

# UniUnlit

## UniUnlit

UnLighting Unlit

### Unlit

glTFKHR materials unlit

#### Unity Unlit

	color	texture	vertex_color	alpha/cutout	no culling
glTF					
UniGLTF/UniUnlit					
Unlit/Color					
Unlit/Texture					
Unlit/Transparent				blend	
Unlit/Transparent Cutout				cutout	

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UniGLTF/UniUnlit

- Mesh
- Material Unlit

Unlit RemoveVertexColor Mesh