

Hologram Effect (URP & LWRP)

Introduction

This is a simple hologram effect. If you don't want to write a shader, but need to achieve an unparalleled hologram effect, then this asset is perfect for you. It contains a hologram shader graph file. And it can be easily integrated into your project. There are many configuration parameters that can be adjusted by yourself. You can use these parameters to adjust more and more cool effects. Because of the cool effect achieved by using shader, all performance loss is small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline) and LWRP(Light Weight Renderer Pipeline),

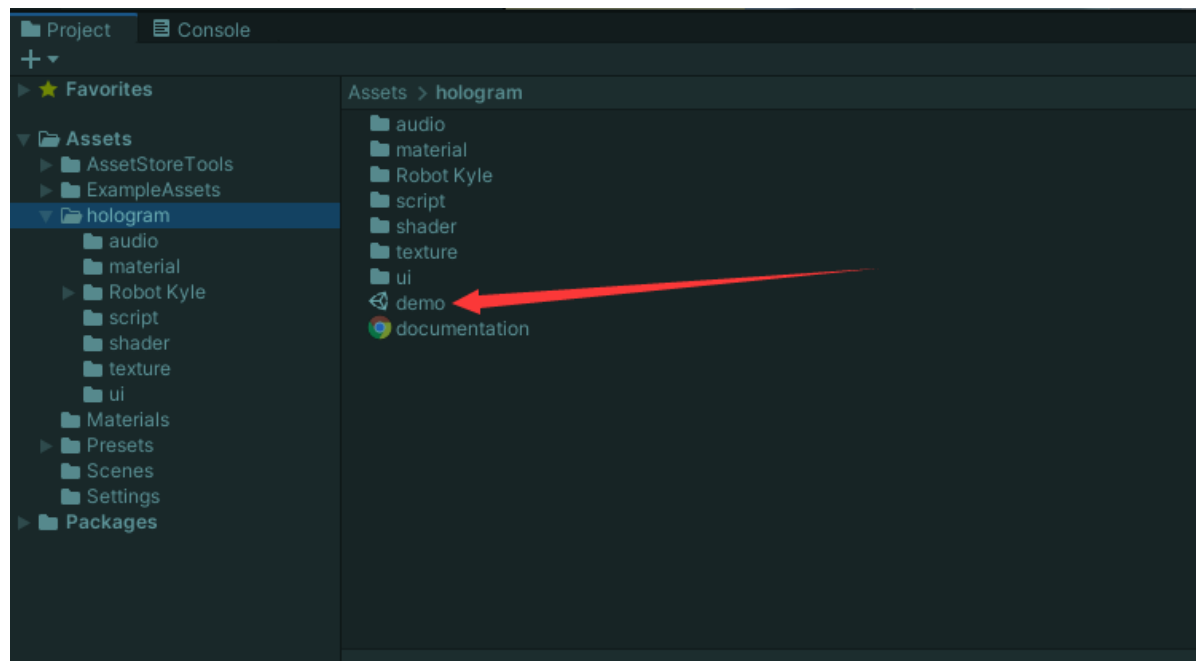
Main Feature:

1. Easy to integrate into your project, no need to write any shader or code
2. Only support URP (Universal Renderer Pipeline) and LWRP(Light Weight Renderer Pipeline)
3. You can modify the attributes exposed by the shader and script to easily get the effect you want
4. The shader properties that can be configured are: speed, Fresnel effect color, emission color
5. There are 4 hologram textures that you can choose
6. Support Android, IOS, Windows and other platforms
7. Complete documentation, clear demo
8. Cheap

Instructions:

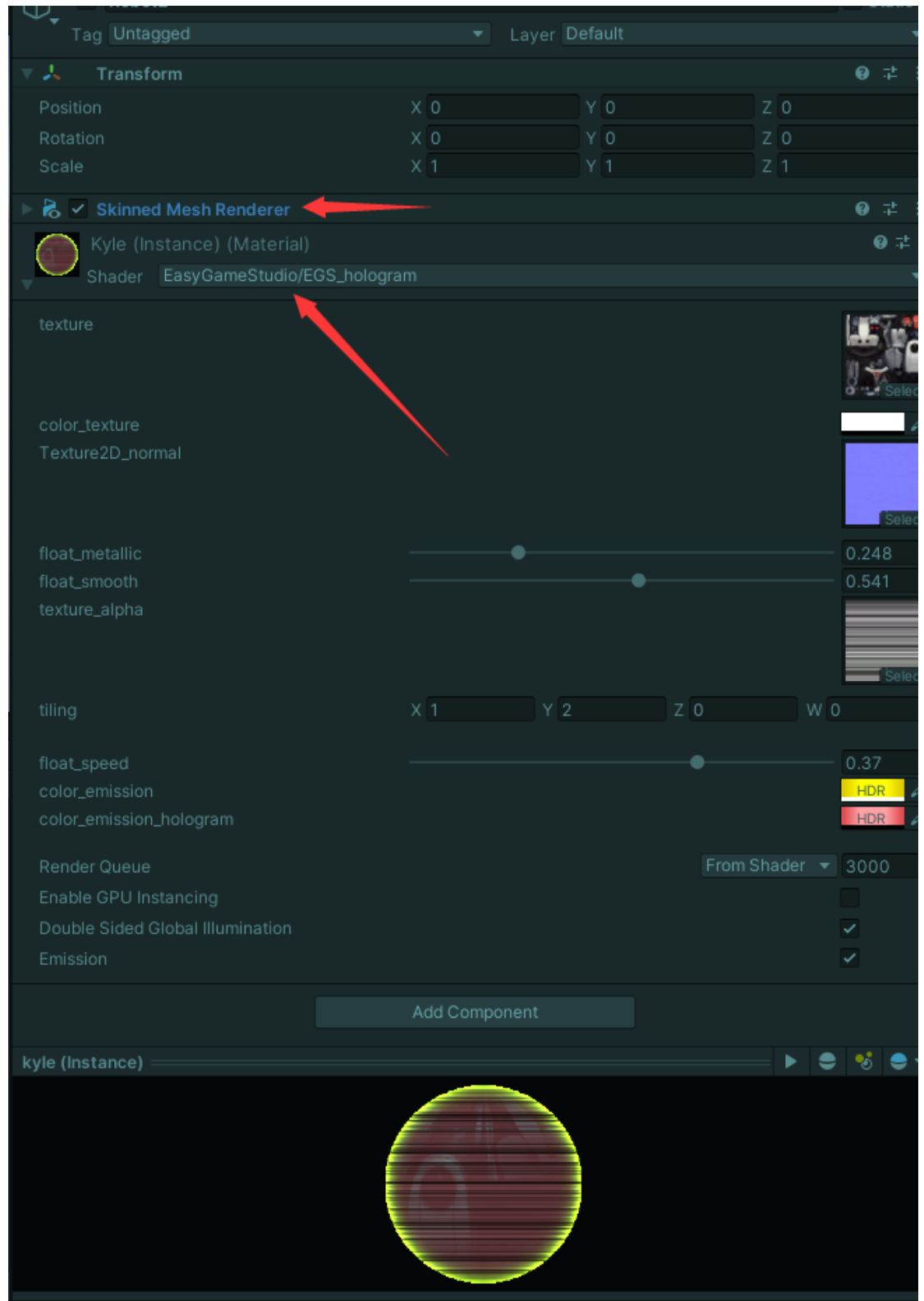
How To Run

Find demo.unity in the package and click Run. The path address is shown in the figure below :

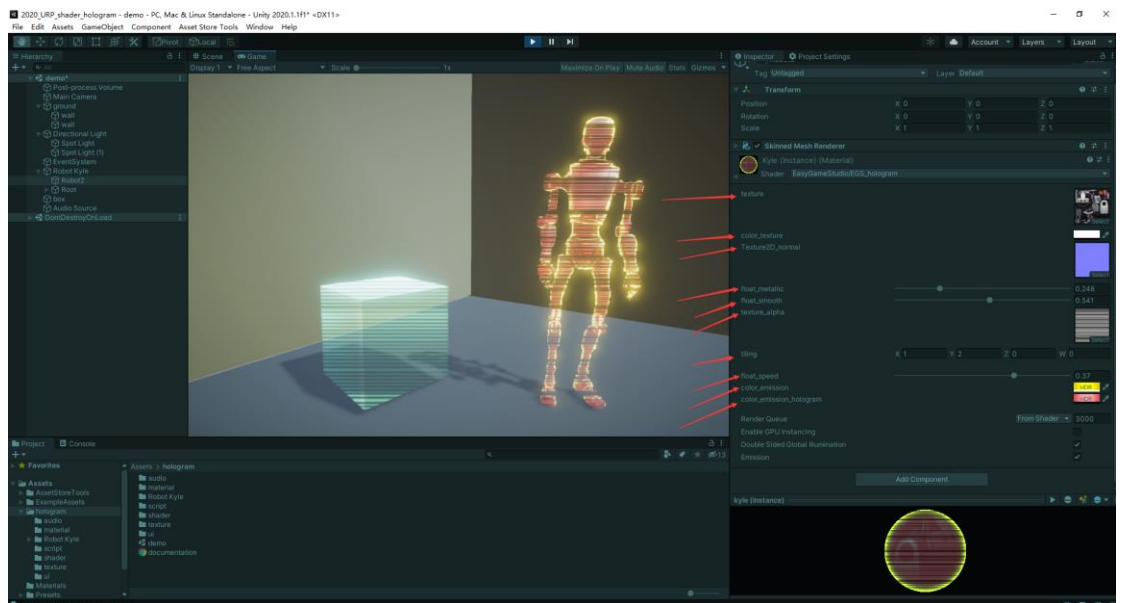


How to apply to your own game objects

1. This shader can only use on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components
2. Set the shader for the game object in the first step-"EasyGameStudio/EGS_hologram", as shown in the figure below:



3. Shader: The parameters exposed in "EasyGameStudio/EGS_hologram" can be adjusted to the effect that you want. The name of each parameter represents the meaning of the parameter. You can refer to the demo video to adjust, as shown in the following figure:



PS: If you find the effect is different after downloading. It may be caused by different versions of post processing. Choose the post processing you can use.

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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