

What is Masking?

Introduction

Masking feature allows your objects to appear above the shadows.

Instructions

Step 1	Setting Up Scene & Camera	Create and Setup a new scene for this sample. Do not forget to use an orthographic camera and white background for the scene.
Step 2	Creating a Light	Create a light in the tab “GameObject/2D Light/Light Source” .
Step 3	Creating a Sprite	Creating a new “GameObject” and attaching a “Sprite Renderer” component to it.
Step 4	Attach Light Collider To Sprite GameObject	Attaching the “LightCollider2D” component to the already existing “GameObject” with sprite.
Step 5	Setup Light Collider	Make sure the Mask Type is “Sprite” . So the shape of the “SpriteRenderer” sprite will be masked and visible for the light source. Also make sure the Collider Type is “Sprite Physics Shape” . In that case you don't need to attach any collider components for the object to cast shadows.

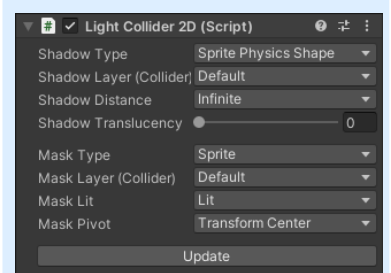
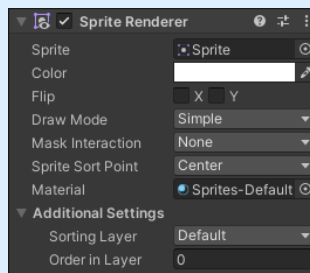
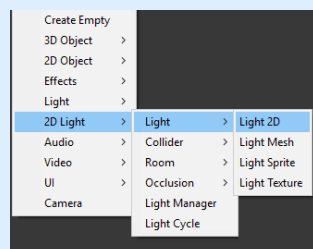
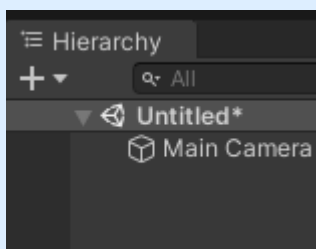
Step 1

Step 2

Step 3

Step 4 & 5

Visual Explanation



Game View

