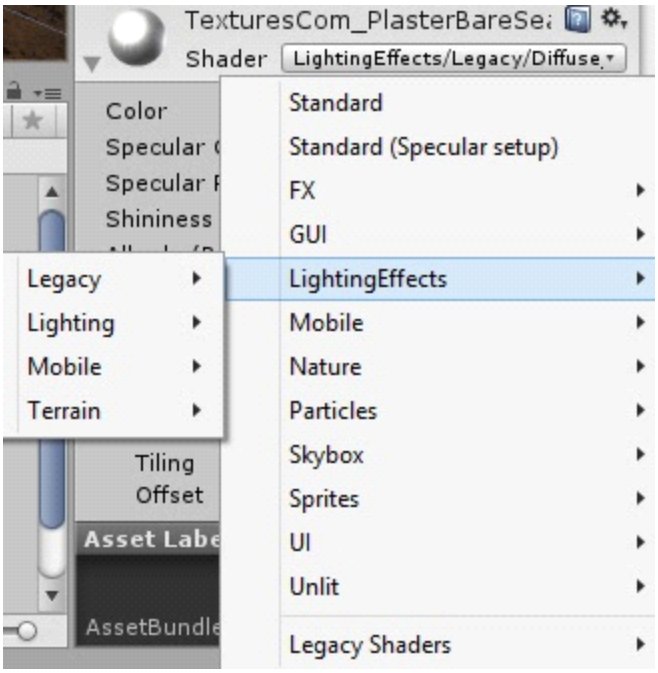
Hello

Thanks for purchasing my Lighting Effects and shaders package.

These shaders mainly are written for specular and detail map for mobile devices. So these are optimized very well for shader model 2.0 and higher.

You can see four Items on Lighting Effect menu.

1. Legacy
2. Mobile
3. Lighting
4. Terrain



1. Legacy shaders are same as mobile shaders with "Fresnel lighting" added. So you can use this shaders on high-end mobile devices and also for small objects in the scene. don't worry about performance. These are optimized very well.

2. This is mobiles version without "Fresnel lighting". It Optimized to run on Mali 400 GPUs or higher (I mean "Adreno", "PowerVR" and newer Mali GPUs).

3. These shaders used in lens flare and light shaft effects.

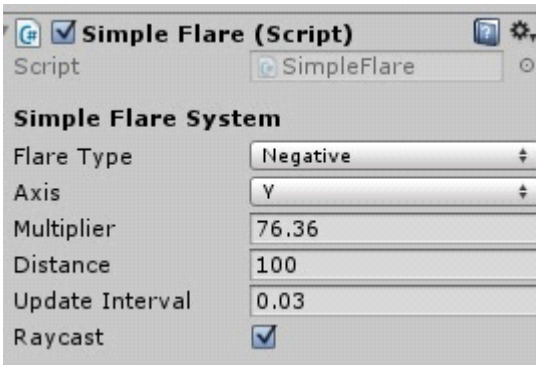
4. These are optimized terrain shaders with only 4 splat for low-end mobile devices without pixelated problem.

You can refer to sample scenes to learn how to use these shaders in real world.

Simple Lens Flare System:

Simple Lens Flare System is a distance based lens flares (DBLF) than can be hidden behind colliders.

For this purpose I used "Physics.LineCast" function and activate /deactivate mesh renderers when became behind of other colliders.



Flare Type:

Positive values: flares became smaller when you are closer.

Negative values: flares became the larger when you are closer.

Axis:

This script has 3 axis type:

X: For x axis based scaling lens flares

Y: For y axis based scaling flares

XY: For both xy axis based scaling lens flares. Use this for circle type lens flares.

Multiplier:

Lens flare scale multiplayer by distance. Bigger values = larger flares

Distance:

Distance to flares to became visible

Update Interval:

This is ray casting frequency. Lower is better for optimization.

RayCast:

In some cases you don't want to hide the lens flares behind colliders. For example fake volumetric lights. You can uncheck Raycast option from the inspector.