⇒ space → fresnel effect

↓

It will highlight curvature of an object

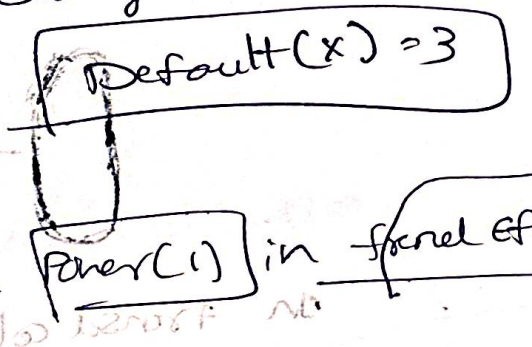
Float value(x) = 0 (can ↑↓ the curvature effect)

⇒ Create (fresnel color) Parameter in blackboard

⇒ Create (fresnel Power) float in Blackboard

↳ by clicking on it node

Setting will be opened set



// Connect fresnelPower with

Change color mode default to HDR in

N- Settings & keep color white

⇒ fresnel effect (out) → Multiply (B input)

fresnel color → (A) multiply

⇒ Connect Add Shader → material

Add material to the Capsule.

⇒ Can Multiply → is used to perform

transformations, lighting calculations,

texture blending & color adjustments

⇒ Then ~~add~~ Multiply out( ) → Fragment
Base color
Alpha

⇒ Chang Fresnel color (Parameter) Graph settings as transparent (Surface type) & Allow Material override ☑ which give new option in Fragment.
Alpha clip Threshold → (0)

⇒ → upto here the glow will increase

∴ In Fresnel color (Node settings)
↓
Color (HDR)
↳ HSV white
Intensity in color (should be ↑)

⇒ Create a Texture2D Parameter on blackboard known as ScanLinesTexture

⇒ Connect it (space) Sample Texture2D
↳ Texture

click space → Add

connect (Sample Texture 2D RGB) → To Add (B i/p)

& Multiply (out) to Add (A i/p)

⇒ Now Add (out) → Base color & Alpha

⇒

⇒ Add Texture to graph

Select ScanLine Texture → In Node settings assign the texture & assign to material also.

⇒ create ScanLines Tiling & ScanLine speed which Parameter comes under → Vector 2

for graph lines texture Speed in Hologram.

⇒ space → Tiling & offset node ⇒

connect ScanLines Tiling to Tiling of (Tiling & offset node)

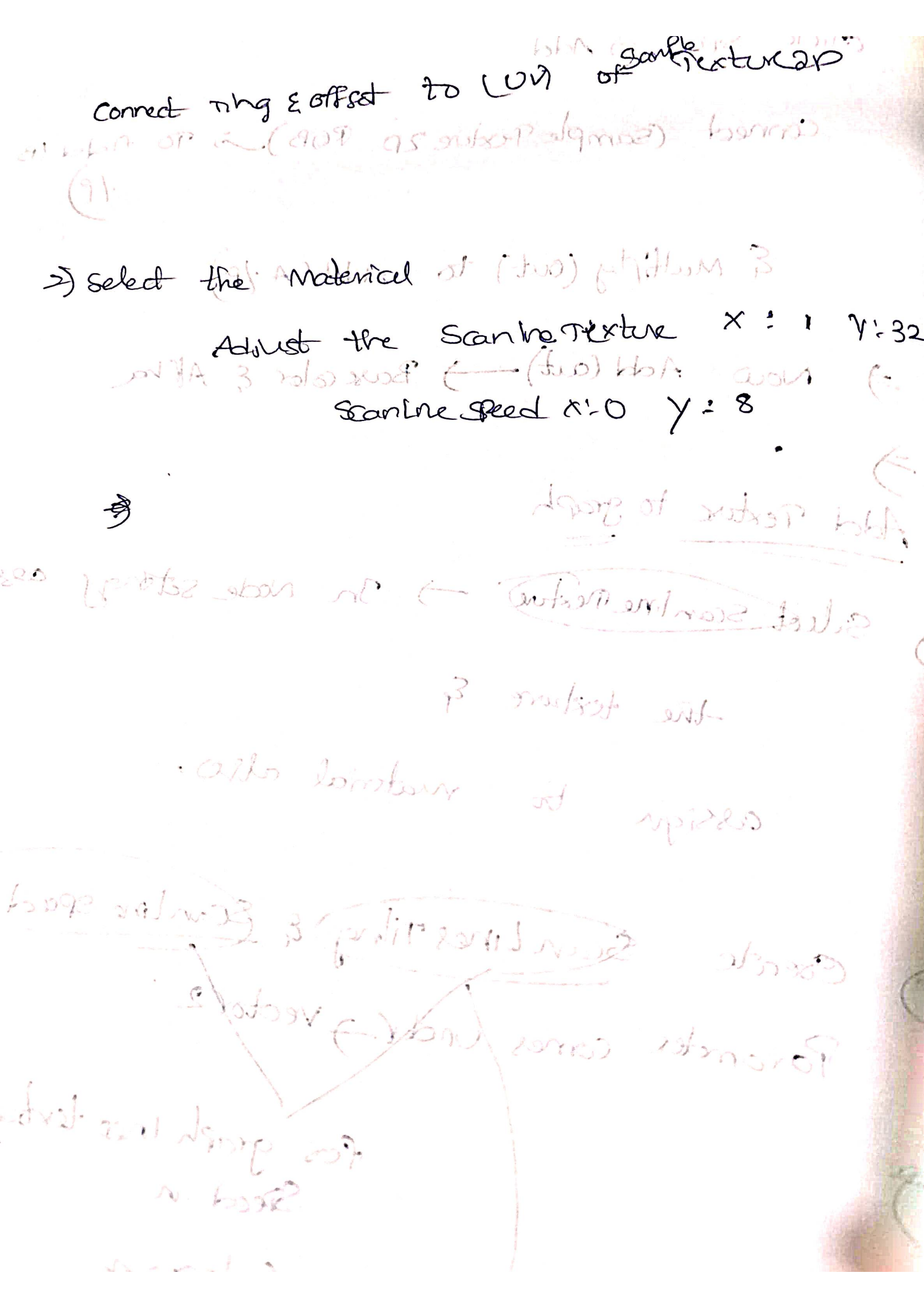
Connect ring & offset to UV1 of Sample Texture2D

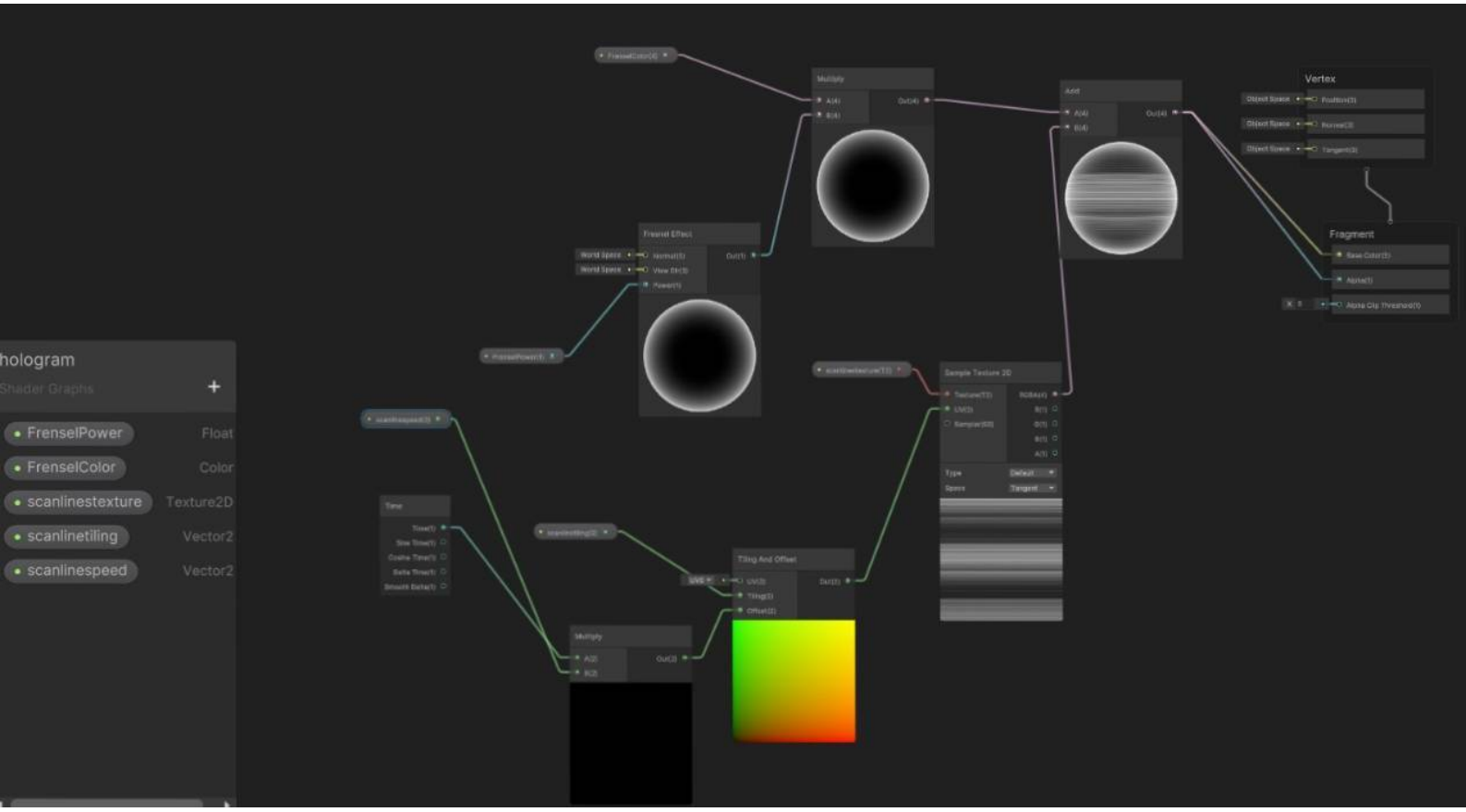
⇒ Select the Material

Adjust the Scanline Texture X : 1 Y : 32

Scanline Speed X : 0 Y : 8

⇒




hologram
Shader Graphs
FrenselPower
Float
FrenselColor
Color
scanlinestexture
Texture2D
scanlinetiling
Vector2
scanlinespeed
Vector2
Multiply
Add
Vertex
Fragment
Fresnel Effect
Sample Texture 2D
Time
Tiling And Offset
Multiply