

Mini Shadow

by Minigames

Introduction

Cast a shadow on an imaginary plane. Useful for 3D/2D compositing.

Use the 2 shaders below.

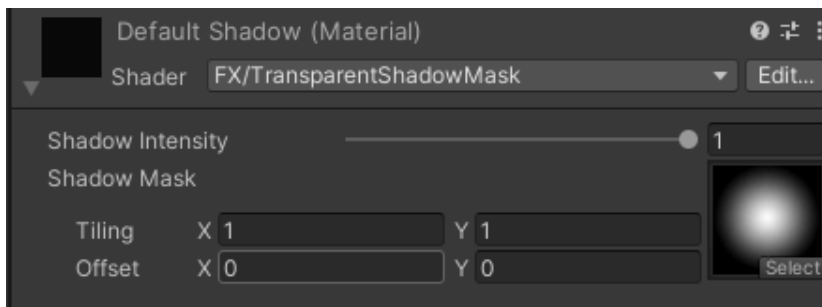
- FX/TransparentShadow
- FX/TransparentShadowMask

FX/TransparentShadow

Cast a shadow on an imaginary plane.

FX/TransparentShadowMask

Cast a shadow on an imaginary plane. You can apply shadow falloff with the Shadow Mask.



Shadow Intensity	Adjust the intensity of the shadow.
Shadow Mask	Specifies the falloff of the shadow.