Oliver Mota

RayCastSelect

What is it?

This includes 1 script which highlights objects yellow. The idea was that important objects would be highlighted when the player looks at them, so they know it's important/ interactable.

- 1 Script
- 1 Unity Package with example scene
- Information

My idea for this script was to have it so when the player looks at an interactable object it would highlight, this is used in different ways in different games, some highlighting like mine and some changing the opacity of the object.

How does it work?

A raycast is created from the camera (center/ middle point of the screen), if it lands on an object with a 'selectable' tag then it changes that object's colour to yellow. When the player looks away from the object it detects that too and changes the material back (these materials are set in the script when it's added as a component.

In my example scene I have set up a few objects so the player can look around and highlight things. I've also created a canvas and added a small square to the middle so you can easily see where the center of the screen is and know when the objects should be highlighted.

How do I set it up?

Firstly, it uses the center of the screen/ camera so you'll need a way to move that or look around.

Create an empty gameobject and apply the 'selection manager' script. There you will see the highlight material and the default material, for default just drag the material of the object you wish to change on, for highlight, drag your highlight material (I just used yellow). Finally, create a new tag for these objects called 'Selectable' and apply it to the objects you wish to select. This lets the script know which objects to change materials of (otherwise everything you look at would be changing).

How do I adapt the script?

In the script I've left notes to help you find what each part does. It's a bit difficult and there aren't many ways this script can be changed without breaking it.

The script could be adapted to change the highlight material to be different. If the highlight material was to get a different material per object then display the new highlight material at the end, then maybe different objects could highlight in different colours.

The highlight material itself could be changed, this could be to a different colour or if the user has a custom material, e.g. a see through material, they could use that instead to get different effects.