LED Light Blocks – How to Use

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Hi!
The LED light blocks in this package use the Bloom post-processing camera effect.
Here's what you need to achieve that effect and get to building your LED chains in no time.

First step: Setup your project for post-processing effects

1. Make sure you have the "Post Processing" package installed in your project.

- Window -> Package Manager

- Search for "Post Processing"

- Click Install at the bottom (if it's not already installed)

2. Add a post-processing layer solely for the LED objects.

- Create a new layer (Layers -> Edit Layers...)

- Assign this layer to the prefabs in this package (LED_Square_example / LED_Tube)

3. Setup a post-processing capable camera.

- Add a "Post-process Volume" component to your camera (Add Component -> Rendering -> Post-process Volume)

- Drag the "Bloom" Post-Processing profile (it's in this package) to the Profile feild

- Tick the Is Global field

- Add a "Post-process Layer" component to your camera (Add Component -> Rendering -> Post-process Layer)

- In the Layer field, choose only the post-processing layer you created earlier

You should now be ready to drag one of the ready-to-use prefabs into the scene and see the glowing effect move through the chain!

Second step: Create your own LED chains

The LED_Node prefab is the smallest piece of LED.

1. Drag some of these node prefabs into your scene and connect them in the desired shape

2. Mark the first node in the chain as "Is First Node" in the script component

3. For each subsequent node, link it to the previous one (drag the previous node to the current node's "Prev Node" field)

TIP 1: You can link multiple nodes to the same previous node.

TIP 2: You can mark some of the nodes as "Is Point Light En" and add a Point Light component to them.

This way, the cable will light up the scene as the LED lights move through it.

(See the LED_Square_example prefab)

Enjoy!!

- Tomerinio