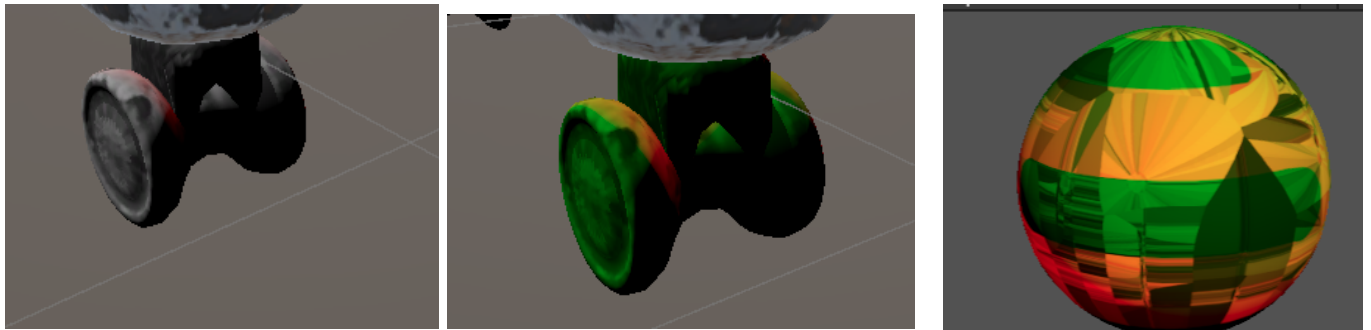


Standard Surface PBR Shader (with and without black strokes on the metallic texture)



Standard Specular PBR Shader (with and without black strokes on the metallic texture)



Transparency (applied on the vacuum hose)



Enhanced Hologram



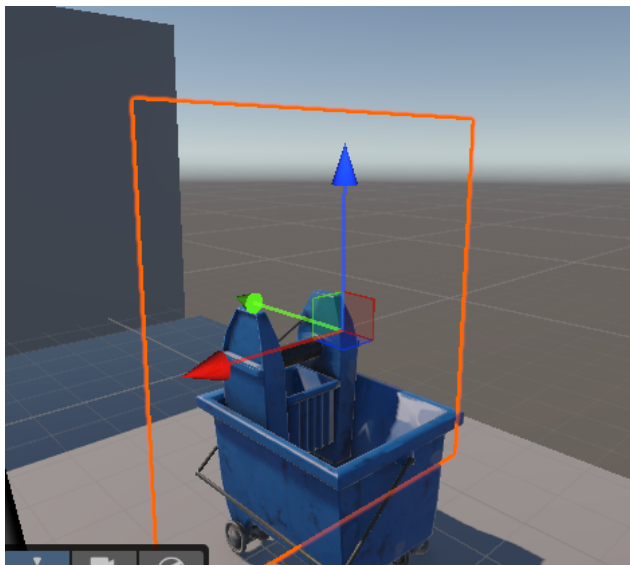
Texture Blending



Decal with Toggle



Stencil



Reflection:

Some strengths I had working on this activity is the fact that I'm more comfortable with shaders and understanding where each shader would apply to in a game. A weakness/difficulties I faced during this activity is that my computer storage was full when I was working on decals for the object. Next time I would like to free up my storage when working on these shaders. In the future I would like to learn how to make static effects to a hologram shader.