Customizable Hologram Shader

Main Color – color of a hologram.

Alpha – final alpha multiplier.

Random Offset – random offset to randomize different holograms.

ZWrite – toggle for ZWriting.

Cull Mode – cull mode of face culling.

Fresnel – Fresnel values for hologram effect.

- **Fresnel Scale** – scale of Fresnel effect for color.
- **Fresnel Power** – power of Fresnel effect for color.
- **Fresnel Alpha Scale** – scale of Fresnel effect for alpha.
- **Fresnel Alpha Power** – power of Fresnel effect for alpha.

Line 1 – first line of hologram effect. Line uses vertex position to sample texture.

- **Line 1** – line texture.
- **Line 1 Speed** – speed of line panning animation.
- **Line 1 Frequency** – line repeat frequency.
- **Line 1 Hardness** – hardness of line.
- **Line 1 Inverted Thickness** – dissolve amount of line.
- **Line 1 Alpha** – alpha amount of line.

Line 2 – second line of hologram effect. Line uses vertex position to sample texture. Second line blends with first line if both lines are enabled.

- **Line 2** – line texture.
- **Line 2 Speed** – speed of line panning animation.
- **Line 2 Frequency** – line repeat frequency.
- **Line 2 Hardness** – hardness of line.
- **Line 2 Inverted Thickness** – dissolve amount of line.
- **Line 2 Alpha** – alpha amount of line.

Line Glitch – glitch line of hologram effect. Line uses vertex position to sample texture.

- **Line Glitch** – line texture.
- **Line Glitch Offset** – screen space glitch direction and amount.
- **Line Glitch Speed** – speed of line panning animation.
- **Line Glitch Frequency** – line repeat frequency.
- **Line Glitch Hardness** – hardness of line.
- **Line Glitch Inverted Thickness** – dissolve amount of line.

Random Glitch – random glitch of hologram effect. Glitch uses vertex position to create noise.

- **Random Glitch Offset** – screen space glitch direction and amount.
- **Random Glitch Amount** – strength of random glitch.
- **Random Glitch Constant** – ‘unrandomazing’ value for random glitch, useful for fade in and fade out animations.
- **Random Glitch Tiling** – tiling of noise of random glitch.

Color Glitch – random color glitch of hologram effect. Glitch uses vertex position to create noise.

Color Glitch Affect – influence of color glitch.

Grain – grain noise of hologram effect. Glitch uses vertex position to create noise.

Grain Scale – size of grain.

Grain Affect – influence of grain.

Grain Values – remap values for grain. X – minimum, Y – maximum.

Normal Map – normal map used to add details of hologram.

Normal Scale – power of normals.

Normal Affect – influence of normals.

Soft Intersection 1 – hologram soft depth intersections parameters.

Soft Intersection 1 – type of intersection influence. [Off] – disabled, [Alpha] – hologram will be transparent on intersection, [Color] – add color to intersection.

Soft Intersection 1 Distance – distance of depth intersections.

Soft Intersection 1 Intensity – intensity of intersection color or power of alpha intersection.

Soft Intersection 2 – hologram soft depth intersections parameters.

Soft Intersection 2 – type of intersection influence. [Off] – disabled, [Alpha] – hologram will be transparent on intersection, [Color] – add color to intersection.

Soft Intersection 2 Distance – distance of depth intersections.

Soft Intersection 2 Intensity – intensity of intersection color or power of alpha intersection.

Dissolve – dissolve of hologram used to hide or show hologram by noise gradients.

Dissolve Scale – size of dissolve noise.

Dissolve Hide – hide parameter, [-1] – fully showed, [1] – fully hided.

Mask – box mask to hide hologram in area.

Mask Local – determines that mask will use transform origin instead of world space origin.

Mask Center – position of mask.

Mask Size – size of mask.

Mask Falloff – softness of mask.

Mask Inversion – parameter for mask inversion, [0] – hides mesh in mask, [1] – shows mesh in mask.

Position – vertex position parameters.

Position Space – space of vertices positions. [World] – all noises and lines will be in world space, [Local] – all noises and lines will be in mesh space, [Custom] – all noises and lines will be in custom space (requires matrix setting via script, property name '_CustomMatrix').

Position – axis of vertices positions, used for lines.

Position Direction – axis multiplier of vertices positions.

Alpha Mask – alpha mask of hologram.

Alpha Mask – alpha mask texture.

Alpha Mask Affect – influence of alpha mask.

Voxelization – simulation of hologram voxelization.

Voxelization – local size of voxel.

Voxelization Affect – influence of voxelization.

Soft Holo Cone

Softness – Fresnel effect softness.
Color – main color.
Mask – main mask texture.
DepthFadeDistance – soft depth intersection distance.
MaskSoftness – softness of main mask.
MaskSoftness 2 – softness of additional mask.
Mask 2 – additional mask texture.
Mask2Speed – speed of uv animation of additional mask texture.
Alpha – final alpha multiplier.

Other

Hologram Line is shader function asset for Amplify Shader Editor.
Unlit Depth Mask is shader template for Amplify Shader Editor. When DepthMask pass is used code should be modified. Requirements for DepthMask pass:

```
Name "Depth Mask"
            Blend SrcAlpha OneMinusSrcAlpha
            ZWrite On
            ColorMask 0
```

Scripts

public class MeshRendererOrder
Provides custom rendering order of renderer.

public int Order – order of mesh rendering.

public class MatrixProvider
Provides custom matrix for renderers.

private string propertyName – matrix property name.
private Renderer[] targetRenderers – renderers that should have custom matrix in property block.
private bool eliminateRootBoneMatrix – when enabled custom matrix will be multiplied to SkinnedMeshRenderer.RootBone.localToWorld matrix.

public class LocalRotator
Provides procedural rotation animation of transform.

public float MaxAngle – maximum angle.
public AnimationCurve Curve – normalized rotation curve.
public float LoopLength – length of loop in seconds.
public float Offset – time offset.
public Vector3 Axis – rotation axis.