

# GhostHolo URP Shader

By TetraArts



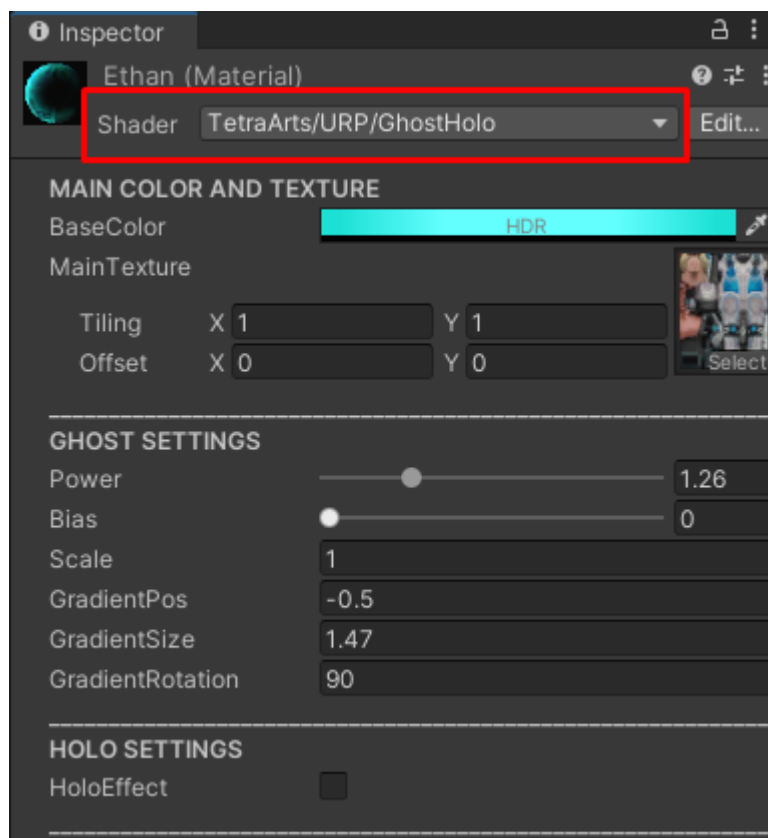
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## Documentation

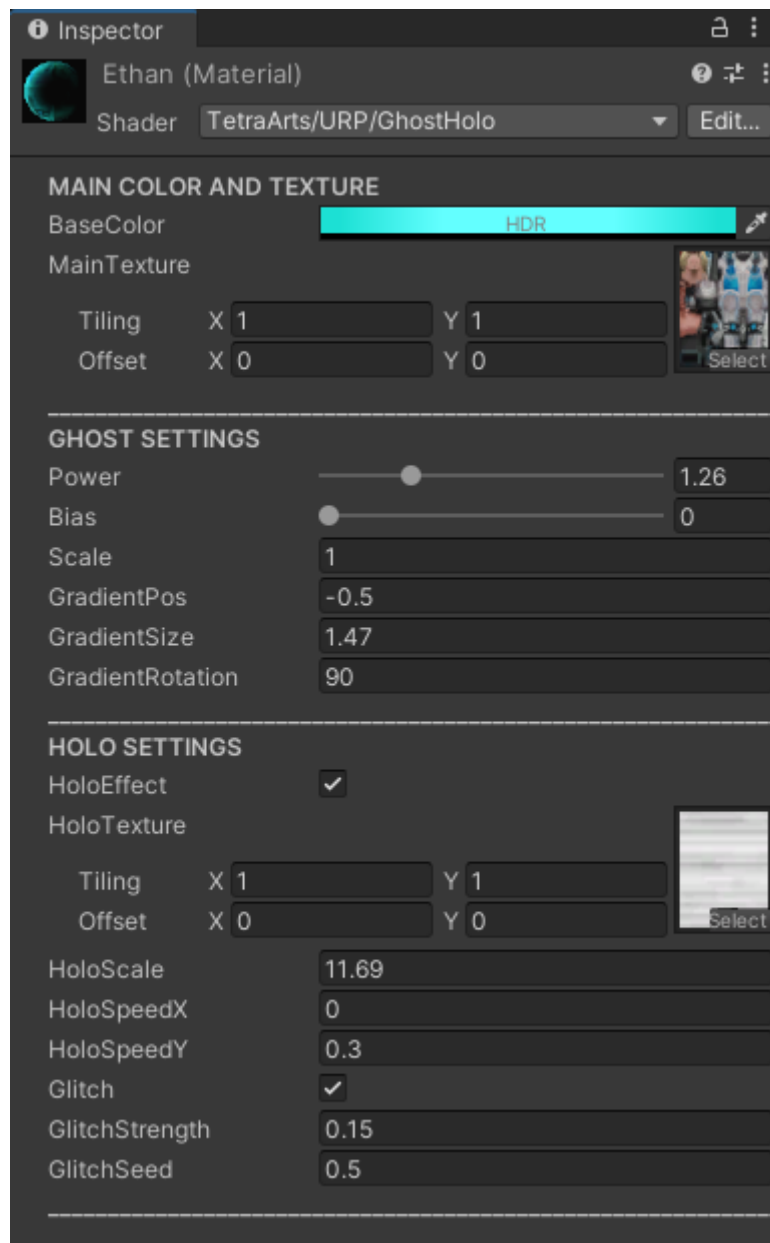
## How to use :

- Create new material
- Rename it like you want
- Choose TetraArts/URP/GhostHolo in a shader tab

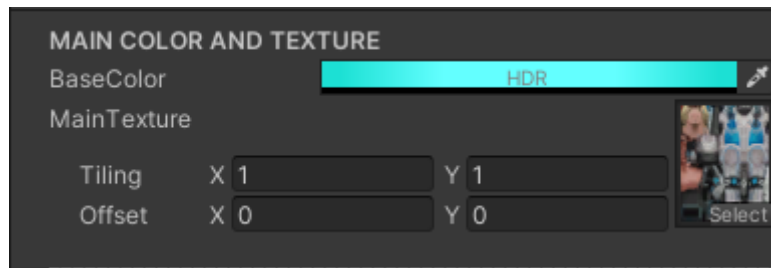


- Apply the material to your object

# Settings



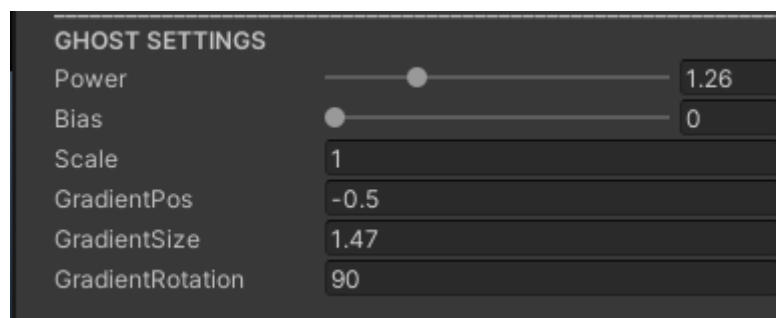
# Main color and Texture



-BaseColor: The base color is used to tint the effect, it is an HDR color that allows you to calibrate the strength of the emission.

-MainTexture: Location of the main texture of your object.

# Ghost Settings



The ghost effect is a fresnel effect applied to an object. It allows to obtain a gradient from the object's contour. Its parameters adjust the size and the strength of this gradient.

-Power: Allows you to manage the strength of the fresnel gradient

-Bias: Allows you to manage the size of the fresnel gradient

-Scale: Allows you to manage the intensity of the effect

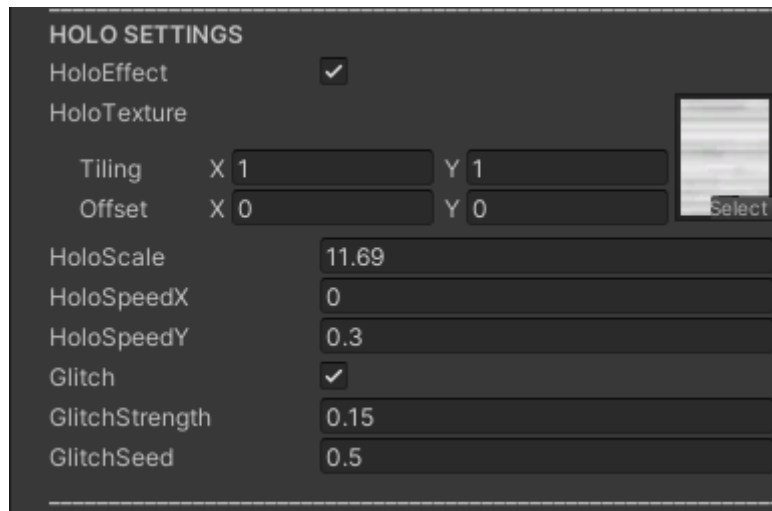
To improve the ghost look I added a transparent gradient which has 3 parameters: its position, its size, and its rotation.

-GradientPos: Manages the position of the gradient.

-GradientSize: Manages the size of the gradient.

-GradientRotation: Manage the rotation of the gradient.

# Holo Settings



[-HoloEffect:](#) If true activates and displays the parameters of the hologram part

[-HoloTexture:](#) Location of the hologram effect texture

[-HoloScale:](#) Scale of the Holo texture

[-HoloSpeedX:](#) Movement on the X axis of the texture

[-HoloSpeedY:](#) Movement on the Y axis of the texture

[-Glitch:](#) If true activates and displays the parameters of the Glitch part

The glitch is produced by a displacement of the vertex of the object on its X axis

[-GlitchStrength:](#) Manages the size of the displacement of vertices

[-GlitchSeed:](#) Modulates the randomness of the effect.