

Fade objects between player and camera

Version 3.0.1

This component modifies all the materials on the objects that occlude the player from the camera.

In this package there are two different flavours of this component:

- Raycast based (FadeObstructors)
- Volume based (FadeObstructorsVolumetric)

The cheapest one in term of resources is the volume based, but in case you have already too many colliders in your scene you will necessarily use the raycast based component.

The volumetric detector can use multiple volumes (one each instance) or one in common to all the instances. The default is to use just one.

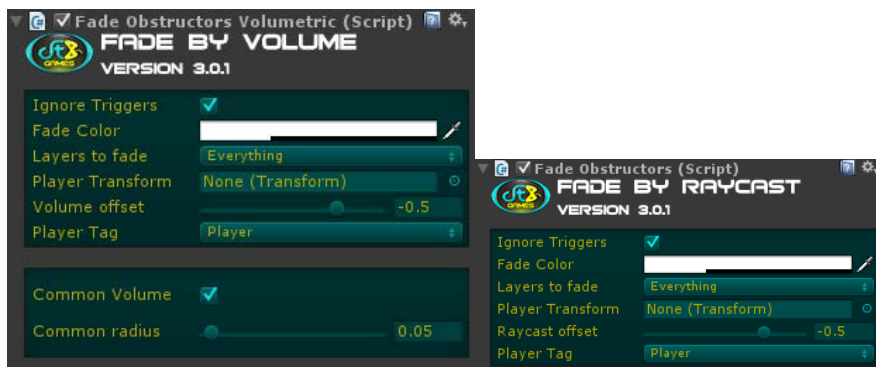
To use it is really easy, all you have to do is to add our component to your camera. If your player is tagged "Player" there is really nothing else to do, it'll just work out of the box.

You can attach the script multiple times to the camera to apply different fading parameters to objects belonging to different layers.

How to use - Step by step

- Open your scene
- Select the camera
- Select from the menu "Components/Camera" the fader you want to add (by raycast or by volume)

Now you have one of the following components on your camera:



The above steps are enough if your player is tagged "Player", otherwise set the Player tag parameter accordingly.

For a full step-by-step walkthrough please watch the training video:

<https://www.youtube.com/watch?v=N1TVkFQTbvl>

Caveats

- Attaching multiple instances to the camera make sure that each instance only fades its own set of layers.
- Using substances or any other texture created for legacy shaders that use the alpha channel, just dial all up the alpha on the colour. Another way in case the alpha is too much, is to select

one of the “no alpha” formats in substances. ***Please consider to upgrade to PBS for better results.***

- Make sure the player is tagged “Player”, otherwise change the tag in the Inspector pane to match yours.
- In case you have a non-standard character setup, make sure to assign both the Transform you want to track and the player’s collider.