



链滴

Unity ColorKey Shader

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原文链接: <https://ld246.com/article/1508505656409>

来源网站: [链滴](#)

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

乱调了一个colorKey的shader，网上找了半天看的都好复杂，随便调了个能用的，能用就好。。。

//双面 精度是0.1的，可以自定义每个通道的容差范围

```
Shader "Custom/TextureColorKey" {
```

```
Properties
```

```
{  
_MainTex("Base (RGB)", 2D) = "white" {}  
_Alpha("Alpha", float) = 1.0  
_ColorKey("ColorKey", Color) = (1,1,1,1)  
}
```

```
SubShader{
```

```
Tags{ "Queue" = "Transparent" "IgnoreProjector" = "True" "RenderType" = "Transparent" }  
LOD 100
```

```
Cull Off  
Blend SrcAlpha OneMinusSrcAlpha  
LOD 100
```

```
Pass{  
CGPROGRAM  
#pragma vertex vert  
#pragma fragment frag  
#pragma target 2.0  
#pragma multi_compile_fog
```

```
#include "UnityCG.cginc"
```

```
struct appdata_t {  
float4 vertex : POSITION;  
float2 texcoord : TEXCOORD0;  
};
```

```
struct v2f {  
float4 vertex : SV_POSITION;  
half2 texcoord : TEXCOORD0;  
UNITY_FOG_COORDS(1)  
};
```

```
sampler2D _MainTex;  
float4 _MainTex_ST;  
float _Alpha;  
fixed4 _ColorKey;  
v2f vert(appdata_t v)  
{  
v2f o;  
o.vertex = UnityObjectToClipPos(v.vertex);  
o.texcoord = TRANSFORM_TEX(v.texcoord, _MainTex);  
UNITY_TRANSFER_FOG(o,o.vertex);  
return o;
```

```
    }  
  
    fixed4 frag(v2f i) : SV_Target  
    {  
        fixed4 col = tex2D(_MainTex, i.texcoord);  
        UNITY_APPLY_FOG(i.fogCoord, col);  
        if (abs(col.r - _ColorKey.r) <= 0.1 && abs(col.g - _ColorKey.g) <= 0.1 && abs(col.b - _ColorKey.b) <= 0.1)  
            col.a = 0;  
        else  
            col.a = _Alpha;  
            col.rgb *= _Color.rgb;  
        return col;  
    }  
    ENDCG  
}  
}
```

自己测试是可以过滤颜色的，只要物品颜色和颜色键颜色不要太近似就好，否则连物品颜色也会透明