



[[[ Unity [ [ ]> [ ]> [ ] Standard shader [ ] (PBR) [ ]



[ ] [PBR](#) [ ] VRChat [ ]



[https://www.youtube.com/embed/\\_LaVvGkBDs?start=57](https://www.youtube.com/embed/_LaVvGkBDs?start=57)



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[ ] 2D [ ]

[ ] Unity [ ] 3D [ ]

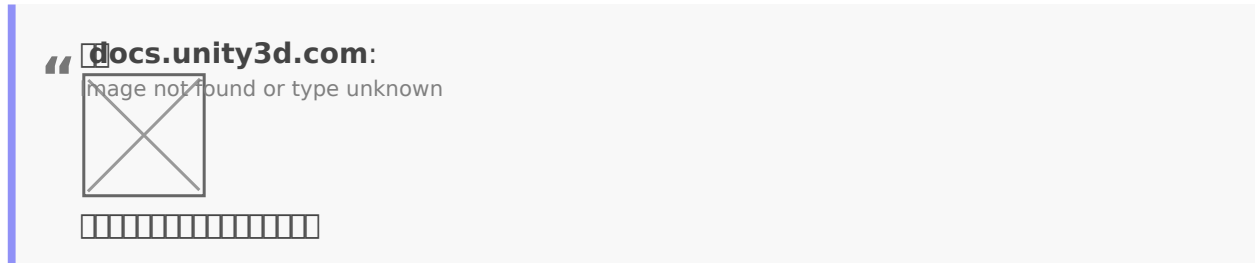
[Texels](#) [ ]

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## Albedo map

## Normal map

Texels 3D



## Occlusion map Ambient Occlusion ,AO

Albedo

## Smoothness map

Unity PBR

- [ORL's Shaders](#)
- [Silent Filamented](#)
- [Mochie standard](#)
- [z3y's shader](#)

Unity Standard shader

## Metallic map

## Specular Map

Specular

Emission map

Diffuse map

PBR Albedo Albedo

Spec PBR

UV UV mapping

2D

Wikipedia:  
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Unity

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- Sprite- 3D 2D

SRGB

AO

Mipmap

BoxKaiser

MipMapping

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Aniso Level□□□□□□

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