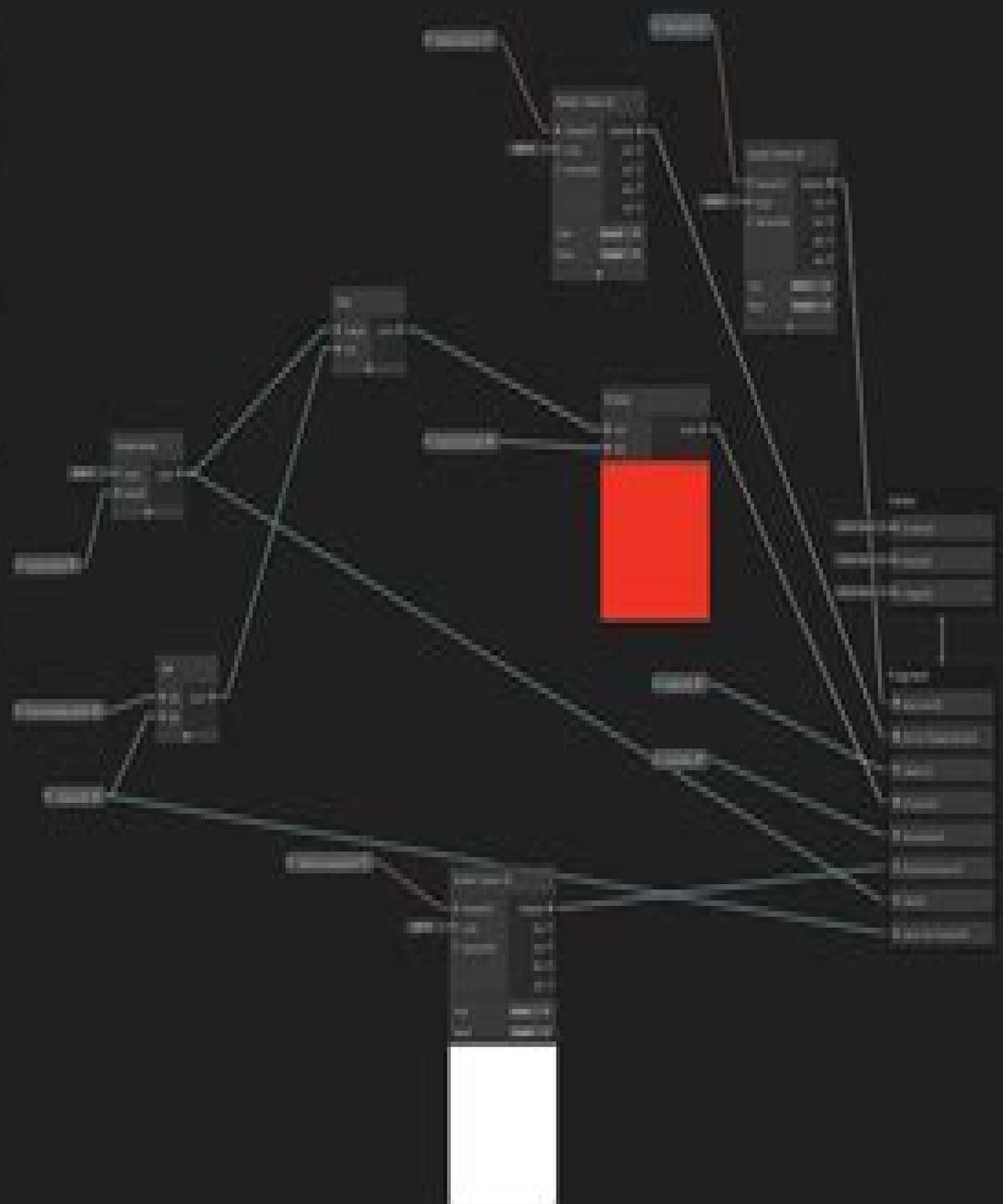


Material Editor

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- Refract
- Refract Preset
- Refract Color



Graph Inspector

Node Settings | Graph Settings

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Target Settings

Active Targets

Universal

Universal

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Workflow: Metals

Surface: Default

Alpha Clip:

Two Sided:

Fragment Normal Space: Tangent

Clear Coat

Custom Shader Out



Manual Unity 3d

Ryan Henson Creighton



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Shcherbakov, 2023-07-31 This book is devoted to the study of engineering and control technologies for the cyber physical systems development This book defines the approaches in the engineering leverage the exploitation of artificial intelligence and most urgent computing methods The authors study the activities allows for the developing new and perspective concepts of robotics systems combining various machine learning methods uncertainty explanation approaches computer vision and unmanned aerial systems control technologies including artificial neural networks and simulation modeling by addressing a

large scale of applications The book also describes new materials engineering as well as implementation of these technologies in the different domains such as polymeric film production polymer composition and roller squeezing of leather in order to realize the novel cyber physical systems their functionalities and features The authors describe the development of method for increasing the software efficiency considering the increasing complexity of the computing systems and the importance of ensuring accuracy and velocity of modelling The book also analyses algorithms for fuzzy models and systems including the cyber physical real time systems and non stationary object with discrete time The authors highlight the problem of ensuring the quality on engineering technologies for cyber physical systems as the most important and consider different approaches to its solution

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Bruno Cicanci,2023-10-13 Build real time strategy RTS games using Unity with practical techniques best coding practices

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