MK Glass

Free

Reference

1.0 Setup

To set up MK Glass Free you just have to select a material and change the shader to *"MK/Glass/Free".* That simply it is.

2.0 Configuration
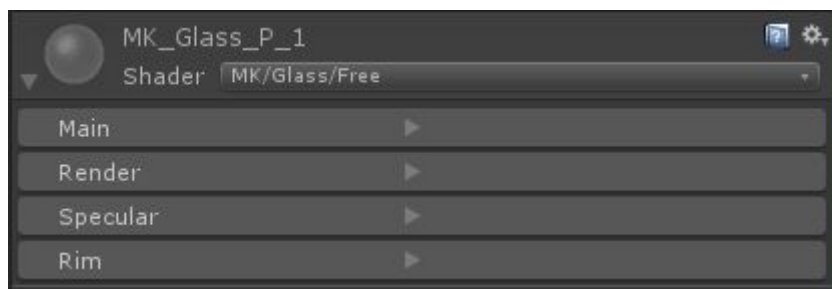
There are many parameters you can adjust to get the best out of your glass. To adjust the material click on one behavior to toggle the menu.

2.1 Main

Adjustment	Description
Enable Instancing	Enable unity´s build in instancing feature
Color	The main tint of the albedo color.
Albedo (RGBA)	Main albedo texture. If no albedo texture is set the vertex colors will be used. You can also adjust the tint of the albedo. A higher value reduces the refraction visibility.
Normal map	Here you set up your normal map. A normal map is very recommend to get a nice looking refraction.
Emission	Simply set up your emission color.
Tiling & Offset	The tiling and offset will be used for the albedo, normal map.

2.2 Render

Adjustment	Description
Distortion	The amount of distortion for the refraction and reflection

2.3 Specular

Adjustment	Description
Color	The color tint of the specular.
Shininess	Influences the size of the specular
Intensity	Controls the intensity of the specular.

2.4 Rim

Adjustment	Description
Color	Color tint of the rim effect
Size	This increase or decrease the amount of rim on the surface
Intensity	This controls the intensity of the rim effect

3.0 Scripting

To make your variables change during runtime there are a few helper functions to make it easy to change them.

To use these function you need to include the helper class by *"using MK.Glass"*. All functions are stored in the *"MKGlassFreeMaterialHelper"* class.

4.0 Bug reporting / questions / feature requests

Should there be any questions regarding the MK Glass Free shader or you discovered a bug, you can contact me at any time. Just send me an E-Mail: support@michaelkremmel.de and I will reply as soon as possible.

Are you missing a feature or do you have great ideas to improve the shader? Feel free to contact me.