Glass Effect (URP & LWRP)

Introduction

If you want the game object or character in your game scene to look like glass, if you need to use glass effect in your game scene, then this asset is prefect for you. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. Let you adjust the glass effect of many different parameters by yourself. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: In order to get a better glass effect, you'd better create a Reflection Probe in your game scene and choose to cover the range you want to reflect

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

Main Features：

1. Easy to integrate into your project, no need to write any shader and code
2. Support URP (Universal Renderer Pipeline), 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. Support Android, IOS, Windows and other platforms
5. Advanced reflection and refraction
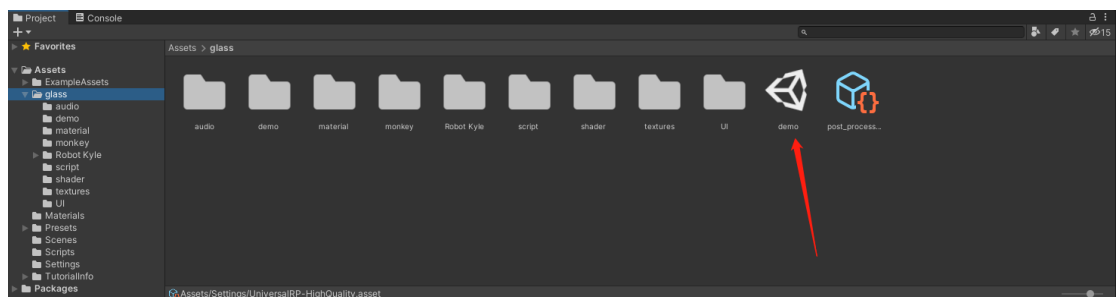6. Complete documentation, clear demo
7. Cheap

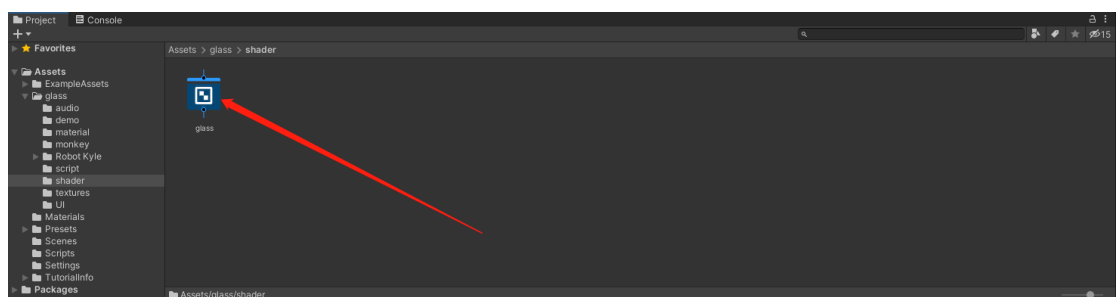## How To Use：

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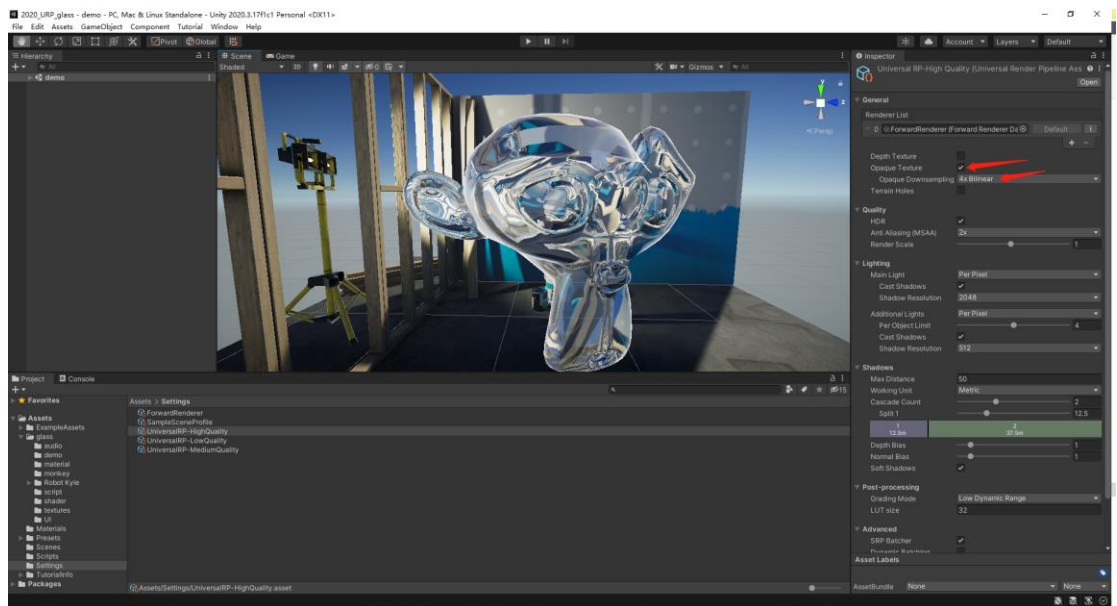
Find demo.unity in the resource package and click Run. The path address is shown in the figure below:

### How to apply to your own game objects

1. This shader can only act on objects that contain "MeshRenderer" or "SkinnedMeshRenderer" components

2. Set the shader for the game object in the first step-"EasyGameStuio/glass", as shown below:

3. How to adjust the shader parameters to get the effect you want more: Select your game object, expand the shader option, and try to modify the shader parameters, as shown in the following figure:
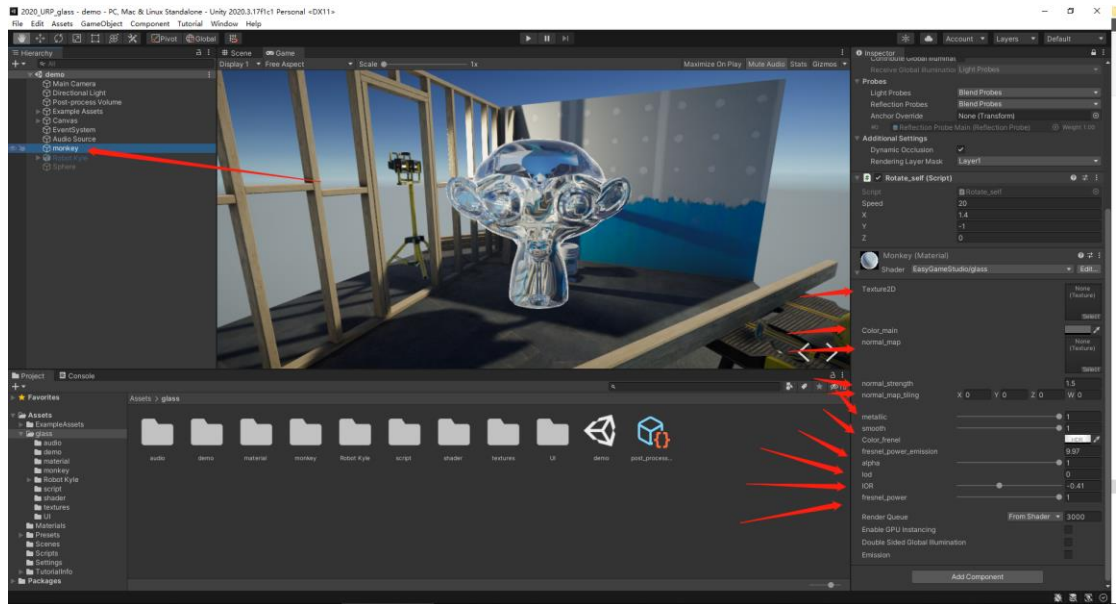
PS: It needs to be used together with post processing, the post processing effect file is in this asset
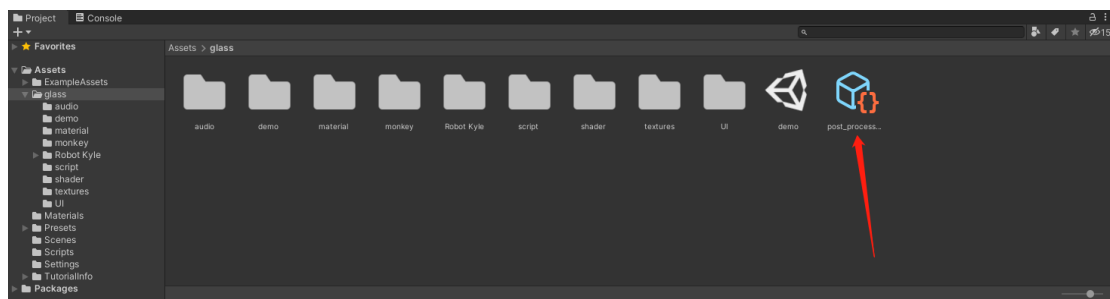
Contact Us:

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

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