Chapter 1, Diffuse Shading
Chapter 2, Using Textures for Effects
\text{lerp}(a, b, f) = \text{result}
Chapter 3, Making Your Game Shine with Specular

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**Shader Result**

**Debug Reflection Vector**

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**Diffuse Texture**

**Specular Texture**

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Chapter 4, Reflecting Your World

reflection vector = viewDir - 2.0 * normal * dot(viewDir, normal)
Chapter 6, Transparency

Red Channel Alpha = c.r  Green Channel Alpha = c.r  Blue Channel Alpha = c.r
Chapter 7, Vertex Magic
Chapter 8, Mobile Shader Adjustment
Effect of using noforwardadd in a shader's #pragma statement
Chapter 9, Making Your Shader World Modular with CgIncludes
Chapter 10, Screen Effects with Unity Render Textures
Chapter 11, Gameplay and Screen Effects