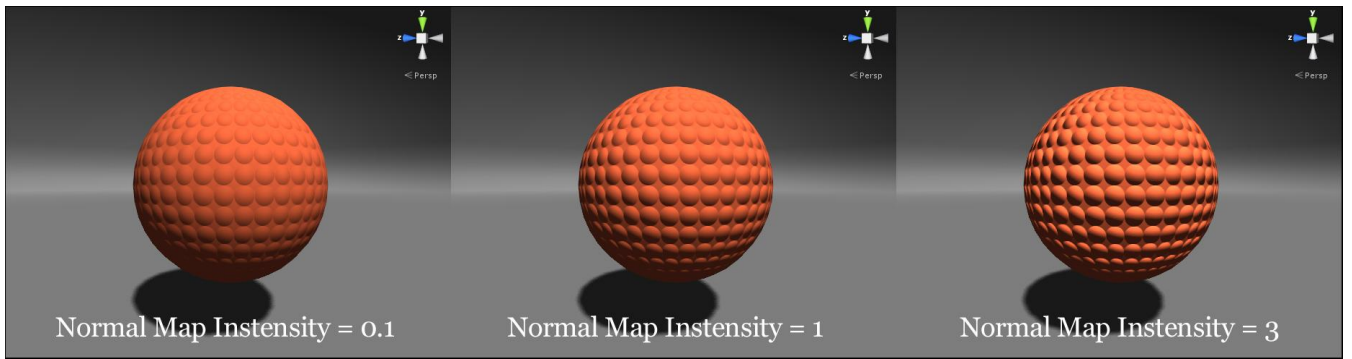
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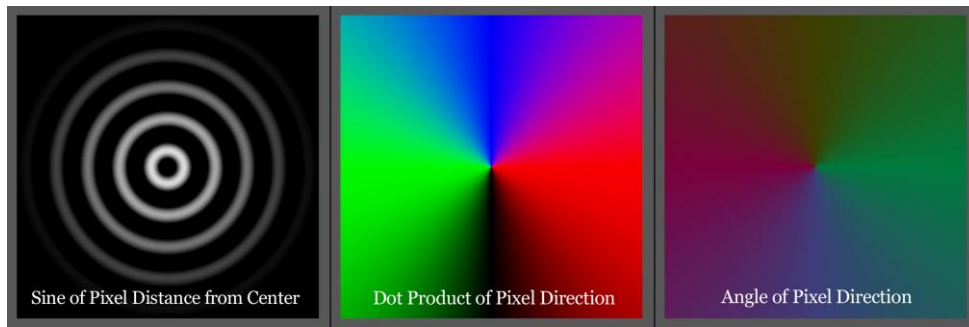
Page 45



Page 47



Page 48

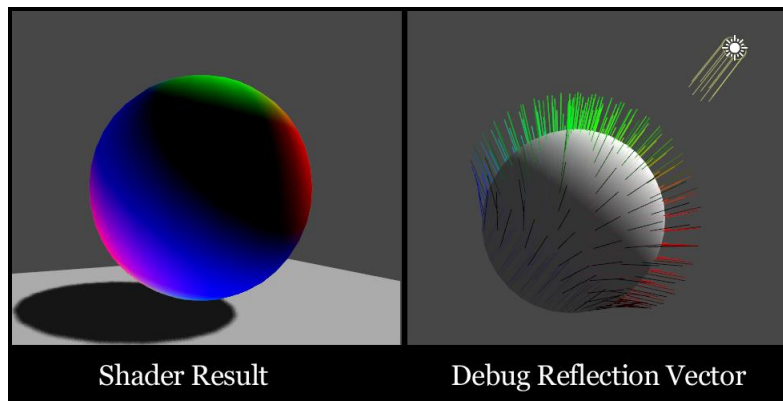


Page 54

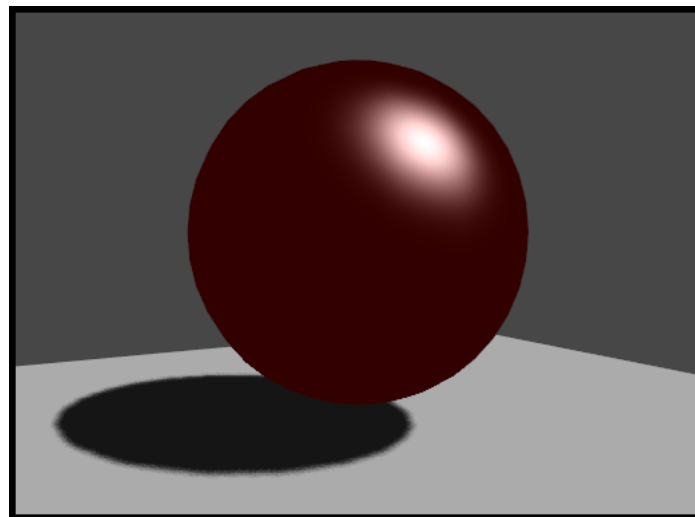


Page 56

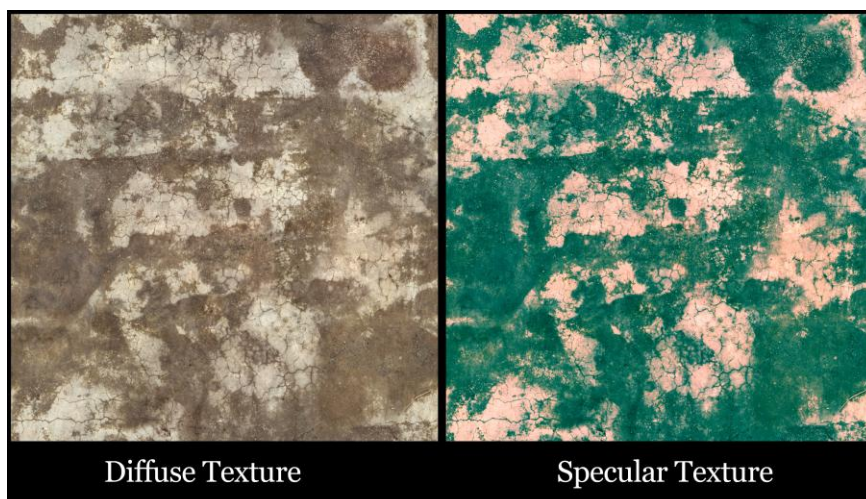
Chapter 3, Making Your Game Shine with Specular



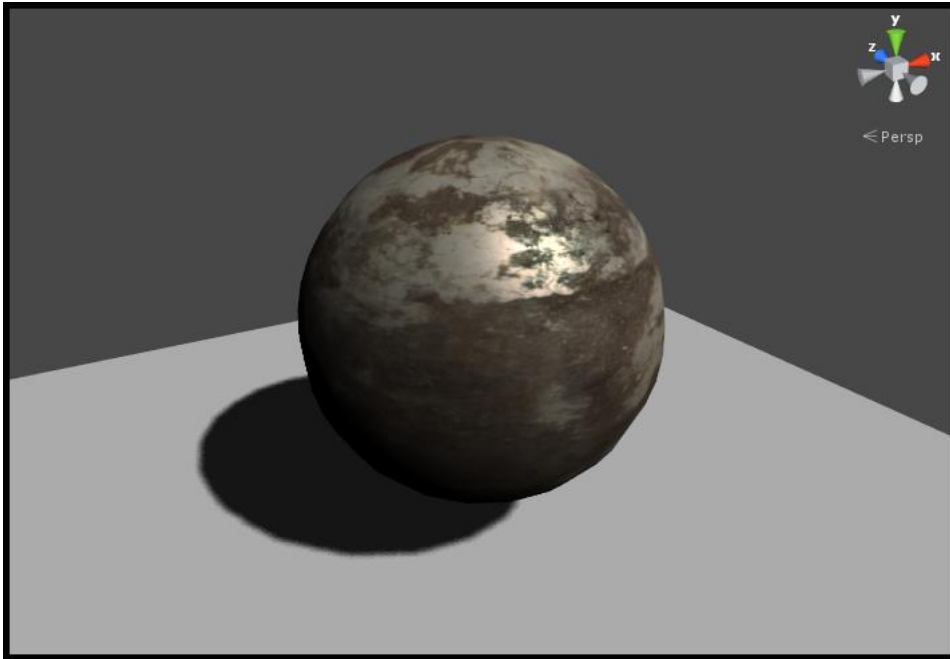
Page 65



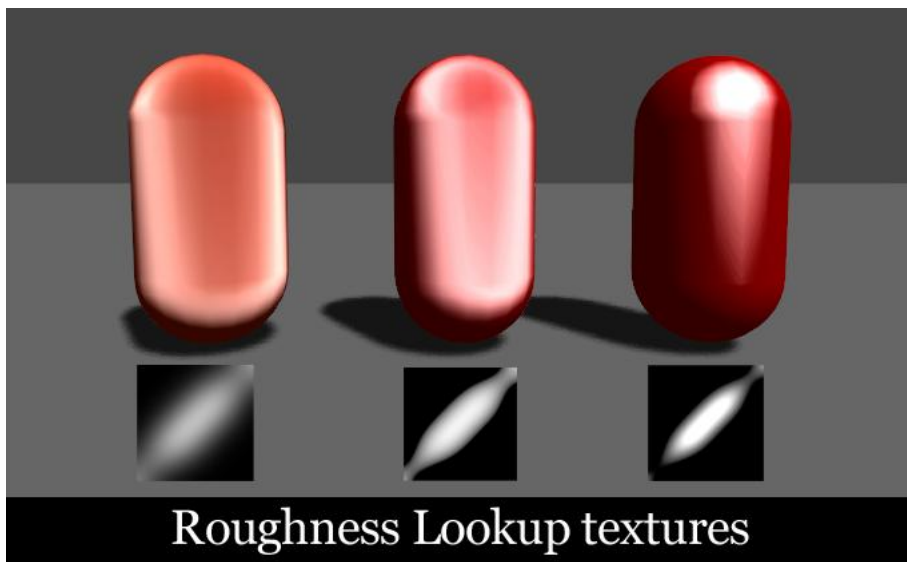
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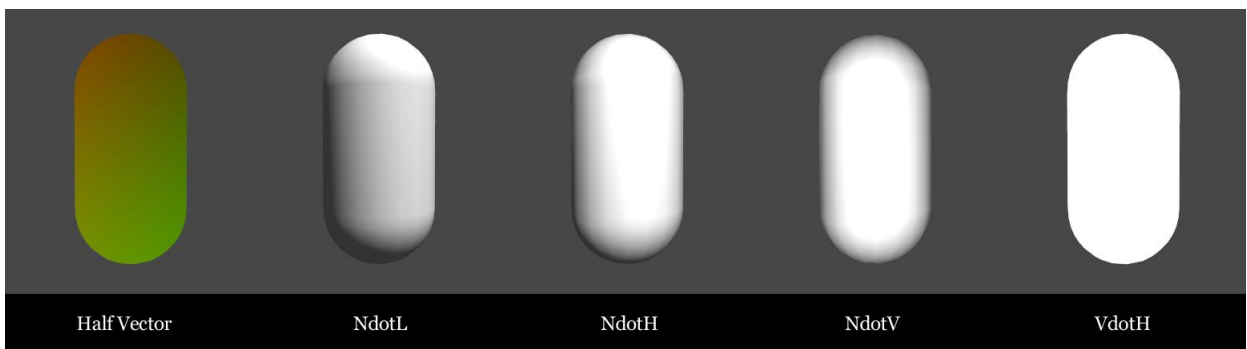
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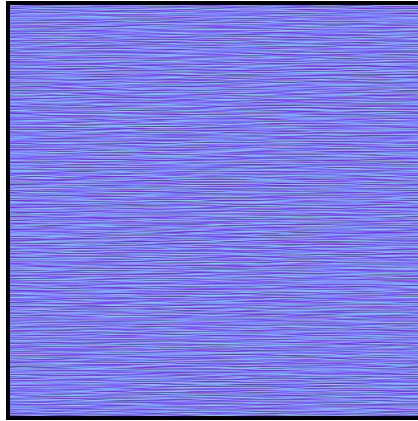
Page 72



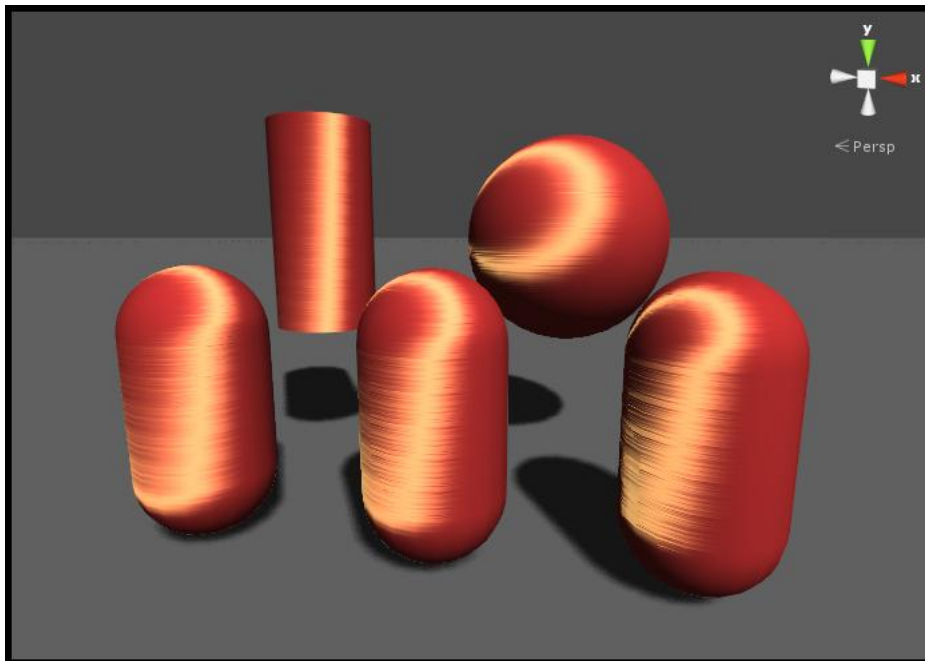
Page 77



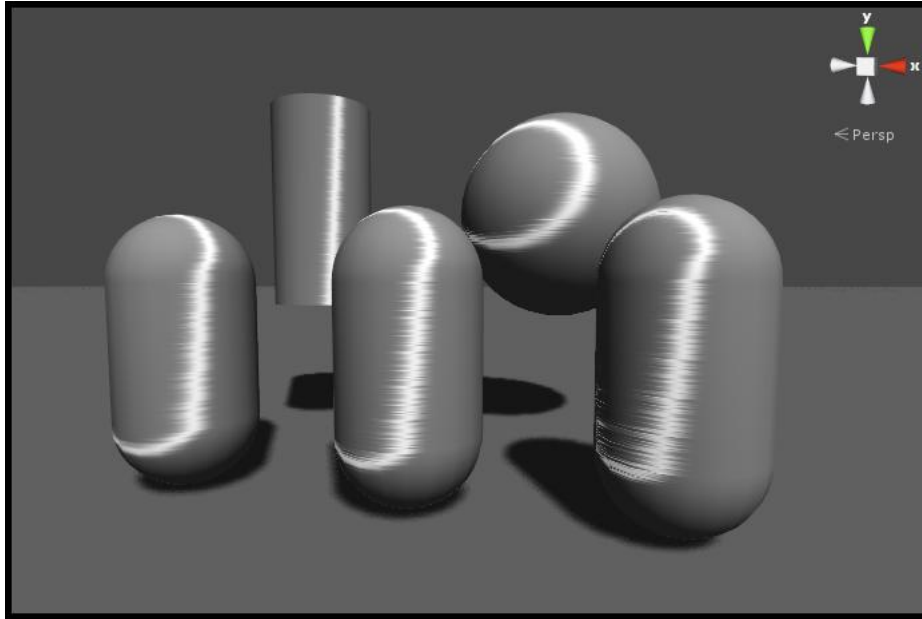
Page 78



Page 80

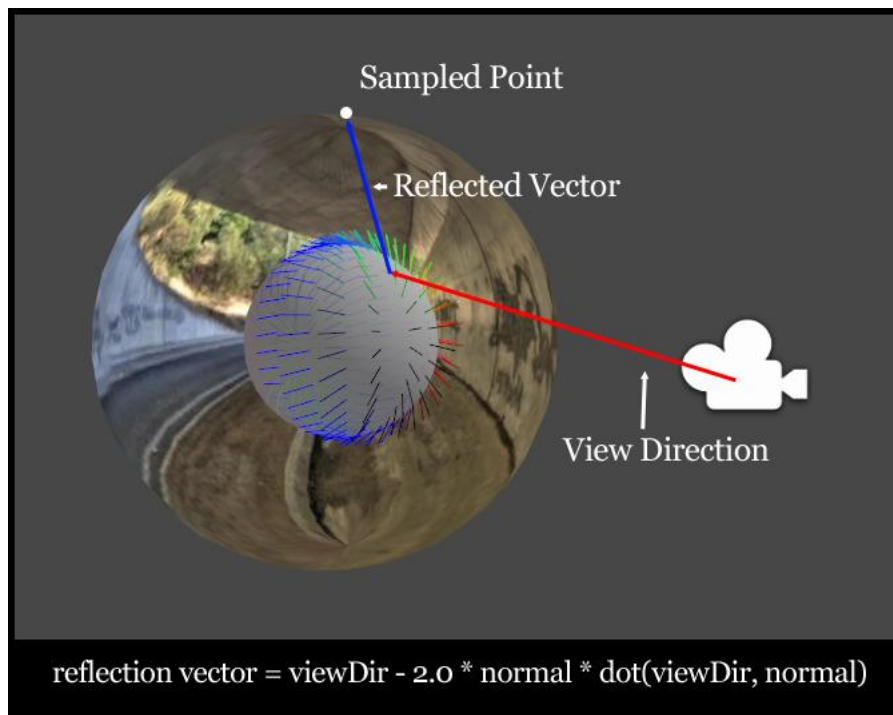


Page 83

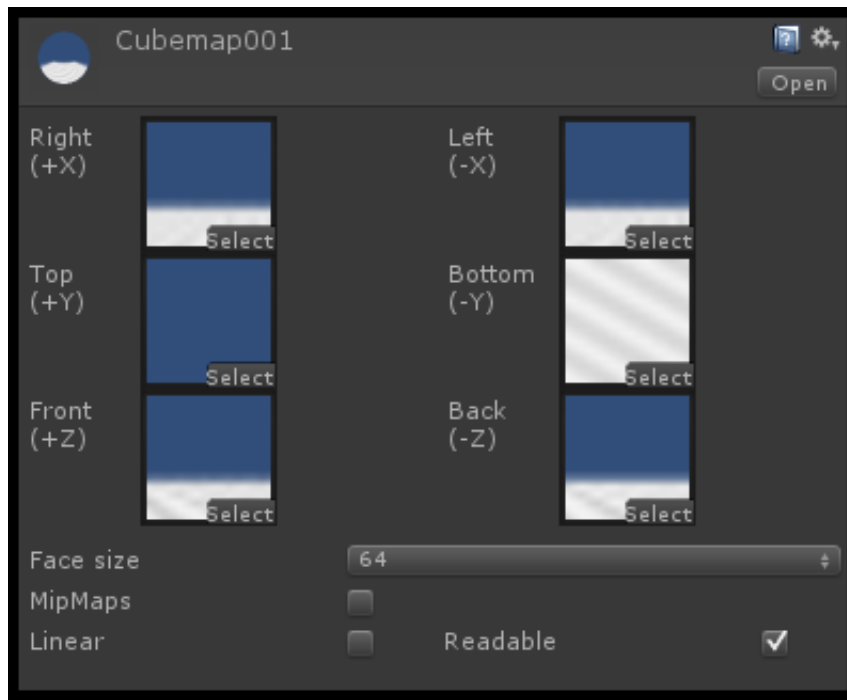


Page 85

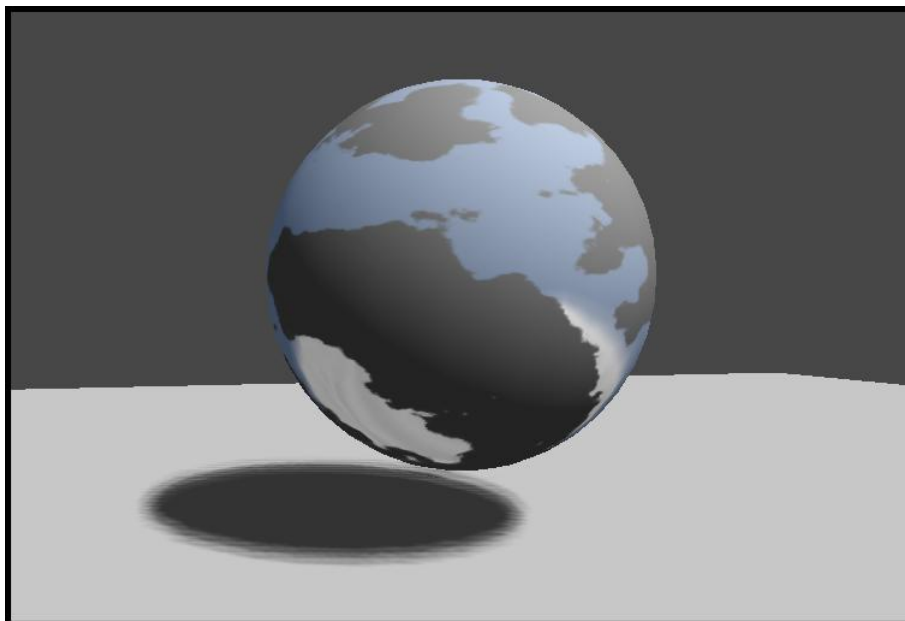
Chapter 4, Reflecting Your World



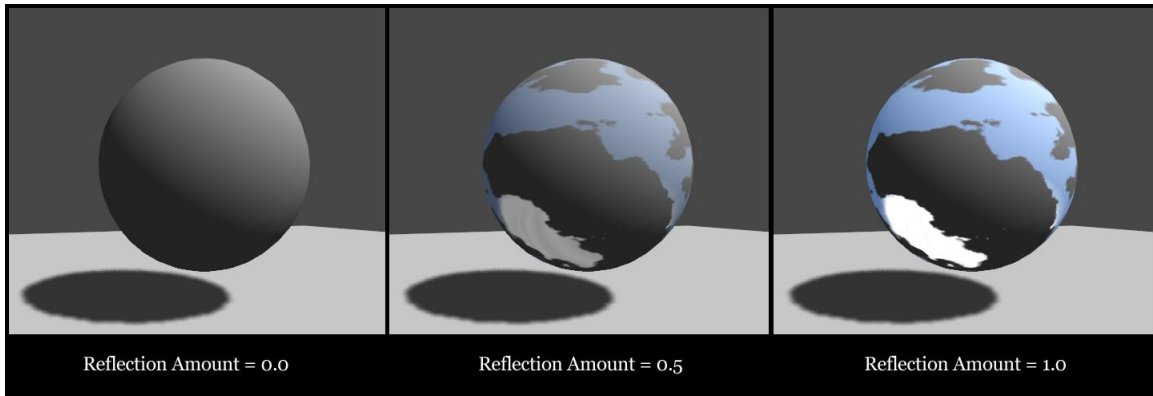
Page 96



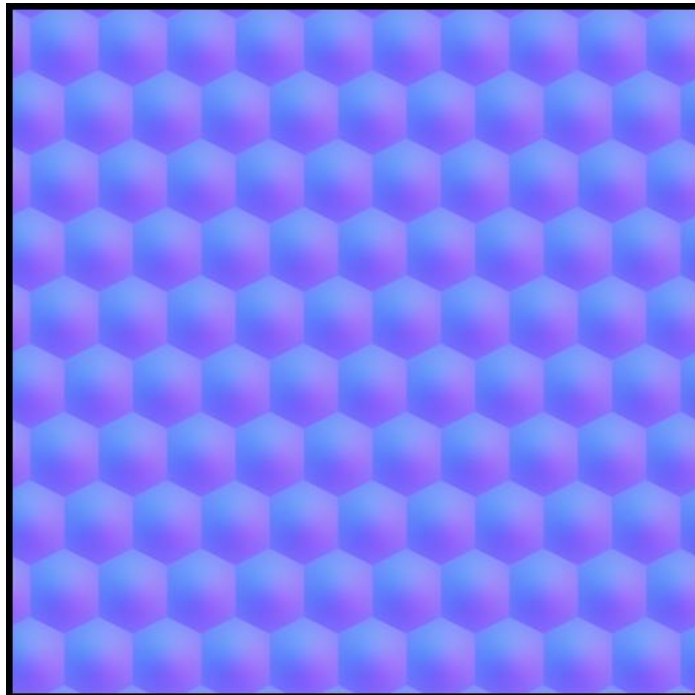
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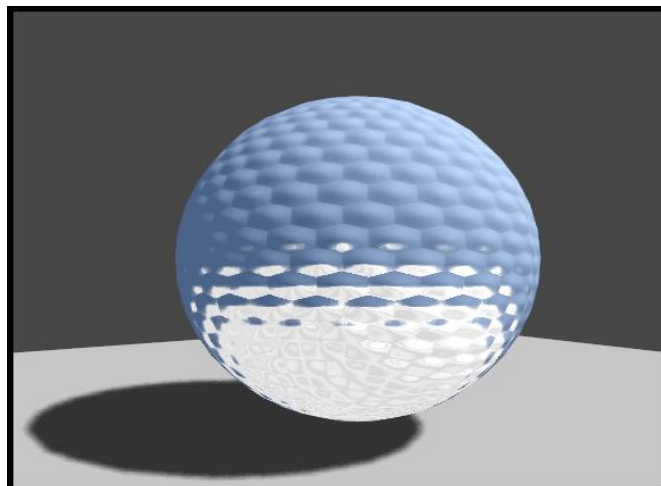
Page 99



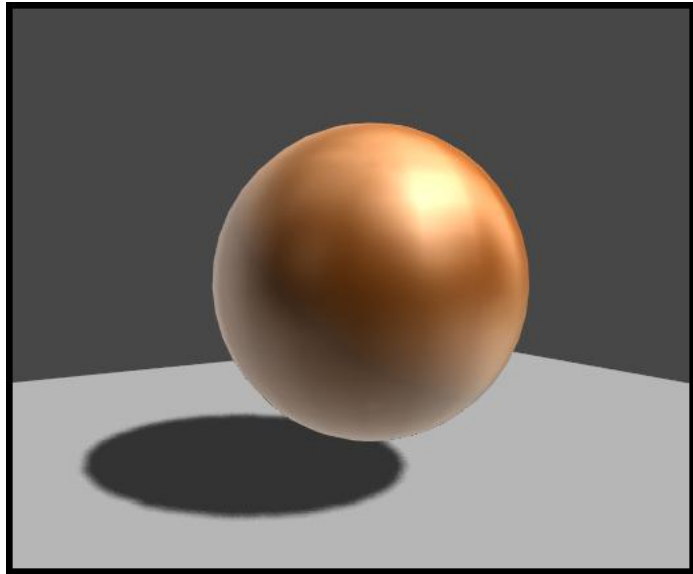
Page 100



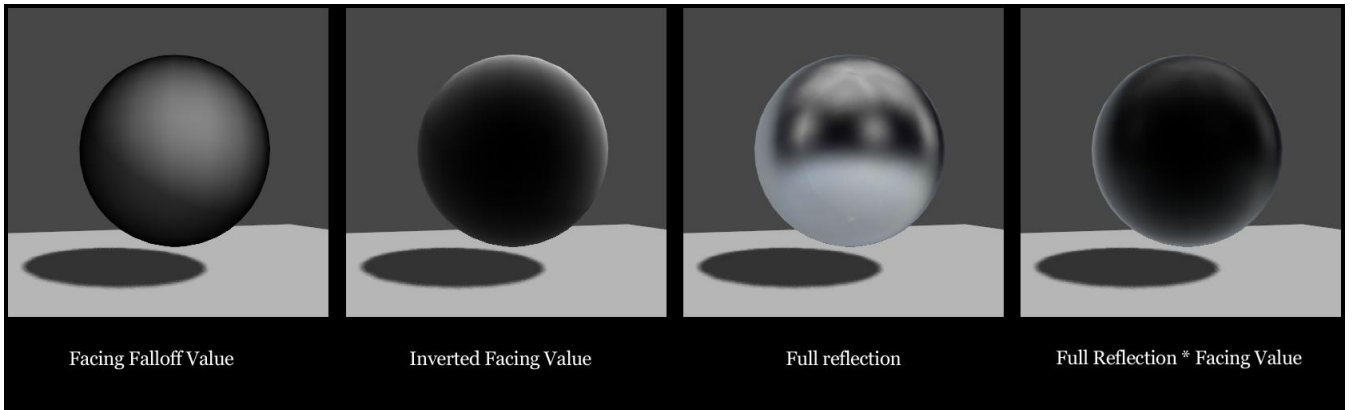
Page 101



Page 103



Page 107



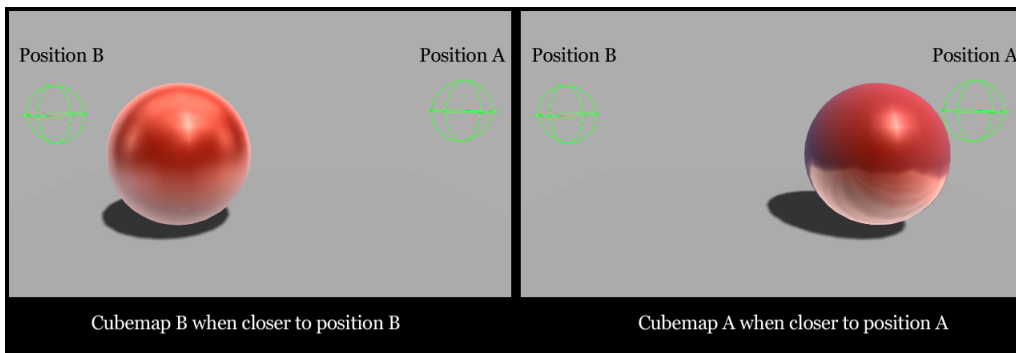
Facing Falloff Value

Inverted Facing Value

Full reflection

Full Reflection * Facing Value

Page 108

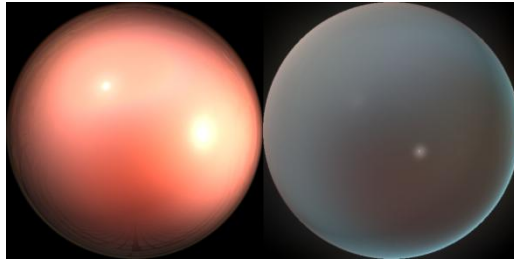


Cubemap B when closer to position B

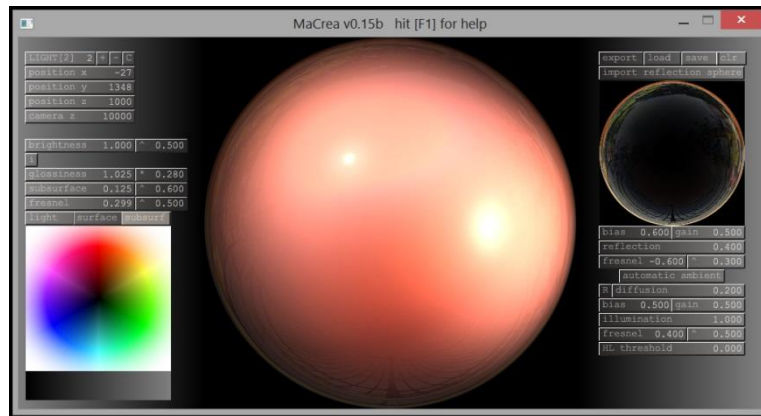
Cubemap A when closer to position A

Page 111

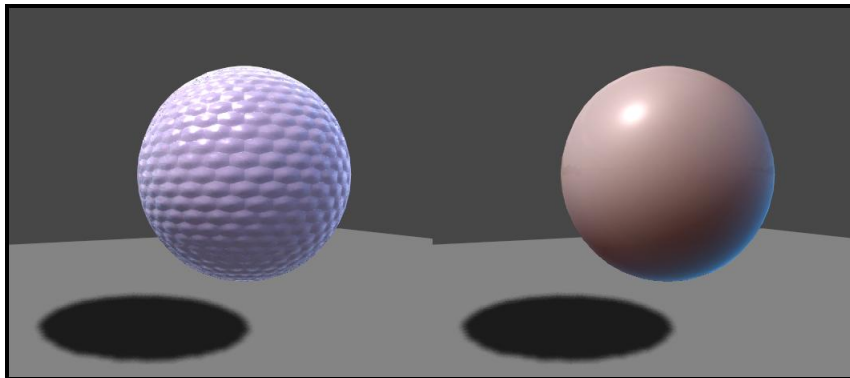
Chapter 5, Lighting Models



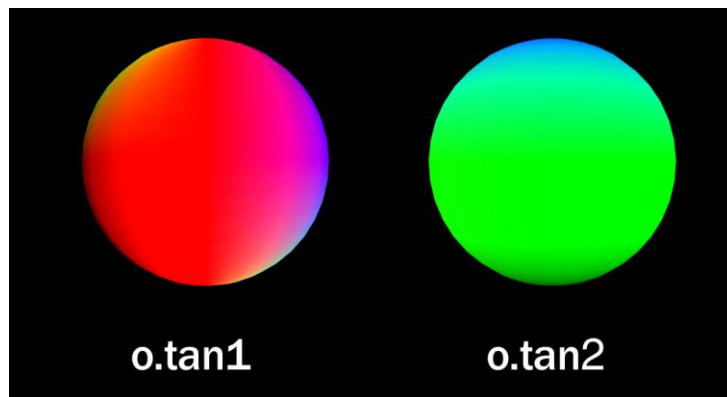
Page 114



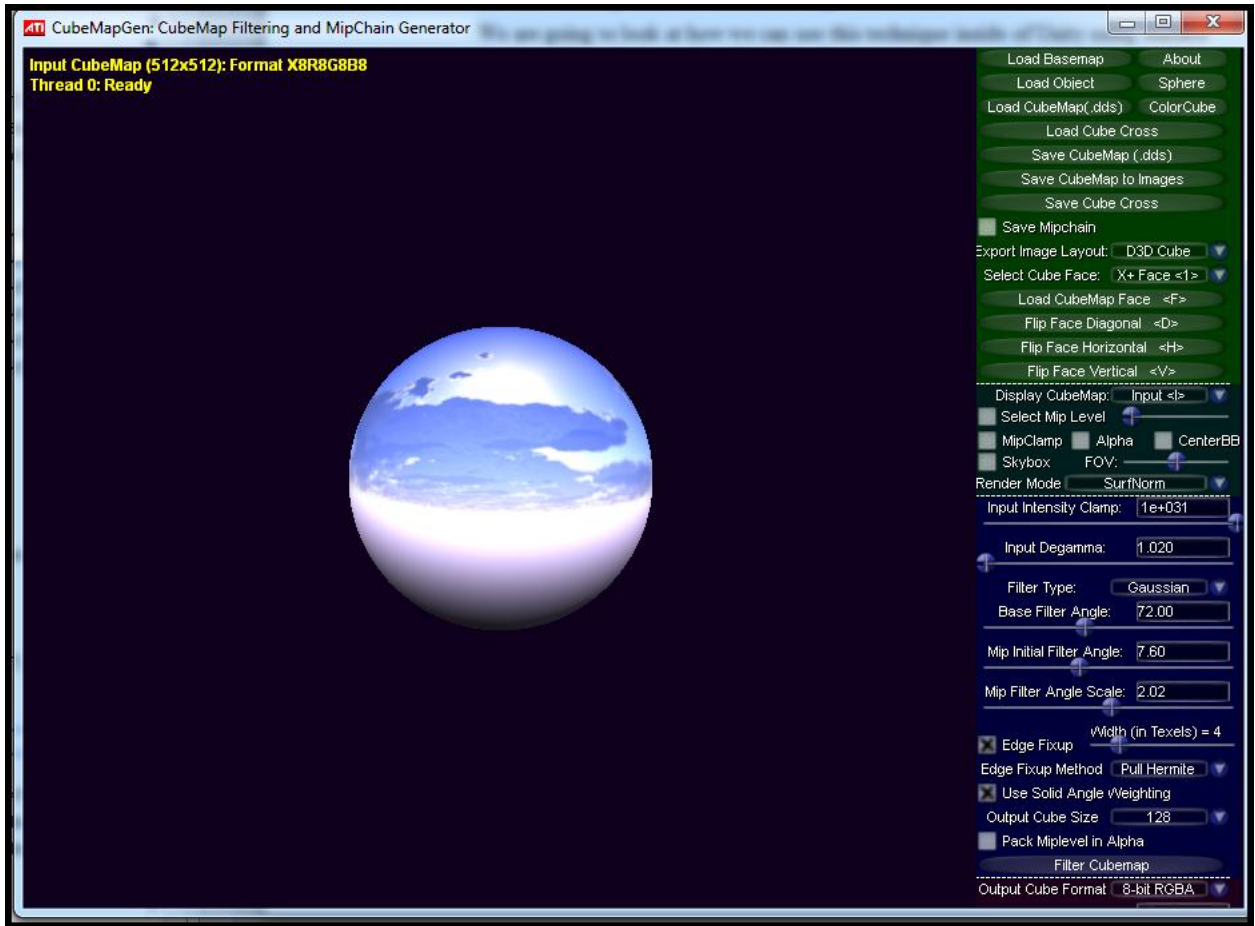
Page 115



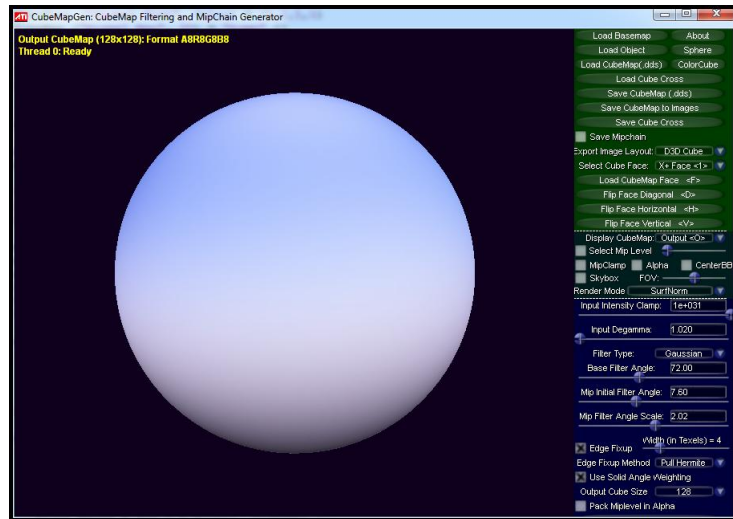
Page 117



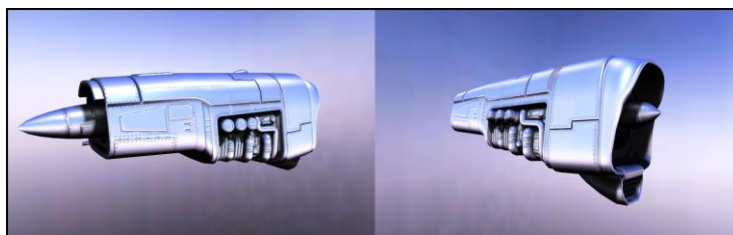
Page 118

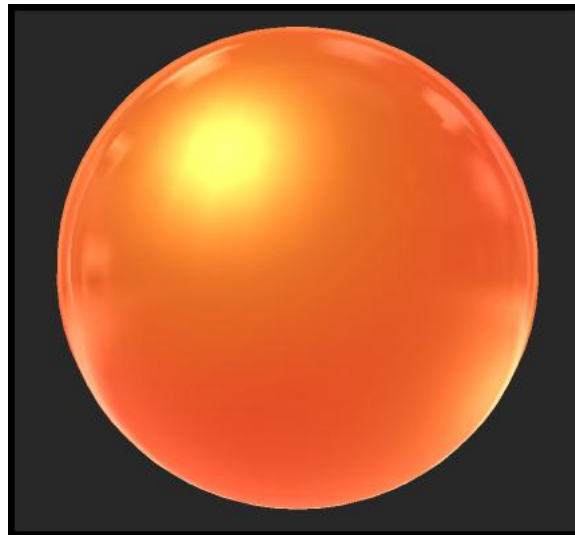
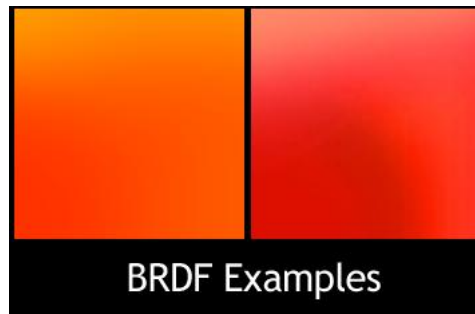
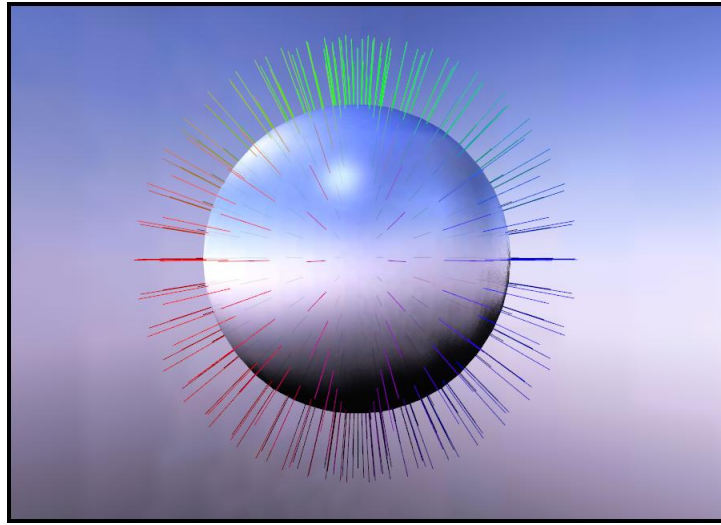


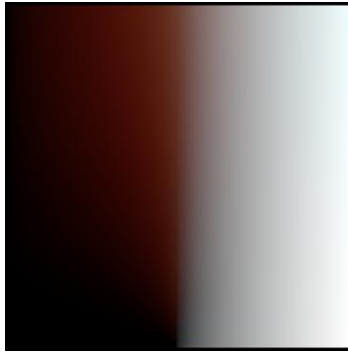
Page 120



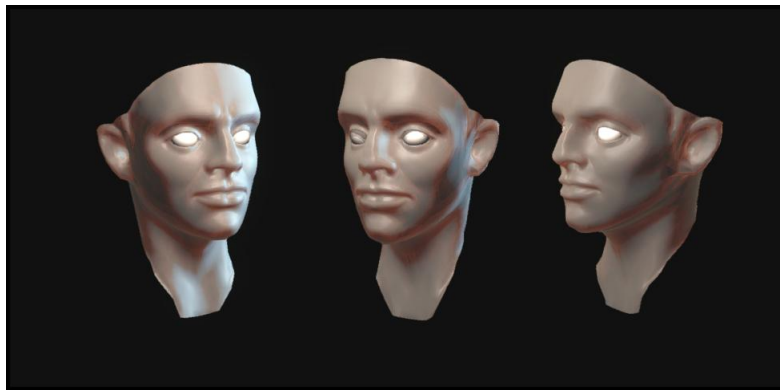
Page 121



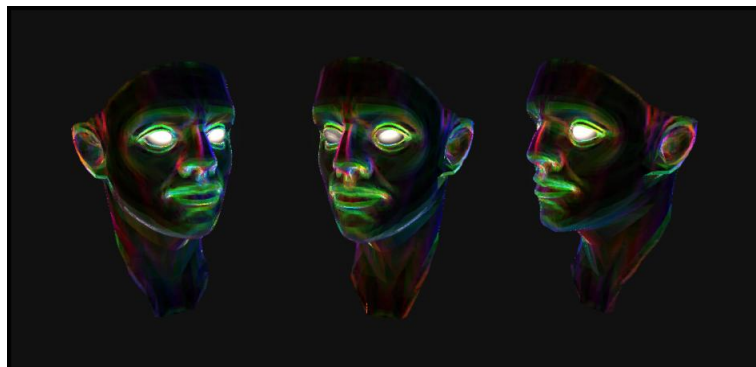




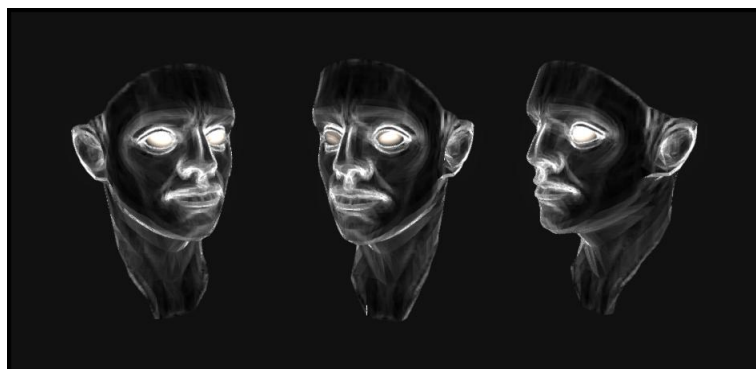
Page 131



Page 135



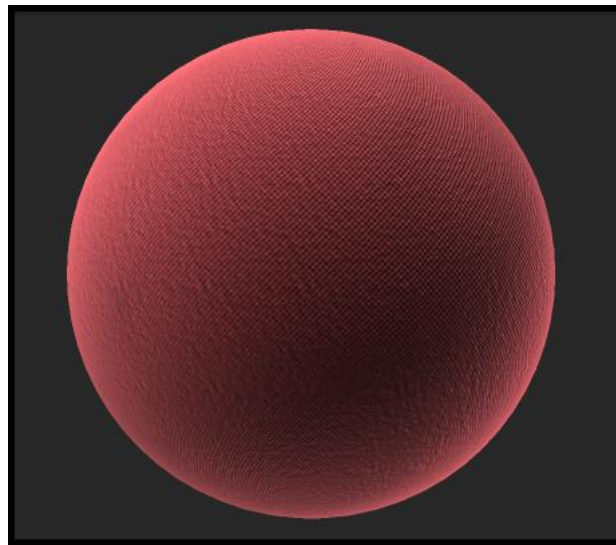
Page 136



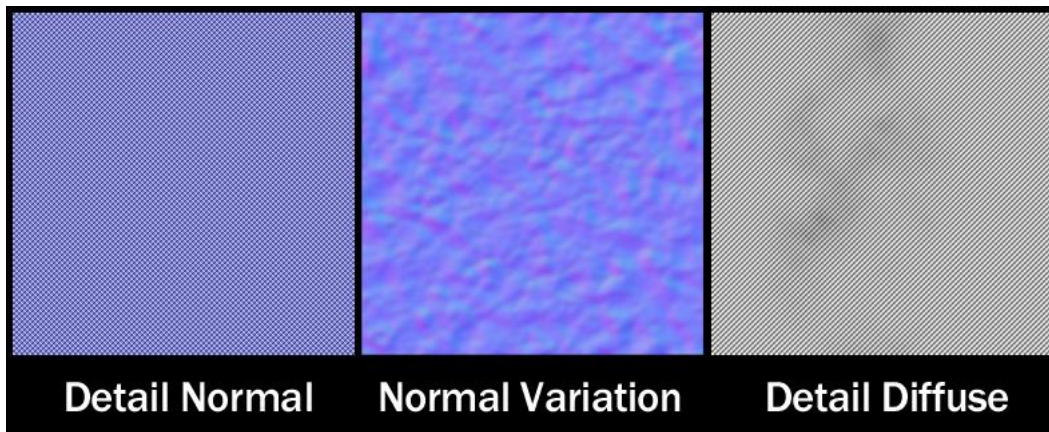
Page 136



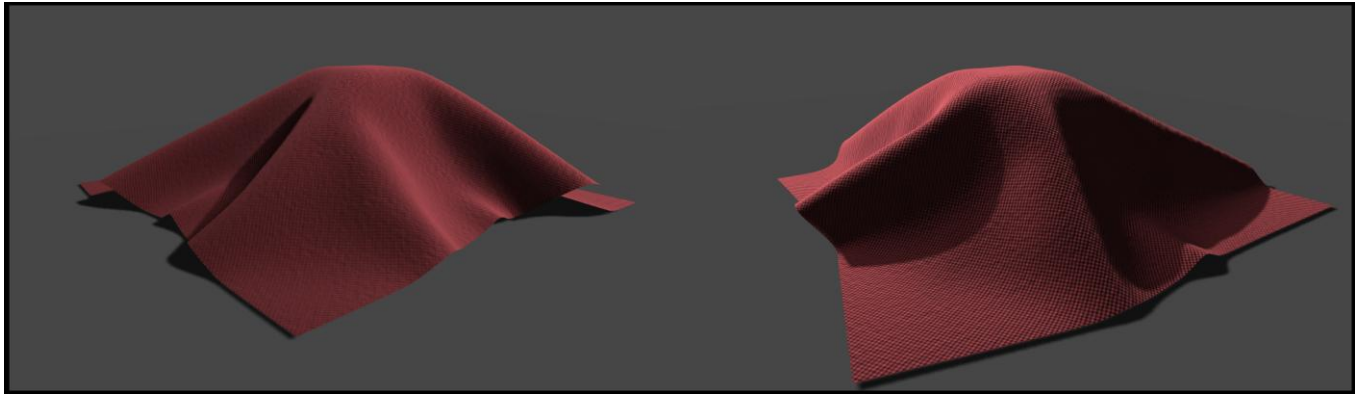
Page 137



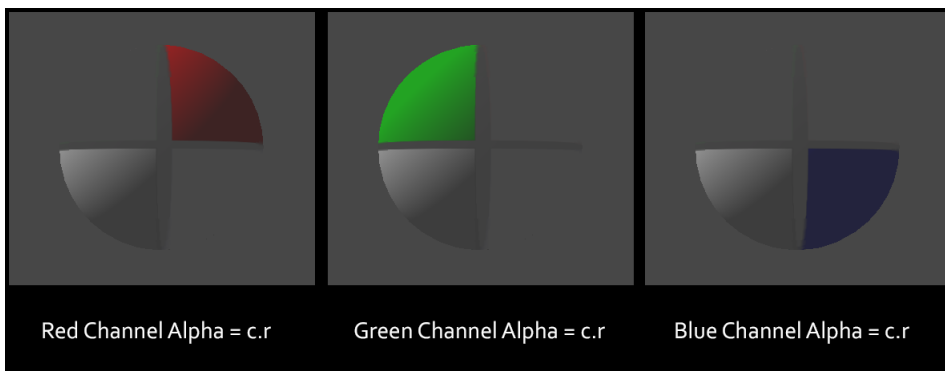
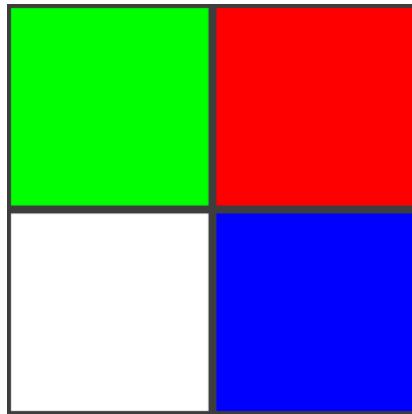
Page 138

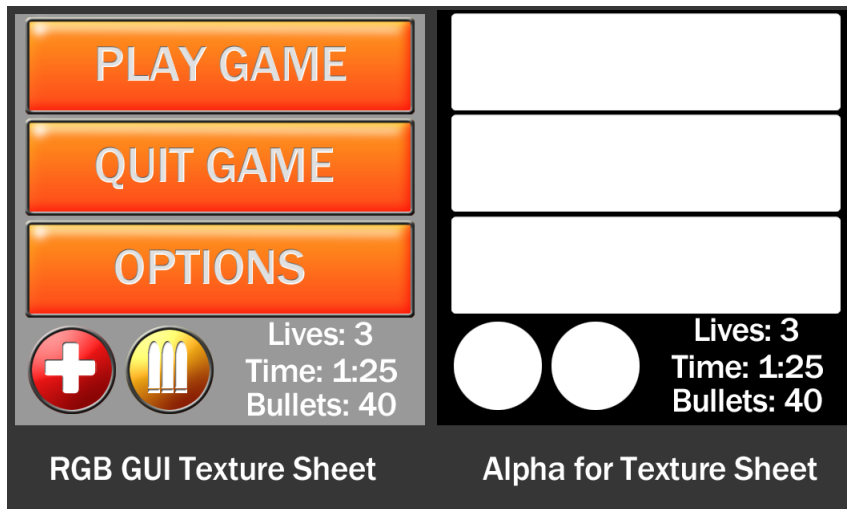


Page 138



Chapter 6, Transparency

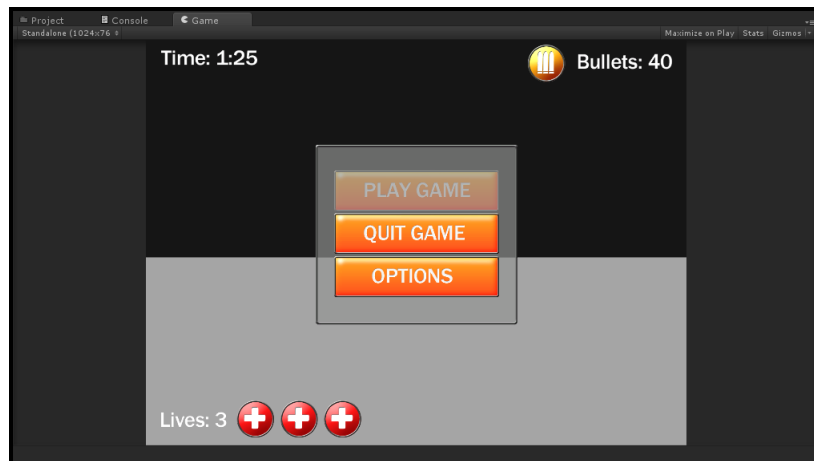




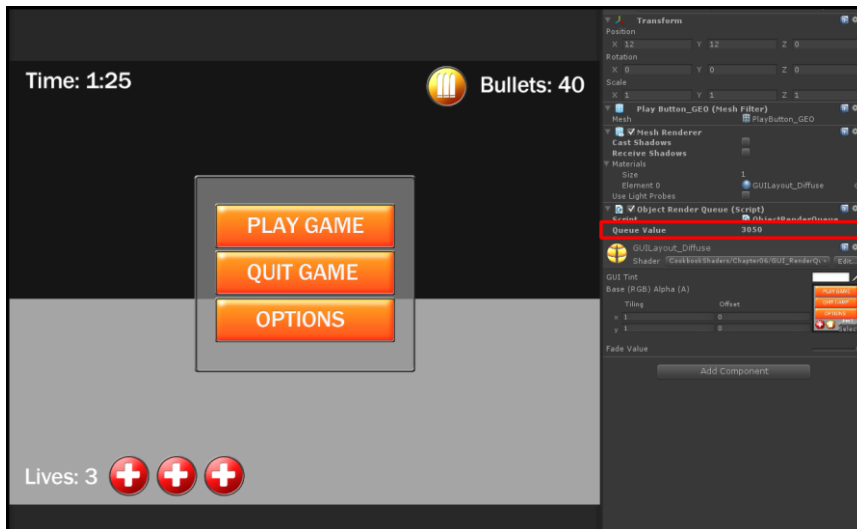
Page 152



Page 153

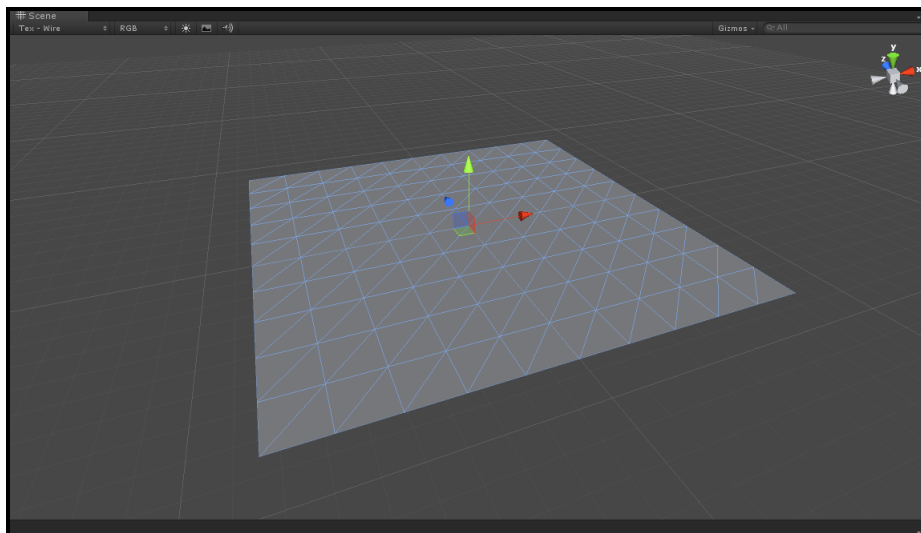


Page 155

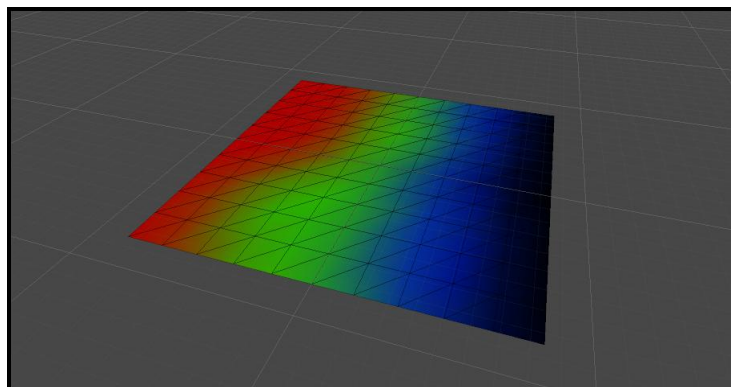


Page 157

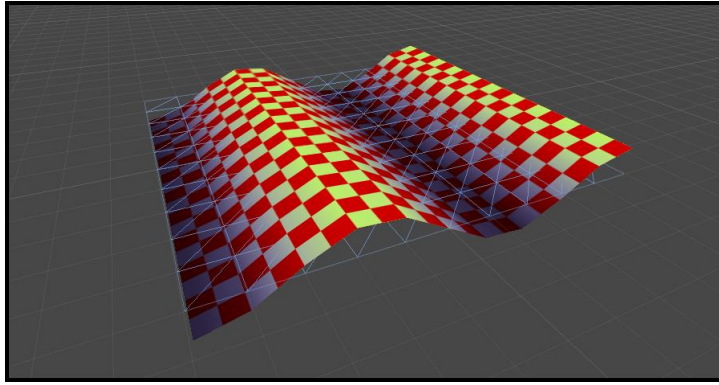
Chapter 7, Vertex Magic



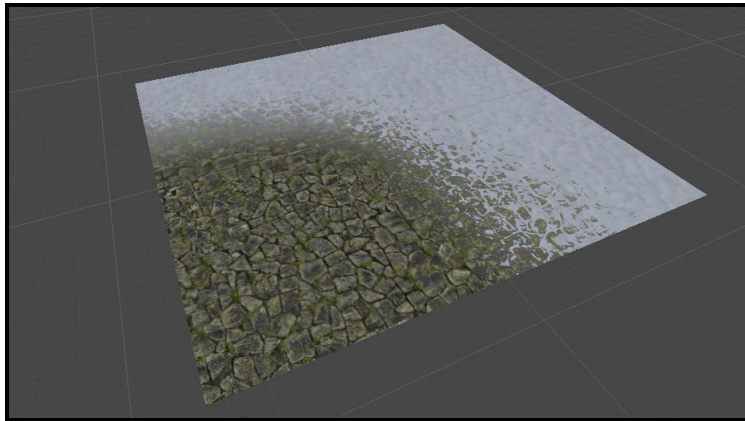
Page 161



Page 163

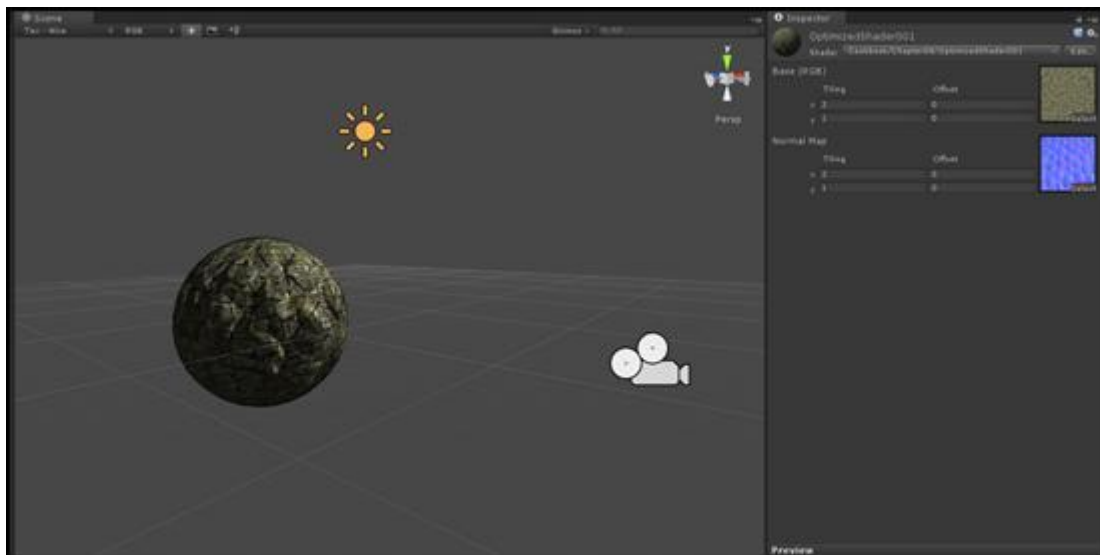


Page 167



Page 170

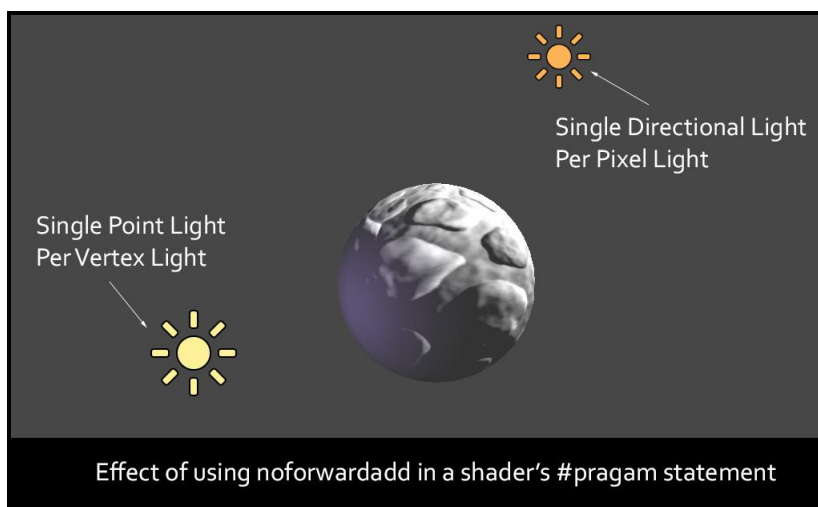
Chapter 8, Mobile Shader Adjustment



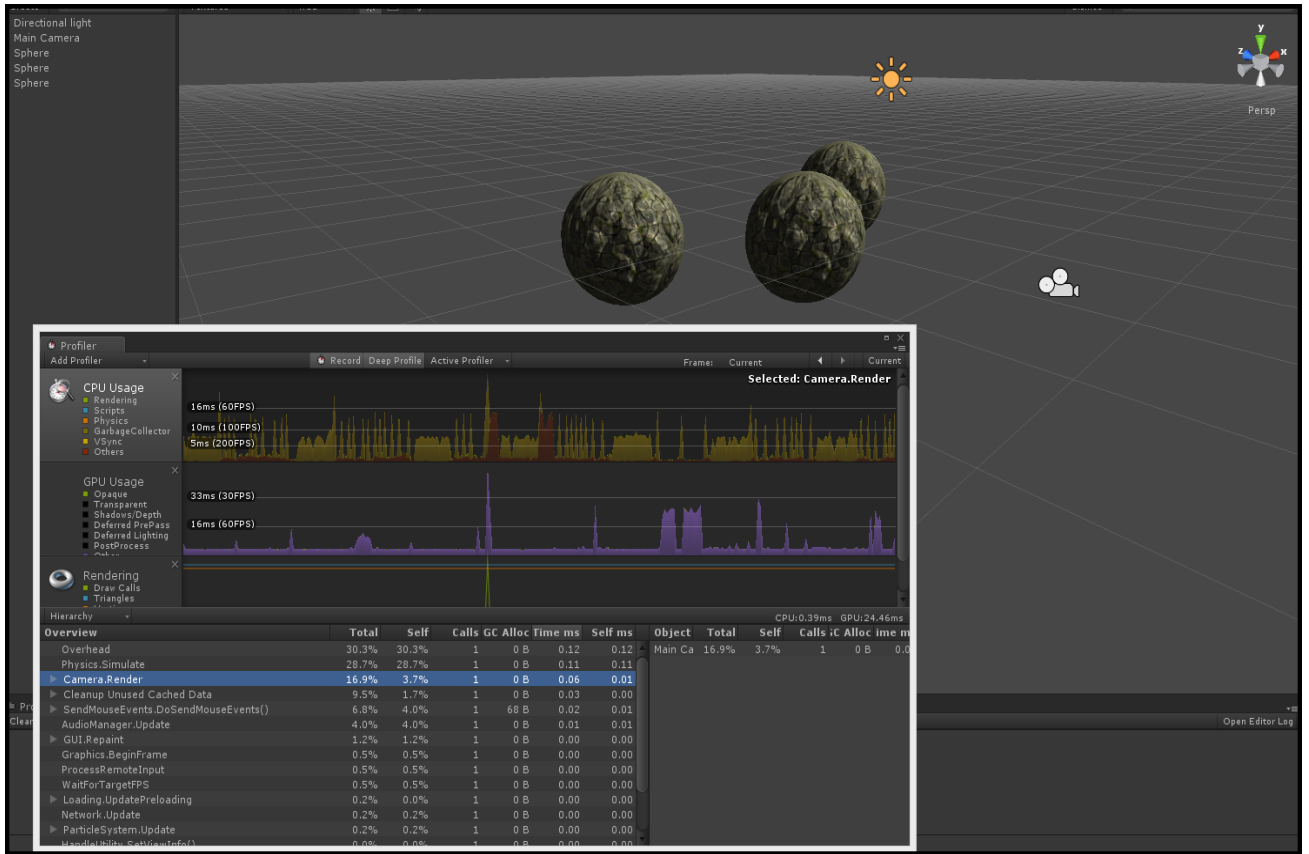
Page 175



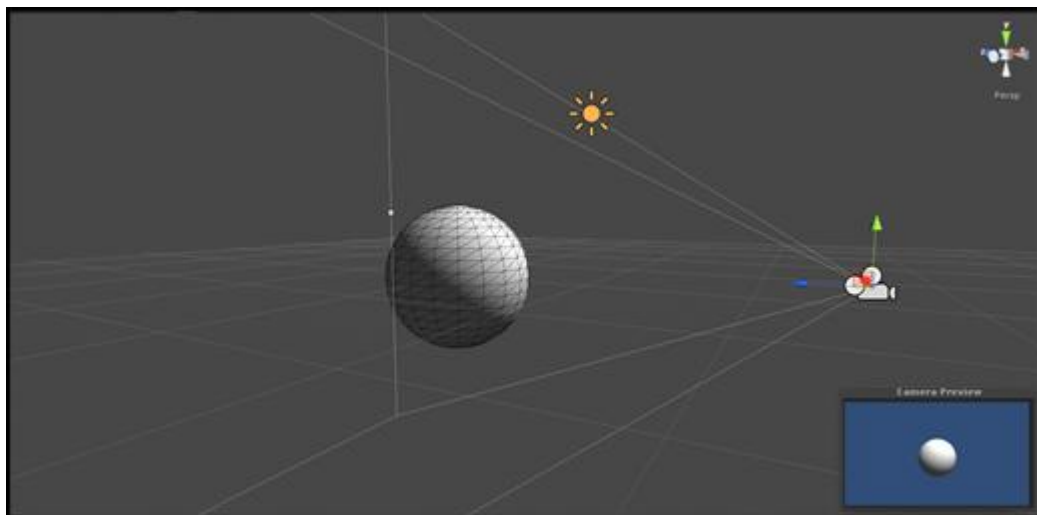
Page 177



Page 179



Page 180



Page 186

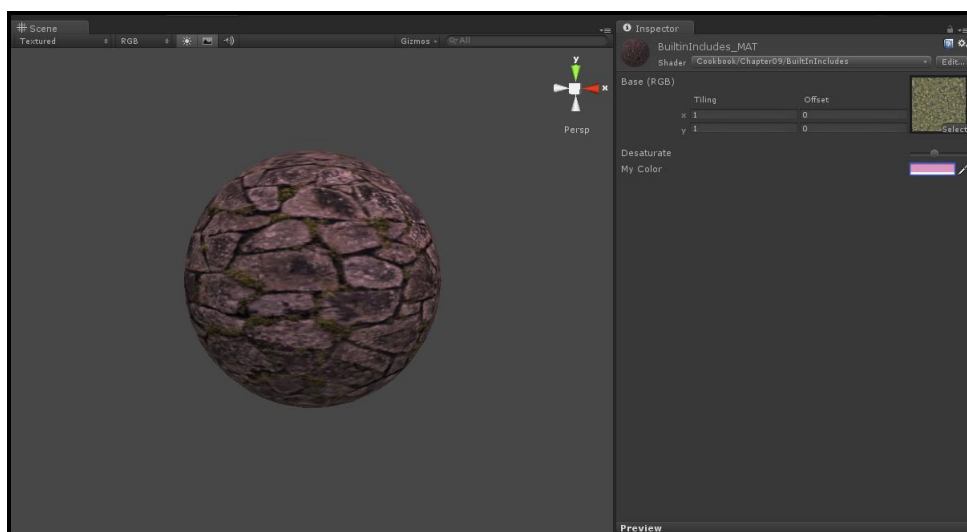


Page 188

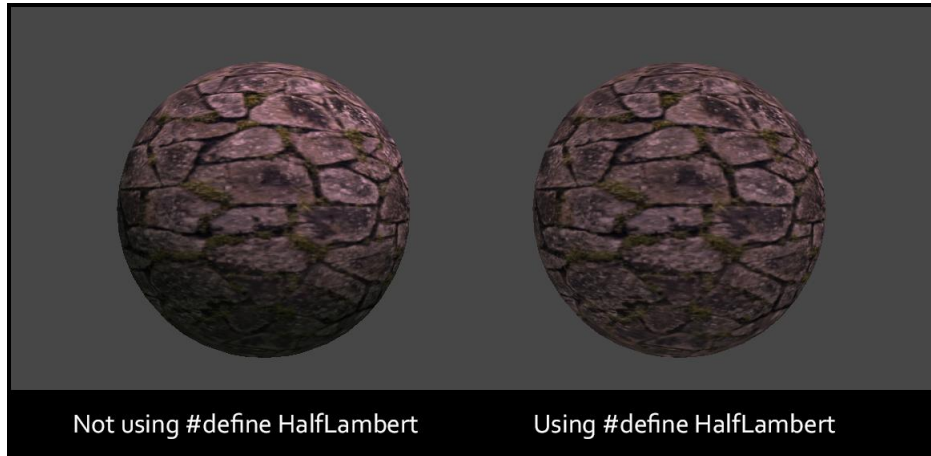
Chapter 9, Making Your Shader World Modular with CgIncludes



Page 194

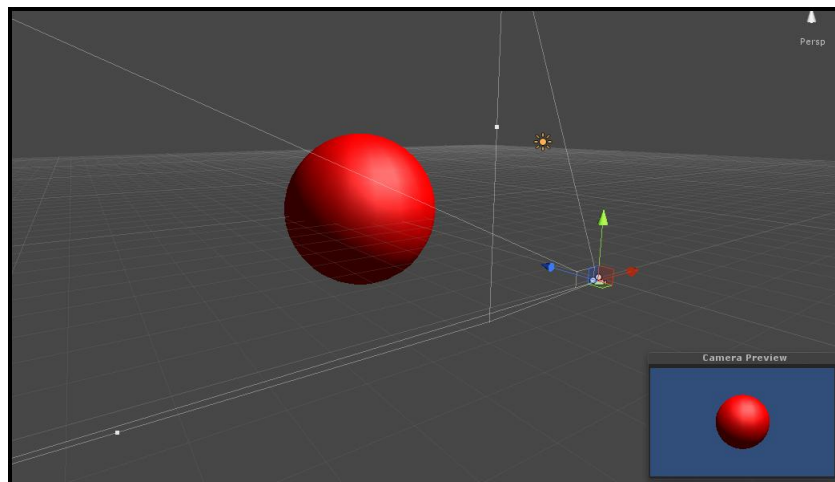


Page 198

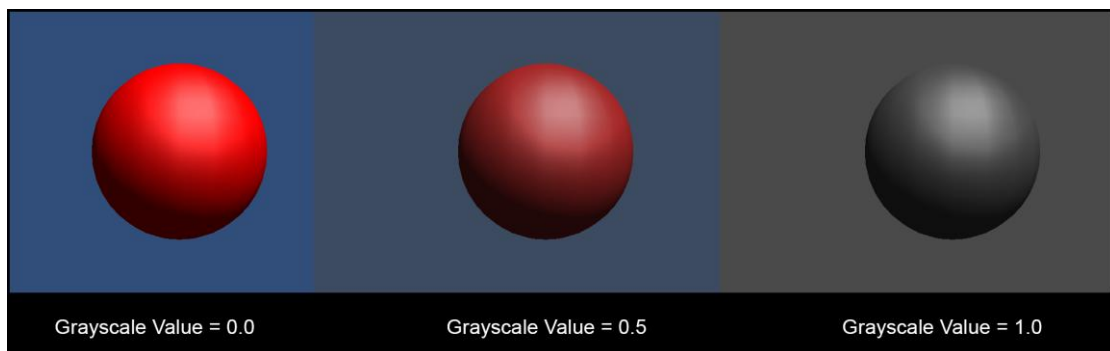


Page 200

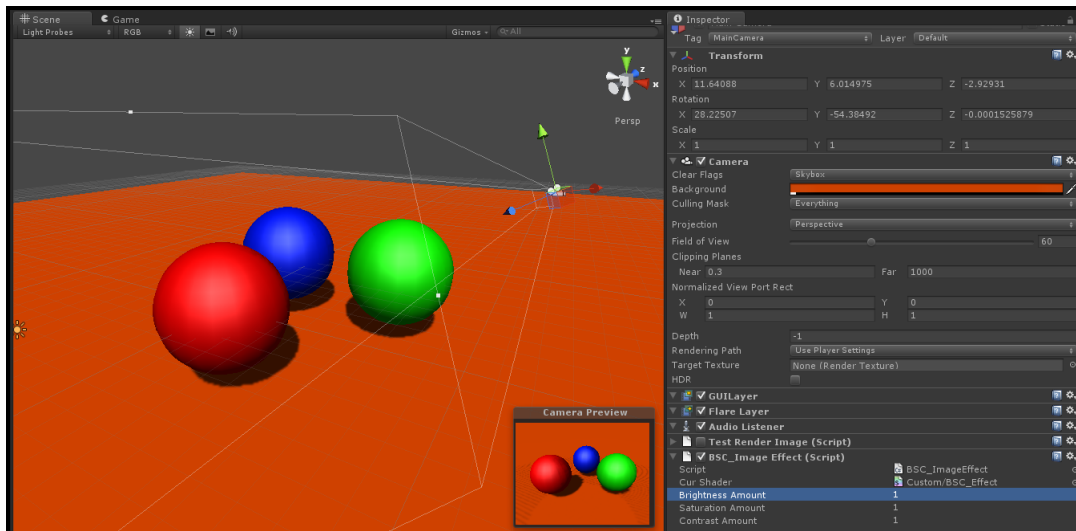
Chapter 10, Screen Effects with Unity Render Textures



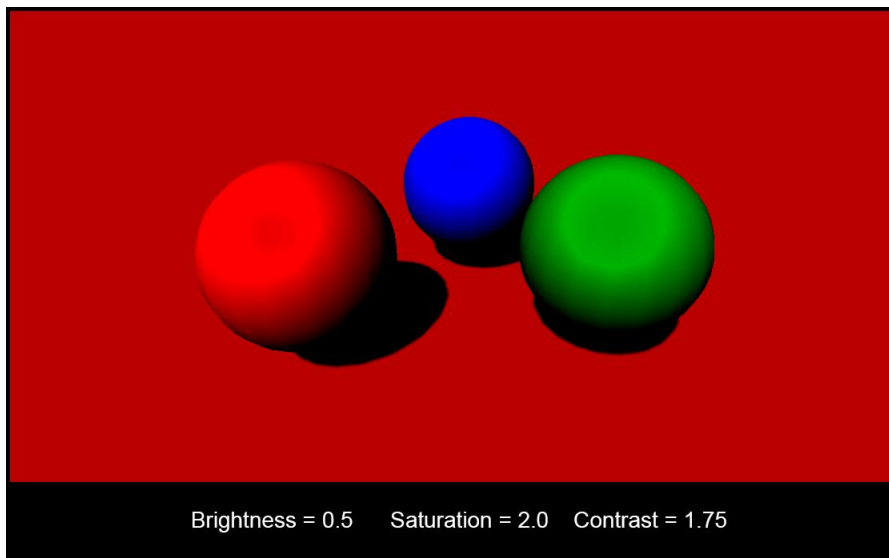
Page 205



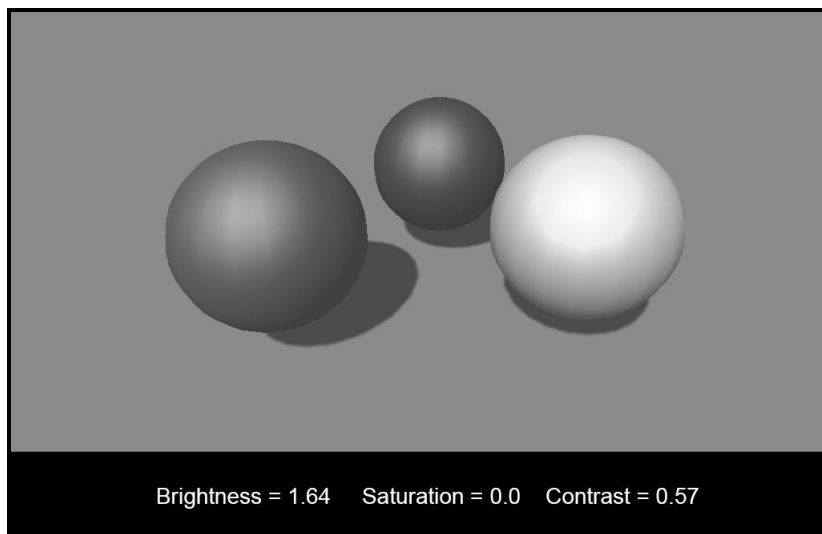
Page 209



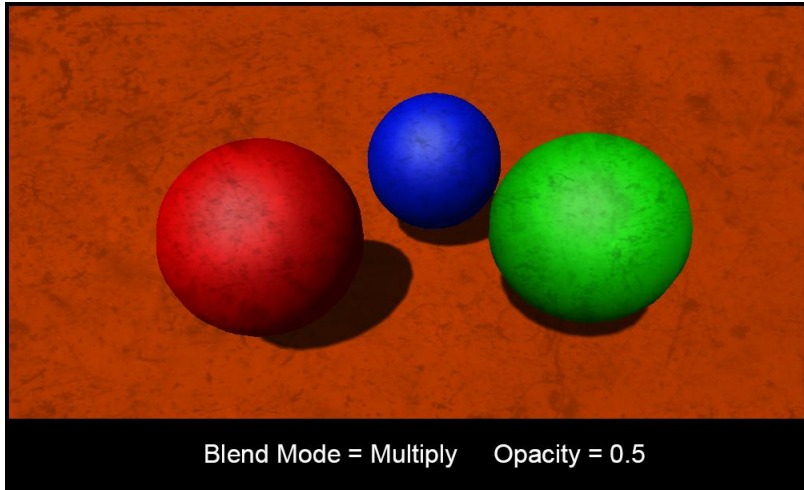
Page 214



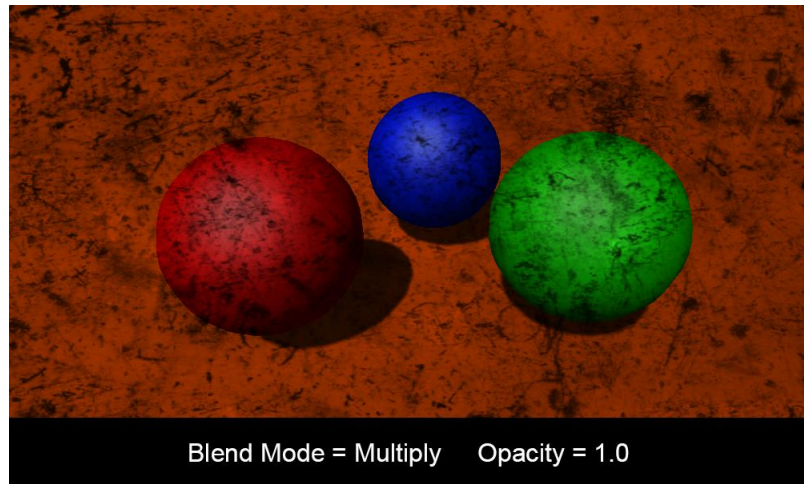
Page 217



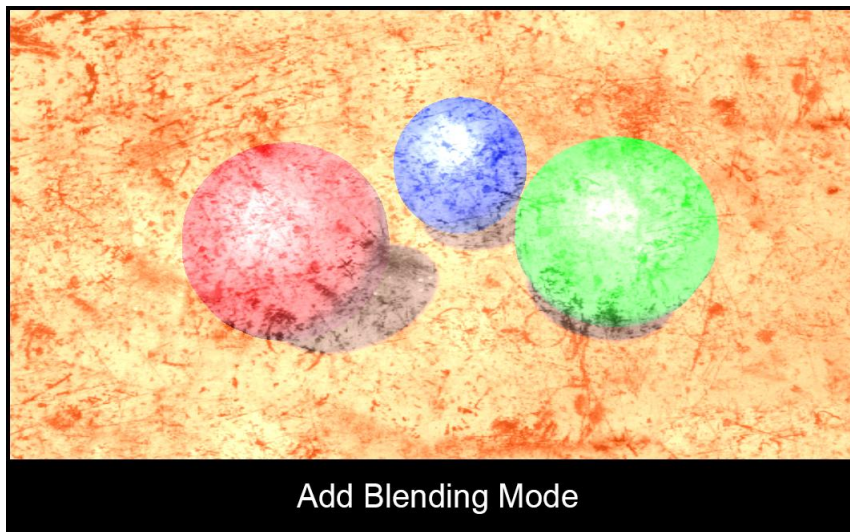
Page 217



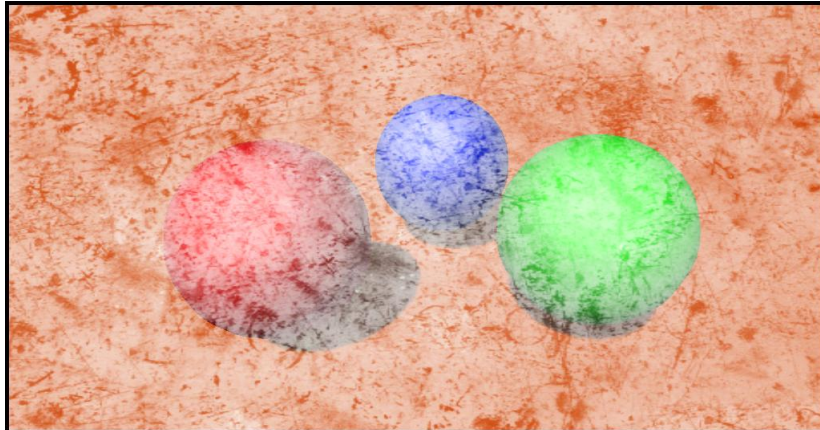
Page 221



Page 222

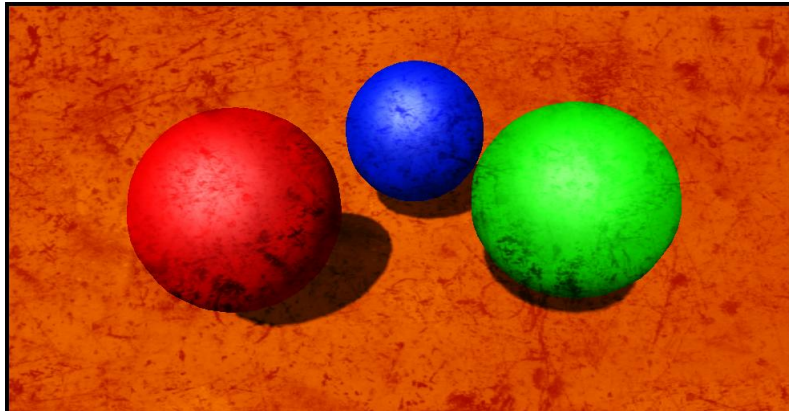


Page 223



Screen Blend Mode

Page 224



Overlay Blend Mode

Page 227

Chapter 11, Gameplay and Screen Effects



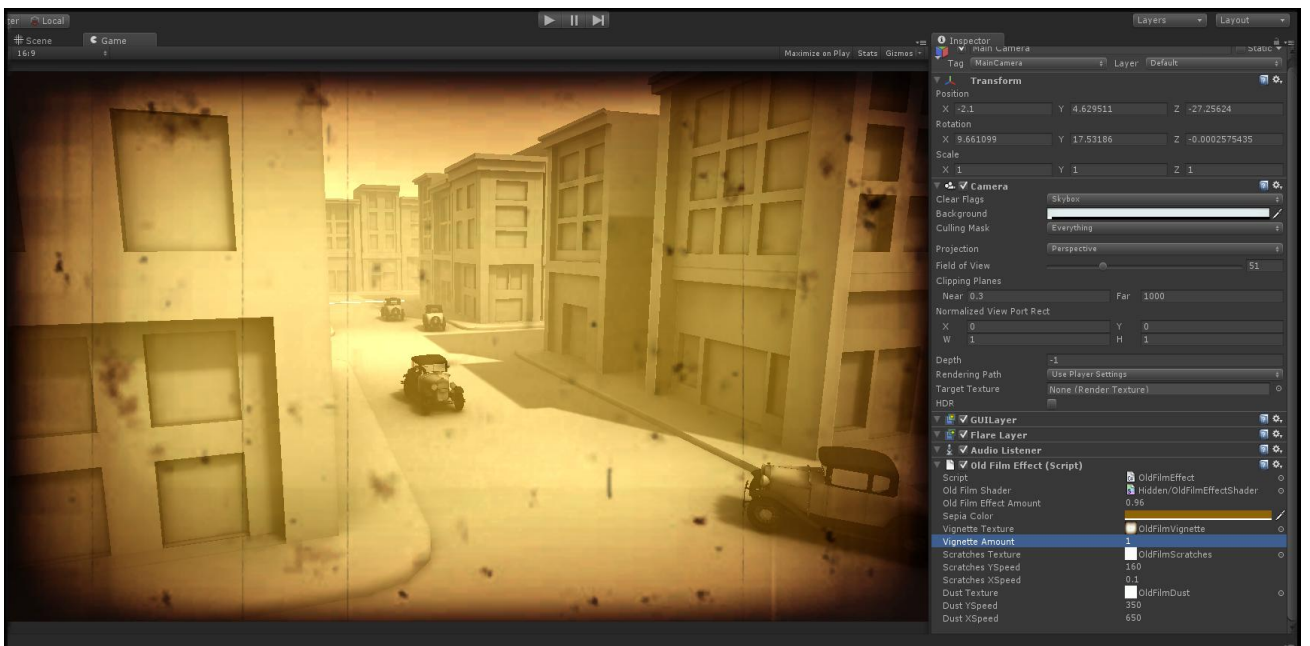
Page 230



Page 231



Page 231



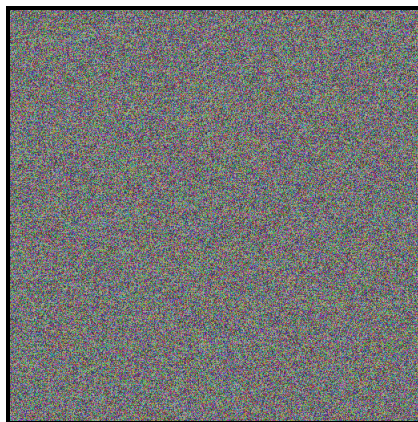
Page 236



Page 239



Page 240



Page 241

