

## **AR Portal Documentation**

For correct work, please use AR Foundation in your Unity Project or use AR (Mobile) Template for included AR Foundation and Testing Scene.

### **ARPortal Script**

ARPortal Script is used for shader configuration and work with Main Camera and ARPortalObjects. When creating an AR Portal, you should first review the example portal in prefabs folder. It is necessary to have two quad mesh for best performance. Both of them must have ARPortal component of it, and of them must “is Back Side” field marked.

You should not go through the side which renders the current world (real or virtual), as it will disrupt the work of the system.

### **ARPortalObject Script**

ARPortalObject Script is used for applying created StencilLit shader to all objects (both parent and children MeshRenderers), configuration of them and changing values when object moves through AR Portal game objects. First, you need to mark the field if this game object is Inside of virtual world or not (by marking “is Inside of AR field”). Also, if your object will possibly move through the scene and/or go through the portal, you should mark the “is Moving” field.

If you want to use your custom shaders instead of StencilLit shader, you should take into account some features of the naming and composition of the shader code.

First, you need to have field named “\_Stencil” with float type so your object may change its state within the level. Also, you should have field named “\_StencilComp” with float type so your object may change the check operation for correct render.

In your SubShader block you should have Stencil block with these commands:

```
Ref [_Stencil]  
Comp [_StencilComp]
```