Tutorial4 - Final Step

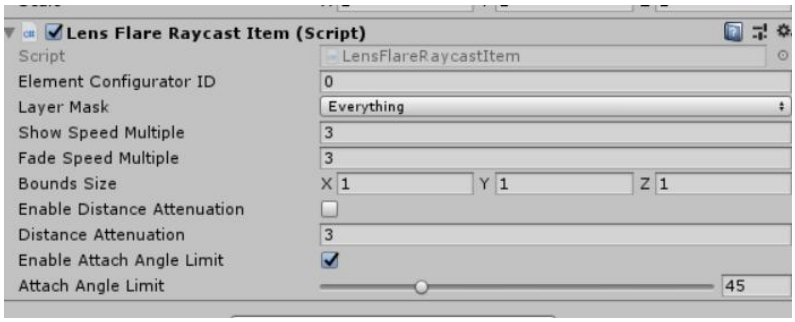
How to use - LensFlareRaycastItem

The lensflare object script tells the glow controller where the glow points are in the current scene and how bright they are. This plugin provides two types of glow object scripts: LensFlareRaycastItem and LensFlareDepthItem.

LensFlareRaycastItem, like Unity, uses radiation to determine whether the halo is inside the camera.
LensFLareDepthItem uses camera depth to better adapt to swaying tree trunks in grass, but its disadvantage is that it requires depth maps and has high overhead.

LensFlareRaycastItem Attachment

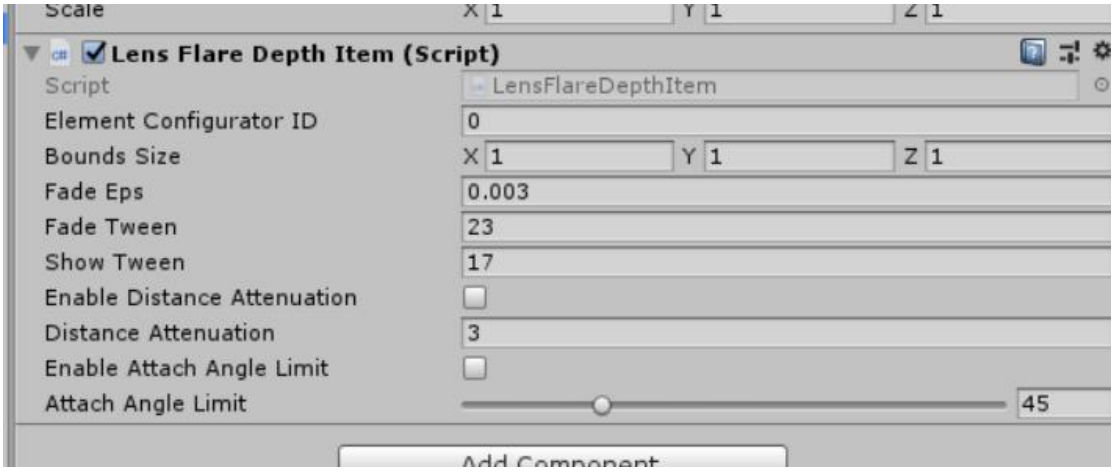
First, mount the script to the halo object, with a screenshot as follows:



The parameters are as follows：
-Element Configurator ID: The element configuration ID corresponds to the ScriptableObject ID of the configuration information.
-LayerMask: LayerMask for occlusion information, with the default Everything indicating that all colliders are considered occluded.
-ShowSpeed Multiple: Halo fade speed
-FadeSpeed Multiple: halo fading speed
-Bounds Size: The size of the Bounds when halos are used for camera frustum cropping.
-Enable Distance Attention: The halo gradually fades with distance.
-Distance Attenuation: The distance at which the dilution is applied.
-Enable Attach Angle Limit: An additional camera angle limit, such as the halo being only illuminated when close to the center of the camera.
-Attach Angle Limit: limit angle

After mounting, there will be a halo. If the script is destroyed or disabled, the halo will disappear.

4.3 LensFlareDepthItem Attachment



it should be noted that the Fade Eps parameter is an error in depth detection.