

Energy Shield (With impact)

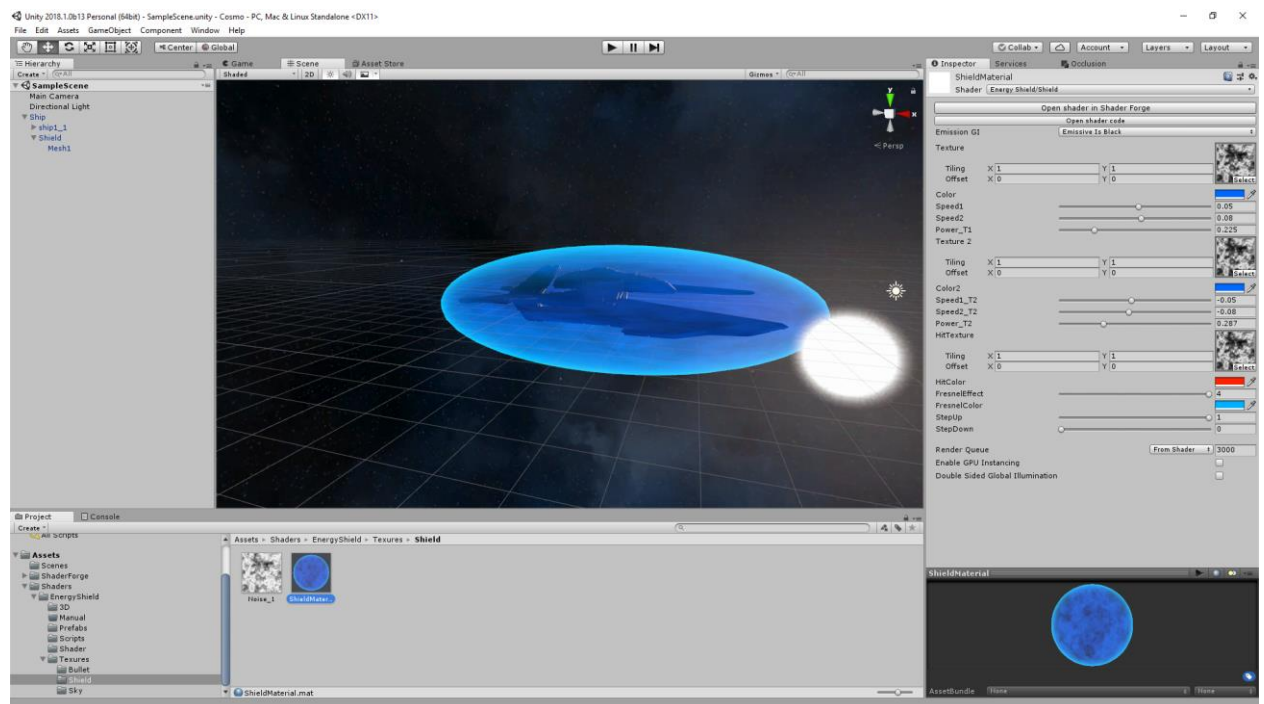
This asset includes:

1. Optimized Shader (Animated)
2. Texture (1024x1024)
3. A simple script that allows you to intercept the points of contact of the power shield with other objects and transfer them to the shader
4. Easy setup
5. Step (Up and Down)
6. Instructions
7. 3d model of a spacecraft (without textures)
8. Demo scene
9. Prefabs

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Notes:

You can customize the energy shield for yourself, just click on the material.



The "HitsPoints" script should be installed on the object that has a shield shader.