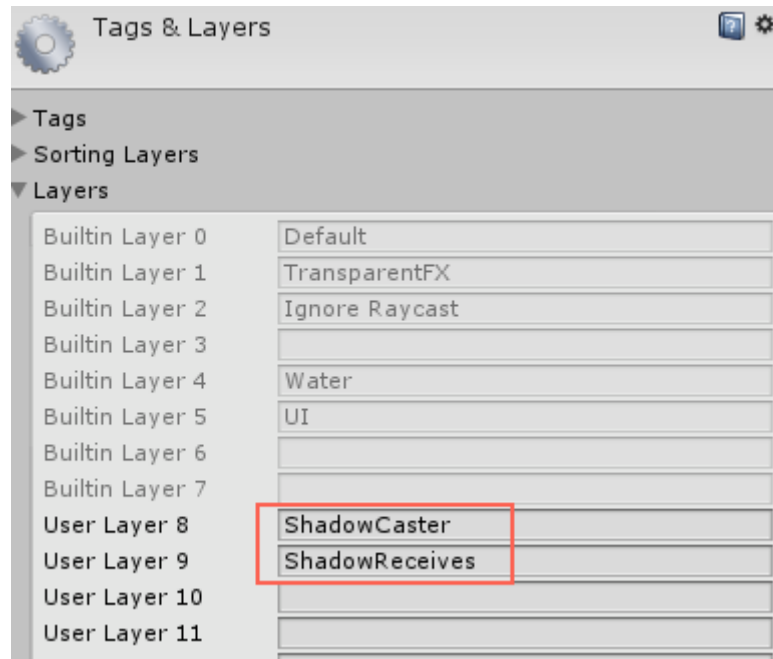# Mobile Fast Shadow Guide

V1.03

By taecg

The Preparation Of Shadow Layer

Only two layers are created, one is the shadow projection layer, and the other is a shadow receiving layer.
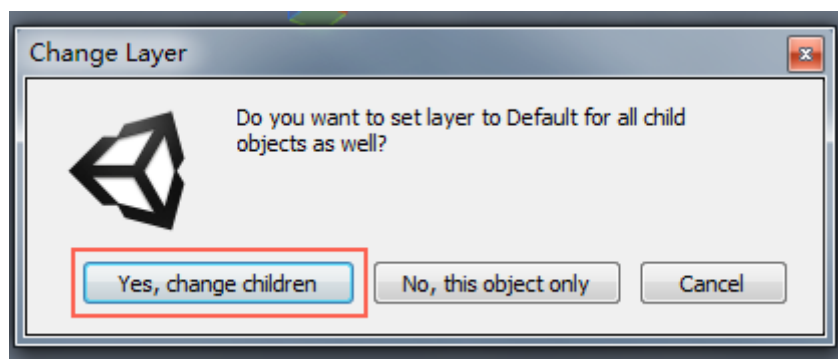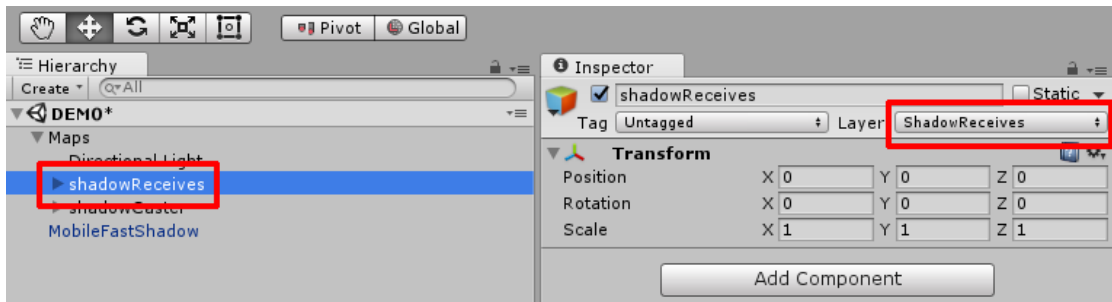
ShadowCaster: the shadow projection layer.
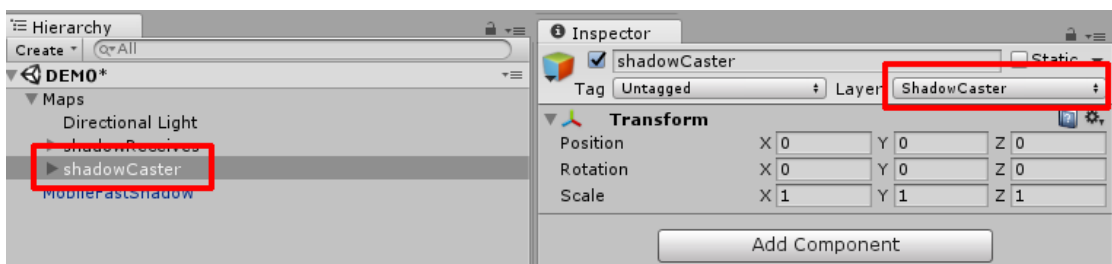ShadowReceives: the shadow receiving layer.

You can define it at any level you want, not necessarily 8 and 9, and the name of the two layers you can define as you need it.

Let DEMO Run Up

- Open Demo.unity (Assets\taecgLibrary\Tools\MobileFastShadow\DEMO\Scenes\).
- Select the shadowReceives gameobject from hierarchy panel and set its layer to "ShadowReceives".
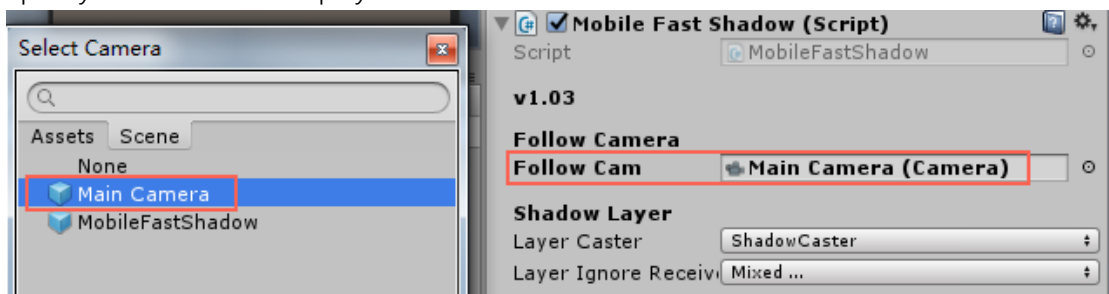

- Select the shadowCaster gameobject from hierarchy panel and set its layer to "ShadowCaster".

- Select the MobileFastShadow gameobject from hierarchy panel, Then, find its "Shadow Layer" property in the Inspector panel, set LayerCaster to "ShadowCaster", and LayerIgnoreReceiver to display only "ShadowReceives".
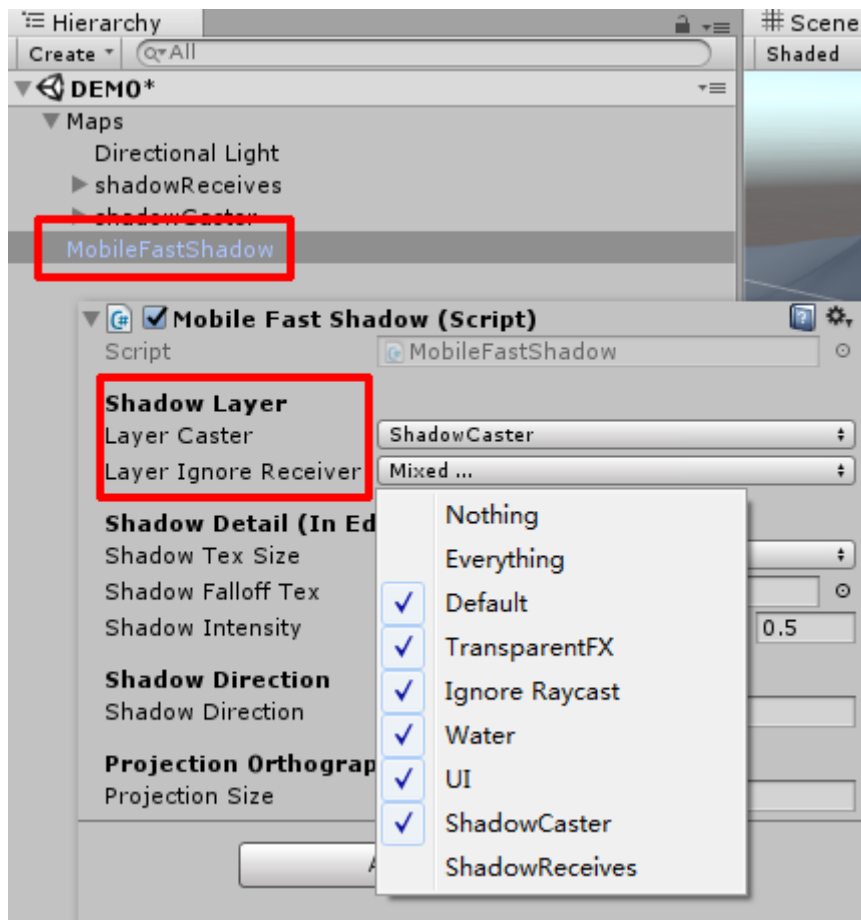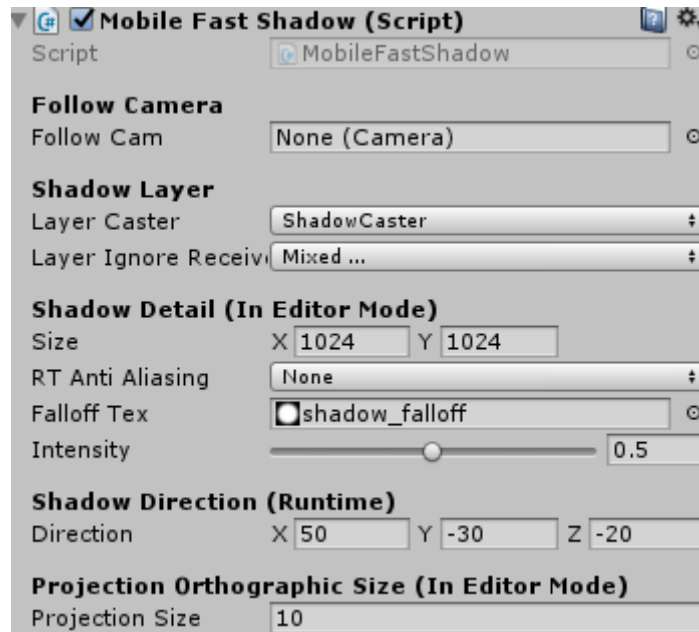
- Specify FollowCam as the player's main camera.

- Well,its done!

Paramater Description

- Follow Cam:The shadow following camera automatically identifies the tag "MainCamera" camera if it is empty.
- Layer caster: It is used to identify which objects need to cast shadows.
- Layer Ignore Receiver: It is used to identify which objects need to receive shadows.
- Size: The size of the generated RenderTexture.
- RT Anti Aliasing: Shaded sampling, if you want to make the edge as smooth as possible to choose a higher sample, the same performance will decline.
- Falloff Tex: In order to prevent the shadow of the RenderTarget edge from stretching, it is necessary to use a kind of transition picture to deal with it so that it is more natural.
- Intensity: From 0 to 1, is used to adjust the transparency of shadow, Note that this value adjustment fails at run time, adjustment in the editor to.
  If the need to be adjusted at runtime can be considered by modifying the material directly.
  Material.SetFloat ("_Intensity", Value)
- Direction: To adjust the direction of the shadow.
- Projection Size: The bigger the value, the more objects will be shadowed. It can solve the problem of blurred shadows within the same screen, but the excessive value will also cause the quality of the shadow to drop, so find a suitable balance for you.

    In order to maximize efficiency, there is no support for adjusting Size of Projector and camera at runtime, and these two values will be initialized after running, so this value can be used to adjust initialization value.

Matters needing attention

- If Follow Cam is null,The shadow projector will automatically follow the Tag's "MainCamera" camera, so please set up your camera correctly.

Enjoy your shadows, and please

consider rating the Mobile Fast

Shadow on the Asset Store. Thanks!

https://www.assetstore.unity3d.com/#!/content/56865

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