



Holographic NFT Card Template

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Holographic Shader Graph Properties:

This shader graph has the following properties exposed and can be adjusted easily from inspector:

- Mask Parallax: to control the mask position that covers the rainbow.
- Mask tiling
- Mask Offset
- Rainbow Parallax: to control the point of view for rainbow
- Rainbow Tiling
- Rainbow Offset
- Rainbow Mask Power: to control the strength and size of the mask
- Glow Strength
- Smoothness
- Metallic



Holographic Logo Shader Graph Properties:

It has same properties as holographic shader in addition to a logo place holder with tiling and offset properties to position your logo perfectly on the card.

So simply change the textures for the back and front logos on the following materials:

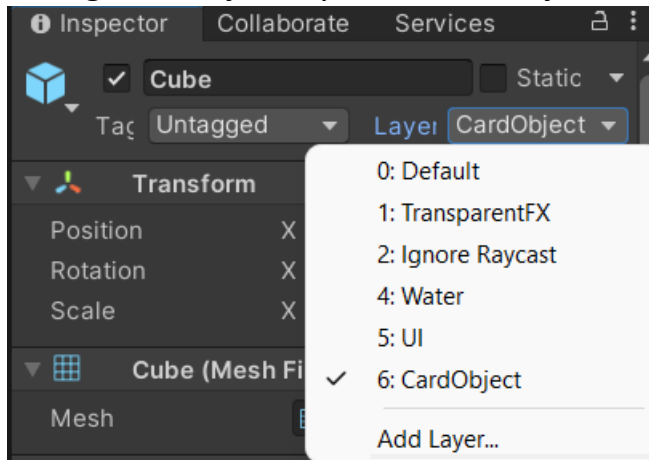
- BackLogo
- FrontLogo

Note: logo should be black and white texture.



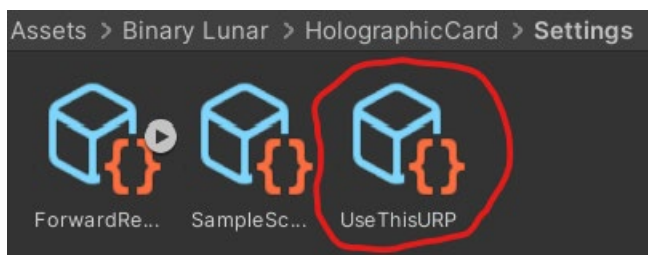
Placing 3D objects inside the Card Window:

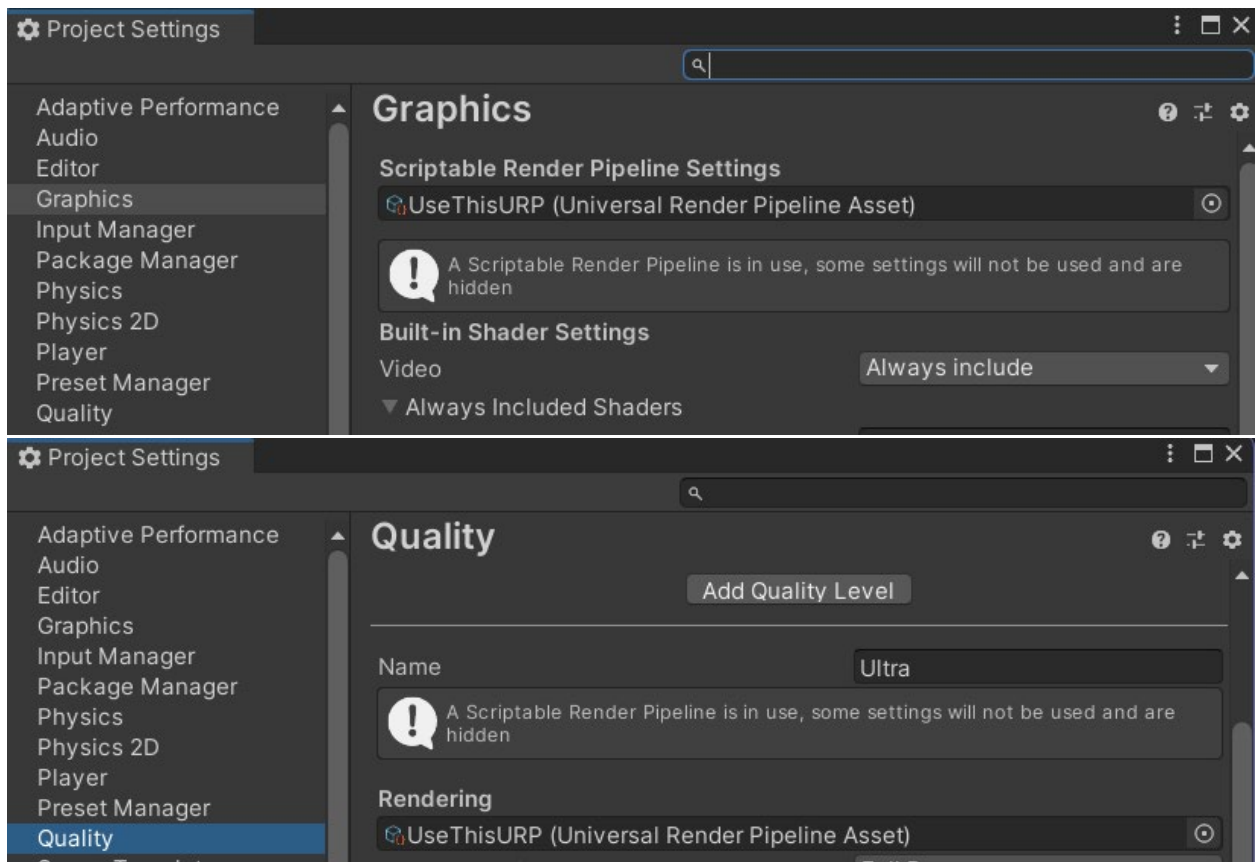
1. Place the game object as child of the card.
2. Change the object layer to “CardObject”.



Setting up Universal RP:

1. Make sure you are using Unity 2019.3+.
2. Install Universal RP from Package Manager (if not installed already).





4. Just drag the material from Material folder to any gameObject on your scene.



Notes:

This shader has been tested and working perfectly on Unity version from 2020.3. to 2021.1.

Starting from unity 2021.2 some nodes changed in Shader Graph which effect the visual looking of the shader but we already included a patch “Unity2021.2+” in the Patches folder to mitigate that effect.

Support:

If you needed any help don't hesitate to contact us on the following email:

binarylunar@gmail.com