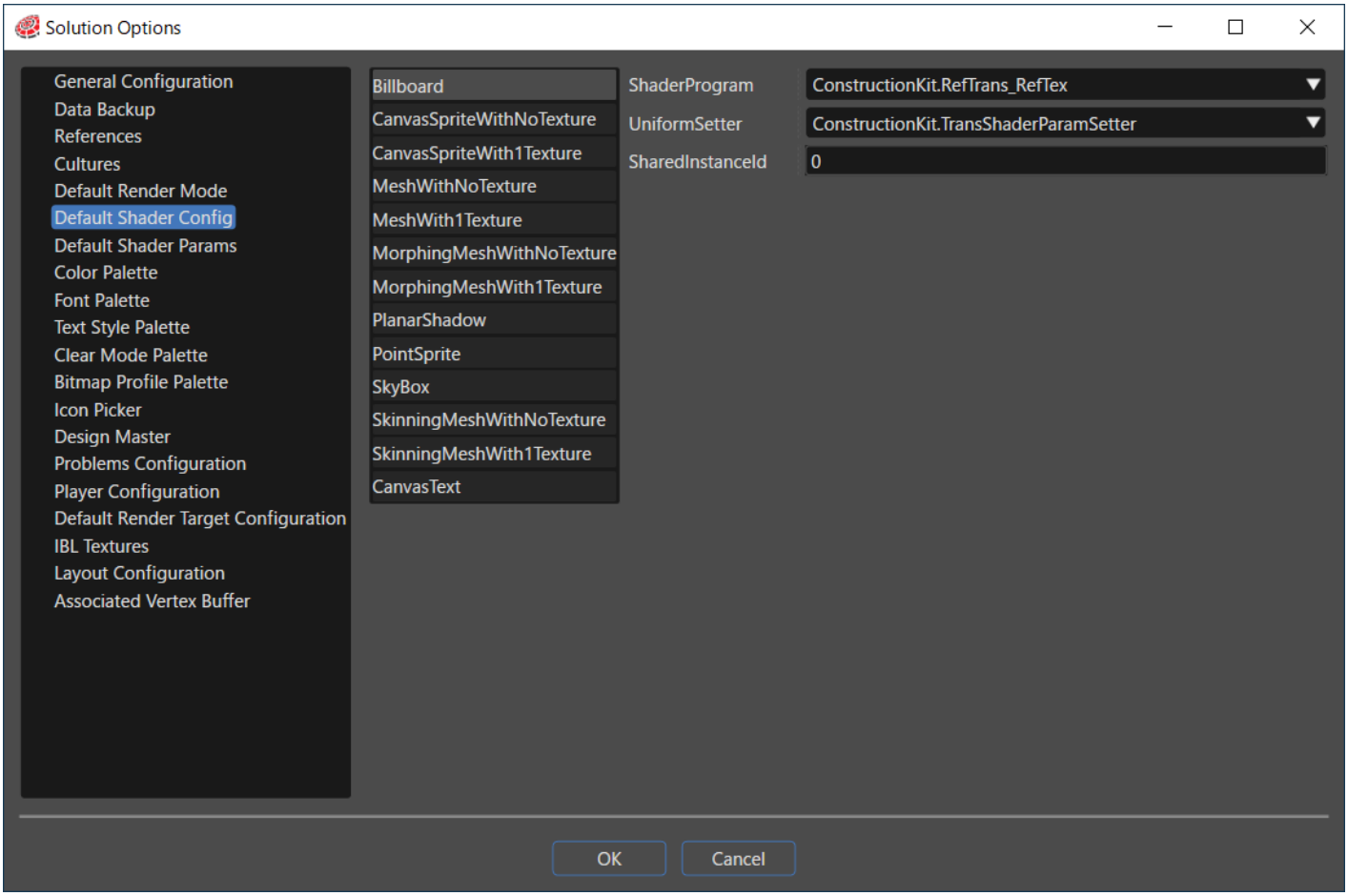
Default Shader Config

> For Shader Configuration in detail, see Shader Configuration.

During FBX import, no automatic shader assignment for the imported scene is performed. This means the imported nodes have no shader attachments in the node appearance, and rendering is done according to a default shader configuration as specified in the Default Shader Configuration dialog (See below image).

Same default shader configuration is applied during asset generation, for all nodes having no shader program explicitly assigned.



The default initial shader values for each 3D object type are shown in the table below.

3D Object Type	ShaderProgram	UniformSetter

Billboard	RefTrans_RefTex	TransShaderParamSetter
CanvasSpriteWithNoTexture	RefCanvasTrans_RefTex	CanvasTransShaderParamSetter
CanvasSpriteWith1Texture		
MeshWithNoTexture	RefTransLight1_RefColor	TransLightShaderParamSetter
MeshWith1Texture	RefTransLight1_RefColorTex	TransMorphingMeshTexShaderParamSetter
MorphingMeshWithNoTexture	RefTransLight1Morph_RefColor	TransMorphingMeshShaderParamSetter
MorphingMeshWith1Texture	RefTransLight1Morph_RefColorTex	TransMorphingMeshTexShaderParamSetter
PlanarShadow	RefTrans_RefUniDiffuseMat	TransUniDiffuseMatShaderParamSetter
PointSprite	RefTransPointSprite_RefPointSprite	TransPointSpriteShaderParamSetter
SkyBox	RefTransCubeMap_RefCubeMapTex	-
SkinningMeshWithNoTexture	RefTransLight1Skin_RefColor	TransLightShaderParamSetter
SkinningMeshWithTexture	RefTransLight1Skin_RefColorTex	
CanvasText	-	

- The initial value of **SharedInstanceId** is "0" for all types.
- In CanvasText, there is an **AppearanceCollection**, with an initial value of "CanvasText".

Revision #10
Created 2023-07-25 23:18:35 UTC by Tsuyoshi.Kato
Updated 2024-09-06 03:11:32 UTC by Tsuyoshi.Kato