## User Input

Enter your coding query:

Which shader works best for AR occlusion?

Choose LLM Model

Gemini-2.5

Submit

# CodeXR: AI-Powered Coding Assistant for AR/VR Developers

## Results


```
{
  "subtasks" : [
    0 : "Step 1: Analyze query"
    1 : "Step 2: Generate code"
  ]
  "code" : "// Example code snippet"
  "gotchas" : [
    0 : "Check API compatibility"
  ]
  "best_practices" : [
    0 : "Use official docs"
  ]
  "difficulty" : "Medium"
  "docs_link" : "https://docs.unity3d.com/"
  "raw" : {
    "response" :
    "Simulated response for 'Which shader
    works best for AR occlusion?' using
    Gemini-2.5"
  }
  "search_results" : {
```

```
    "search_result" :
    "['If both ARShaderOcclusion and
    ARCameraBackground are attached to your
    camera, occlusion functionality is
    controlled by ARShaderOcclusion .', "the
    issue is that a lot of AR devs out there
    don't have the advanced shader writing
    skill to make one shader that can do all
    this performantly.", 'You should be able
    to use the AR/Basic Occlusion shader
    included with AR Foundation.', 'Im playing
    around with the AR template and was
    wondering if anyone has come up with a
    solution for hiding meshes that have been
    placed in the world in another ...', "With
    shader occlusion, you're able to customize
    occlusion functionality by writing your
    own shaders. You can use the occlusion and
    confidence textures to apply ...", 'With
    spatial mapping app developers can create
    a mesh and enable occlusions. Missing that
    feature motivated me to create it on my
    own. Right now ...', 'This documentation
    covers more advanced topics related to
    implementing occlusions, namely custom
    occlusion shaders, shadergraph and dealing
    with z-fighting.', 'We will create and
    apply a shader to our Plane object. In
    this shader, we will write to a Z-Buffer
    which stores the z position of each pixel
    which then decides ...']"
  }
}
```