

## ● ConeOfSightRenderer Script description

Variable:

Viewcamera: field of view camera whose field of view will be projected onto the ground for display

Viewdistance: the far clipping plane of the field of view camera

ViewAngle; Fieldofview of field camera

mMaterial; The material used to project the field of view of the camera

Function:

Start (): initialization

Update():

1. Use viewdistance and Viewangle to change the far clipping plane and fieldofview of the field of view camera
2. Transfer the projection matrix of the field camera to the shader of the material
3. Transfer the depth map of the field camera to the shader
4. Use viewdistance to change the scaling of the solid cube bearing the material to synchronize it with the change of the far clipping surface of the field camera