Arcade pack shader documentation

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ArcadePack/Screen

Surface shader that helps to simulate the visuals of an old CRT monitor by adding vertically moving horizontal lines. The line movement depends on mesh UVs.

- Color - Defines the brightness of the screen. Enables overriding the color of the Emission texture.
- Emission (RGB) - Defines the image displayed on the screen.
- Smoothness - Unity default smoothness.
- Line Intensity - Defines the strength of the lines effect. 0 makes the lines disappear. 1 makes the lines be completely non-emissive.
- Line Density - Defines how densely packed the lines are. Higher numbers cause more lines to appear. Higher number also makes each individual line smaller.
- Line Scroll - Defines how fast the lines travel across the screen. Negative numbers cause the lines to move upwards, positive numbers downwards.

ArcadePack/RowLight

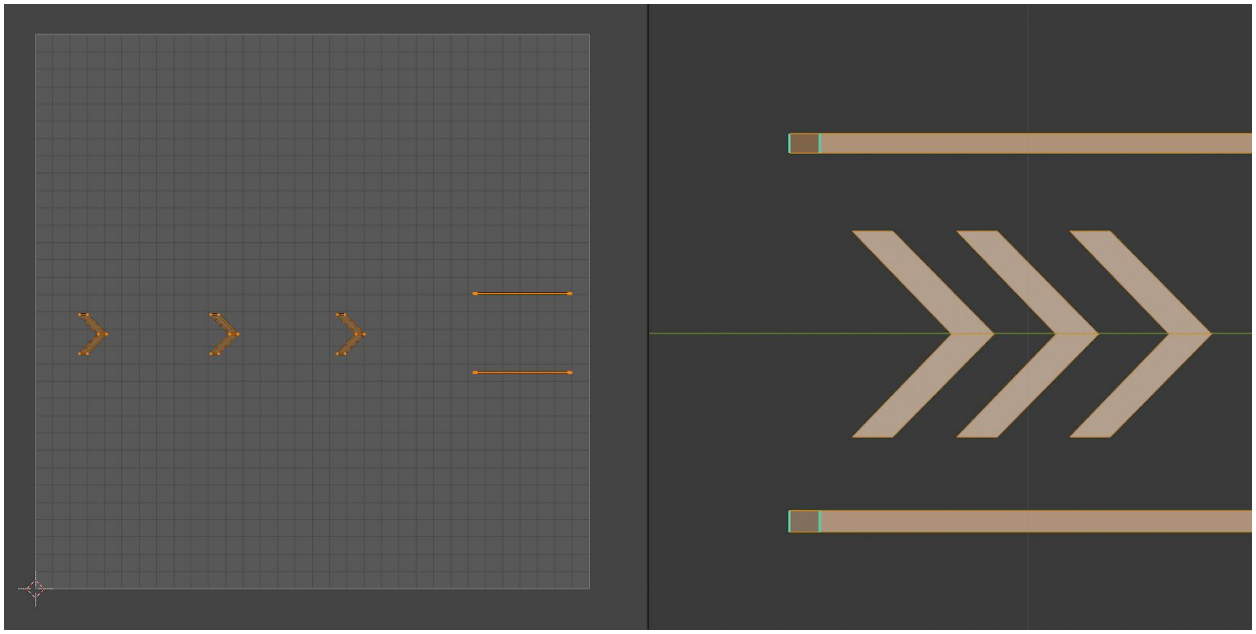
Surface shader that helps animating mesh lights. The direction and timing of the lights is defined in UVs. The mesh UVs should be placed horizontally in order in which they should turn on and off.

- Color - Unity default color.
- Albedo (RGB) - Unity default albedo texture.
- Smoothness - Unity default smoothness.
- Emission Low - Defines the lowest light level on the whole material.
- Emission High - Defines the highest light level on the whole material.
- Speed (Loops in second) - Defines how many light animation loops get done in one second. Enables changing the direction of the animation.
- Gradient - Defines how smooth the transition is from Low light to High light. 0 makes the transition pixel sharp. 1 makes the transition blur across the whole material.
- Bias - Defines which emission state is preferred. 0 makes the whole material be covered in High light. 1 makes the whole material be covered in Low light.
- Tile - Defines how many light lines are on the material. 3 makes the material have 3 High light lines and 3 Low light lines.

ArcadePack/FillingLight

Surface shader that helps setting the material light to a specific fill amount. The direction and position of the lights filling up is defined in UVs. The mesh UVs should be placed horizontally in order in which they should turn on and off.

- Color - Unity default color.
- Albedo (RGB) - Unity default albedo texture.
- Smoothness - Unity default smoothness.
- Emission - Defines the filling light color and intensity.
- Position - Defines how much the light has filled up. 0 makes the light be completely off. 1 makes the light be completely filled.
- Range - Defines how smooth the transition is from off to on state. 0 makes the transition pixel sharp. 1 makes the transition blur across the whole material, expanding past the actual filling point.



Example of making UVs for RowLight and FillingLight shaders. (UV view left, 3D view right)