



**(v1.0)**

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**This document will walk you through the entire "Aura" package and how to best take advantage of it.**

# INTRODUCTION

**Add an aura effect to your objects! Aura effect powered by a shader that is injected in Unity's Standard Shader. So its look is identical to other objects except the aura**

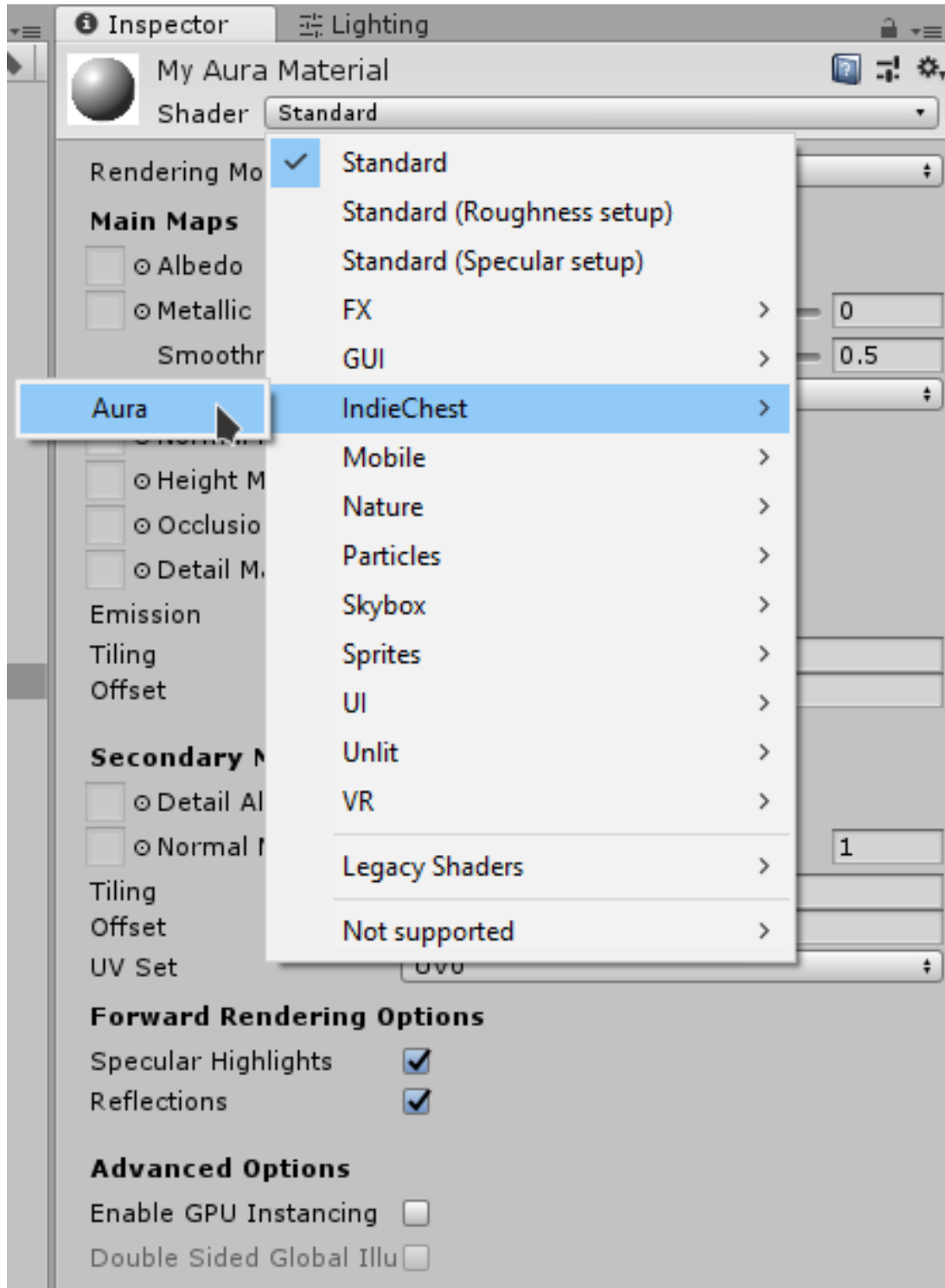
**Aura is;**

- **Is easy to use**
- **Is blazingly fast, optimized**
- **Animated, customizable with noise textures**
- **Has no visual difference from Unity Standard materials**
- **Source code included**
- **Can be used with complex light and scene setups**

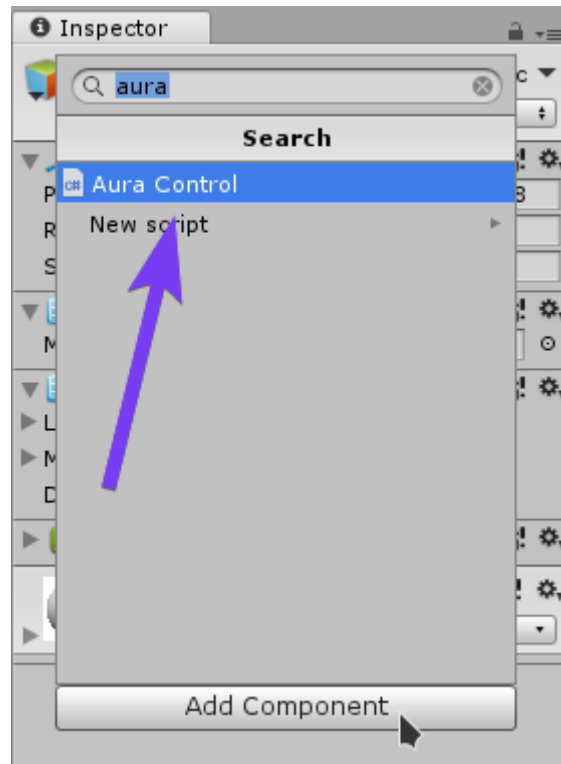
**This aura effect is fast, easy to use and controlled by objects themselves instead of camera.**

# QUICK SETUP

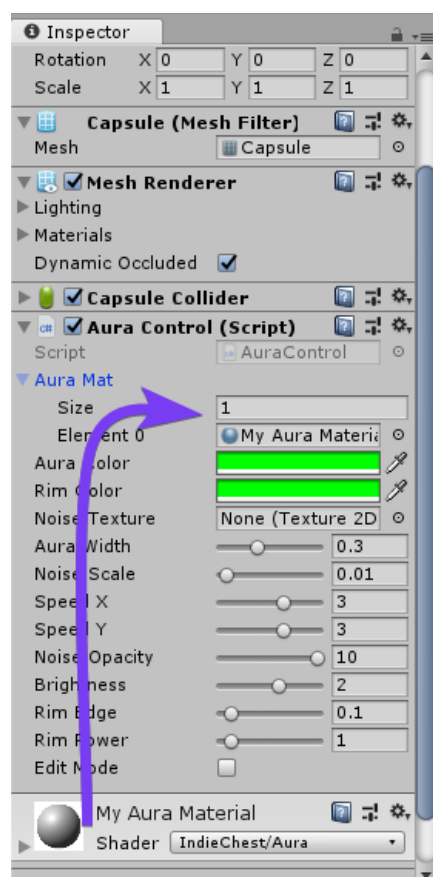
1. Pick your object that you want to add aura and change its material's shader to IndieChest/Aura



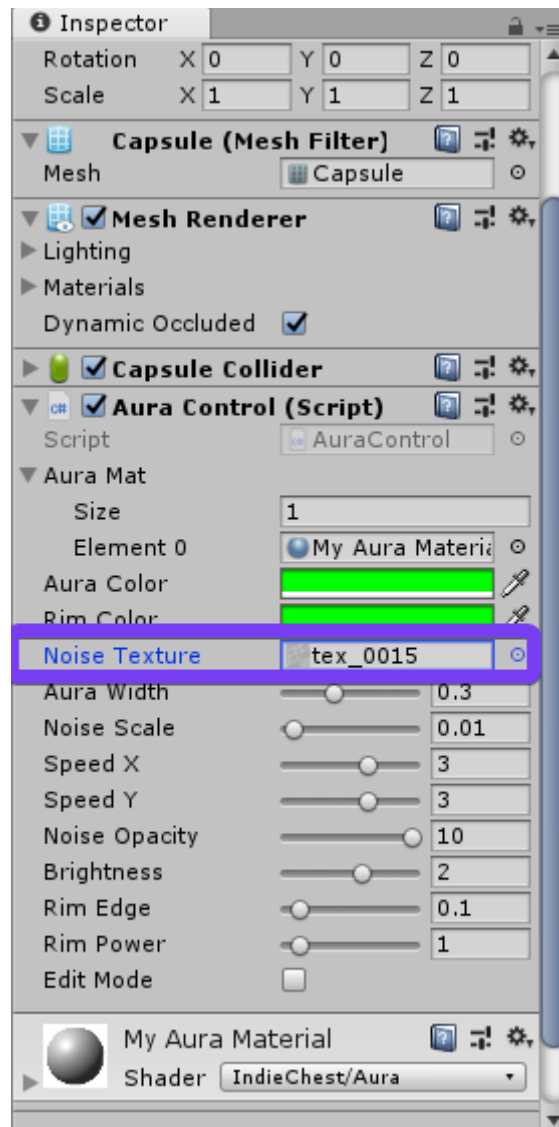
2. Yes, there is no difference yet. So you need to add "Aura Control" component to your object.



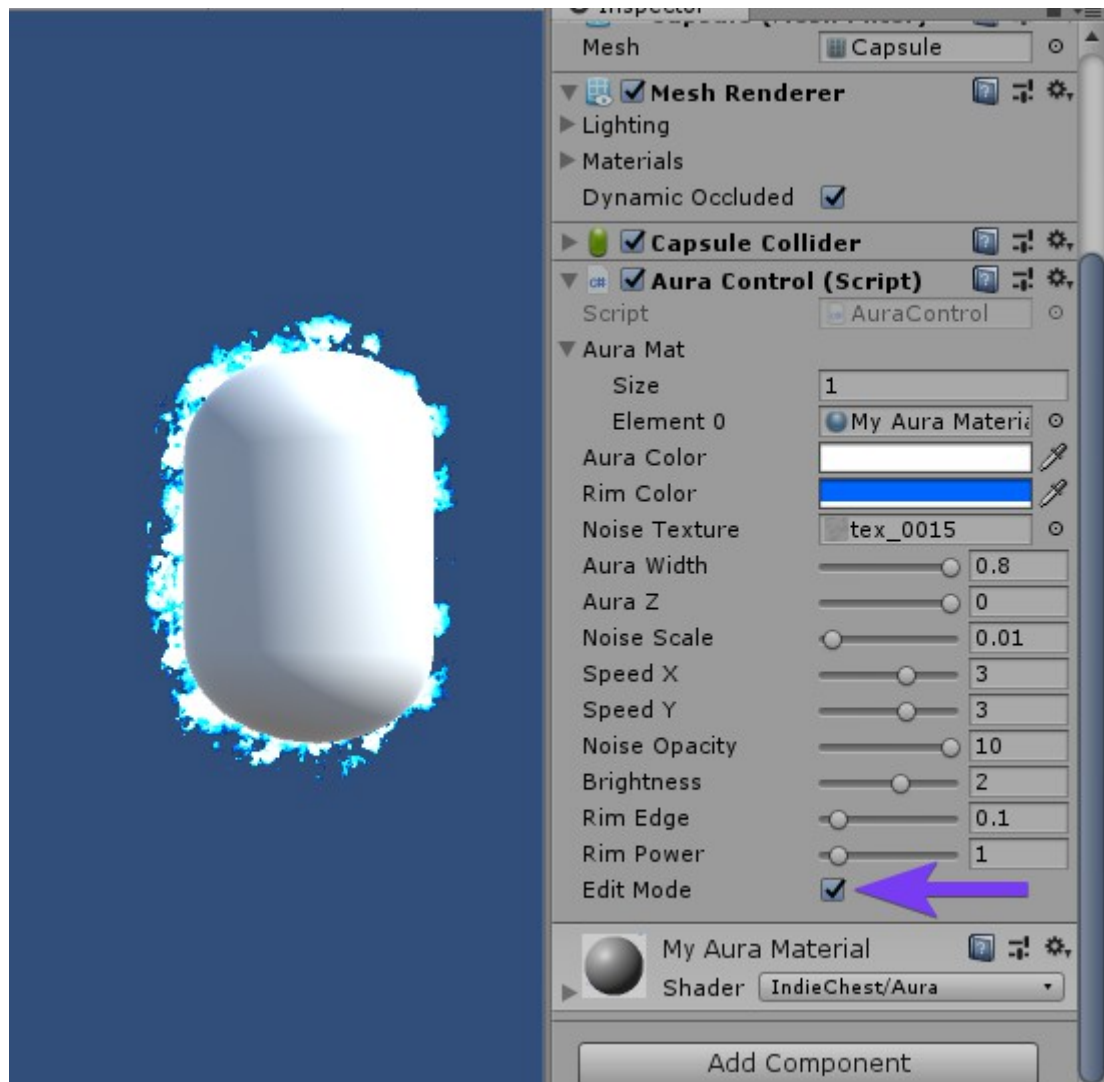
3. Drag and drop your objects material (or materials) to "Aura Mat" list.



**4. We're almost there. Add a noise texture to the component. Set the color and the width of your aura from component. Adjust the noise scale, opacity to the best result.**



**5. And preview your outline check the "Edit Mode" and voila! Your object has a aura!**



**Pro-tip 1: You can use "UpdateAura()" to aura from another script and if you want to hide aura call "RevertAura()" function.**

**Pro-tip 2: You can add the Aura Control component to another object (parent, manager, etc.) and add many materials to add Aura.**

**Aura**

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