# Unity Asset - OmniShade PBR – Physically Based Uber Shader v1.2.6

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**Unity Asset - OmniShade PBR – Physically Based Uber Shader v1.2.6:** Introducing OmniShade PBR, the ultimate shader solution for Unity that combines the power of physically-based rendering with stylized lighting and unparalleled performance. OmniShade PBR builds upon Unity's Standard Lit shader, enhancing it with a plethora of features tailored to meet the demands of modern game development:

**Additional Benefits:**

- Pipeline Compatibility:
- Verified compatibility through Unity 2023 with support for Built-In, URP, and HDRP pipelines.
- Progressively Adaptive Performance:
- Automatically detects and generates the minimal shader variant based on enabled features for optimal performance.
- Built with Shader Graph:
- Made with Unity Shader Graph for maximum compatibility and ease of use.
- Texture Animation Script:
- Included is the script for animating textures directly within the shader.
- Slick Collapsible Shader UI:
- User-friendly collapsible shader UI for easy navigation and control.
- Modular Design:
- Modular design with 20 subgraphs for reusability and customization with other shader graphs.
- Tutorial Demo Scene:
- It included a tutorial demo scene to help you utilize OmniShade PBR to its fullest potential.

- **PBR Lighting:**
  • Achieve realistic lighting with metallic, normal, occlusion, and emission maps.
- **Secondary Normal Map:** Enhance surface details with secondary normal maps for added depth.
- **Colour Adjustments:** Fine-tune colours and saturation to achieve the perfect look for your assets.
- **Rim Light:** Add rim lighting effects for enhanced visuals and special effects.
- **Reflection Map:** Utilize reflection maps to simulate reflective surfaces with accuracy.
- **Vertex Colors with Polybrush Support:** Seamlessly integrate vertex colours and texture painting with popular tools like Polybrush.
- **Detail Map:** Enhance surface details with secondary detail maps for added realism.
- **Blended Layers with Texture Painting Support:** Utilize up to 3 composite layers with texture painting support for complex material effects.
- **Height-based Coloring:** Apply additional colours based on object heights for dynamic visuals.
- **Shadow Overlay:** Overlay shadows for added depth and realism.
- **Vertex Sway for Vegetation:** Add dynamic vertex sway for realistic vegetation animations.
- **Fade with Camera Distance:** Control material fading based on camera distance for optimized rendering.
- **Independent UV Tiling & Offsets:** Adjust UV tiling and offsets independently for each texture for precise control over texture mapping.
- **Opaque and Transparent Versions:** Choose between opaque and transparent shader versions to suit your rendering needs.

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