



## Unity asset - Shader Control v7.0

2025-02-10 16:40:32

label 我要反馈

下载页面



### Unity asset - Shader Control v7.0:

Shader Control stands out as a robust Unity editor extension, offering unparalleled control over shader compilation and keyword usage, optimizing your game development workflow in two significant ways:

#### Efficient Shader Management:

- **Identification and Removal:** Shader Control provides a unified 'Project View' that lists all shaders with source code in your project, including Unity's internal shaders. This comprehensive list helps you quickly identify and remove unwanted shaders or keywords, streamlining your project and reducing unnecessary bloat.
- **Keyword Management:** Easily disable or enable shader keywords with a single click, even for Unity internal shaders. No shader programming knowledge is required as Shader Control can automatically modify existing shaders for you. This process aids in reducing build times and application size, making your development process more efficient.

#### Build Optimization:

- **Build View:** Shader Control's 'Build View' displays a list of shaders used in the last build. This feature allows you to refine and exclude specific shaders, keywords, or variants from the build process with just a few clicks. You gain control over shaders included in built-in packages, enabling you to tailor your build by removing unnecessary effects or variants, further optimizing your game.
- **Variant Control:** Specify specific shader variants to be compiled and included in the build, giving you granular control over the final output. This feature is particularly useful for managing shaders with numerous variations, reducing both compilation time and application size.

1.

- Gain insights into shaders and materials using keywords, with details on shader variant count.
- Quickly locate and open any shader within your project for streamlined editing.
- Seamlessly disable or enable keywords per shader with a click, without requiring shader programming knowledge.
- Convert global keywords to local keywords effortlessly, bypassing the 256 keyword limit.
- Visualize relationships between keywords, shaders, and materials for a comprehensive overview.
- Automatically remove material references to disabled keywords at the project level.
- Enhance runtime performance by creating shader variant collection assets, minimizing hiccups in your game.

In summary, Shader Control empowers developers to optimize their Unity projects by efficiently managing shaders, keywords, and build processes, resulting in reduced build times, smaller application sizes, and an overall smoother game development experience.



去下载

#### 标签

- 3D-Models
- Unt Assets
- 平面设计

inve

产品数量

已有 42647个

grou

付费会员

已有 1676位



价值评估

商业价值约 ¥6635.87万元



下载数量

已下载 222908次