

Overview

The following shaders are currently available in CRYENGINE:

Shader Name	Description
CloakLayer Shader	Used to create see-through / aberration effects.
Cloth Shader	Used mainly by character artists. Gives extra controls for physicalization settings.
Common.Cloud Shader	Used by environment artists to create CloudVolumes.
DistanceClouds Shader	Used by the environment artists to create 2D DistanceClouds.
Eye Shader	Used by the character artists to create the eyes of characters. Control even the amount of dynamic pupil dilation.
GeometryBeam Shader	Used by artists and level designers to create volumetric light beams imposter.
Glass Shader	Used by artists to create glass. Comes with specific features tailored for glass use and also specific breakability functionality.
Hair Shader	Used by character artists to create hair. Gives wide control over coloring and physicalization options.
Hologram Shader	
HumanSkin Shader	Used by character artists and offers a wide variety of options to achieve realistic looking skin.
Illum Shader	The most commonly used shader, can be used to create an extremely wide variety of effects. If there is no specific shader for the type of effect you are trying to achieve, use the Illum Shader.
LensOptics.Enable Shader	Used for Lens Flare effects.
Lightbeam. LightBeam Shader	Used by environment lighting artists to create light shafts.
Monitor Shader	Used by artists to create effects you would typically see on older televisions, such as grain, noise, chroma shift and interlacing. Useful for in-game displays.
NoDraw Shader	Used for physics proxy, the NoDraw Shader forces the Engine to not render the geometry on which the shader is applied. There are no specific Shader Params. Alternatively, for level design it may be preferable to use <code>Materials/special/collision_proxy_entitiesonly</code> , so that you can see the the solid in editing mode, but not in Game mode.
ParticleImposter Shader	TBA
Particles Shader	Used by particle artists.
Ping Shader	TBA
ReferencImage Shader	Forces the Engine to render the object without any shading or post-processing effects.
Scopes Shader	Shader specifically tailored for use on weapon scope attachments.
Sky Shader	Is only used for creating the sky box . The Sky Shader has no parameters, and the materials can only be applied via the RollupBar (Terrain Tab > Environment > SkyBox Material).
SkyHDR Shader	Is the same as the Sky Shader, except that if you want to use the dynamically changing sky with the Time Of Day settings, you always have to use the SkyHDR Shader.
TempIBeamProc Shader	The TempleBeamProc Shader can be used to create very cheap fog light beam effects.
Terrain.Layer Shader	Used for all the terrain materials for painting terrain texture layers.
Vegetation Shader	Used for all vegetation.
VolumeObject Shader	Used for Volume Objects.
Water Shader	Used for the ocean.

Waterfall Shader	Used for creating layered water effects.
WaterVolume Shader	Used for water volumes and rivers.

The following shader are obsolete and have been removed in latest versions of CRYENGINE:

Shader Name	Description
Custom Shader	N/A
EnergyShield Shader	Crysis specific effects.
FrozenLayerWip Shader	
FX_VelocityBeamParticles Shader	Crysis specific effects.
LightFlares.Flare Shader	Used by lighting environment artists to create the corona effect, like a glow on a lamp. Deprecated by lens flare system.
Metal Shader	Used for metallic objects. Use Illum instead.
Methagen Shader	
WaterSurface Shader	Used for rivers. Use WaterVolume instead.
WaterVols Shader	Used for lakes and other water areas. Use WaterVolume instead.