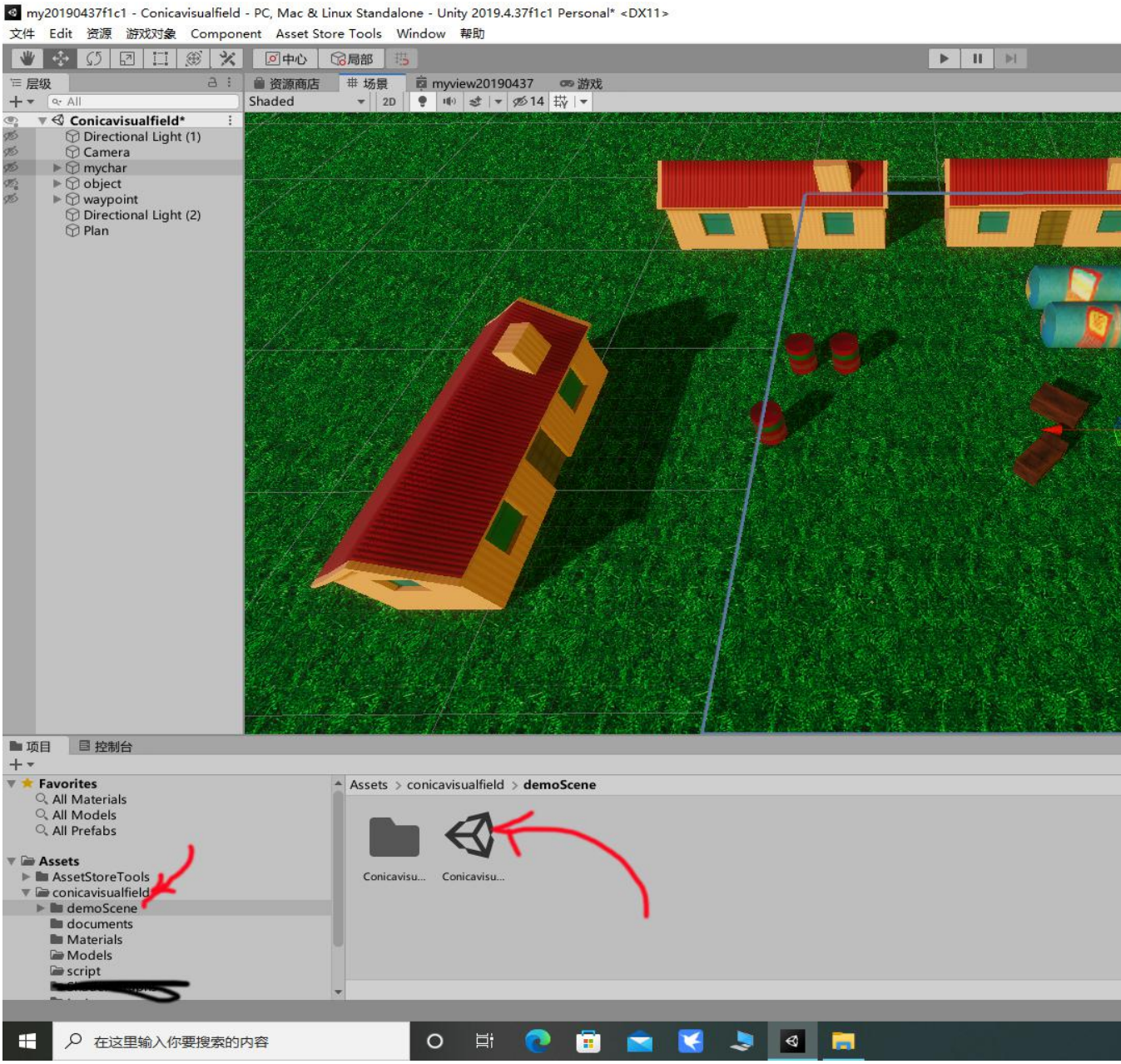
Vision shader user manual

This resource mainly solves the problem of visual field visualization, which directly projects the range seen by the camera onto the ground. This effect is used in many RTS games, such as commandos, shadow tactics: blades of the shogun, desperados, etc



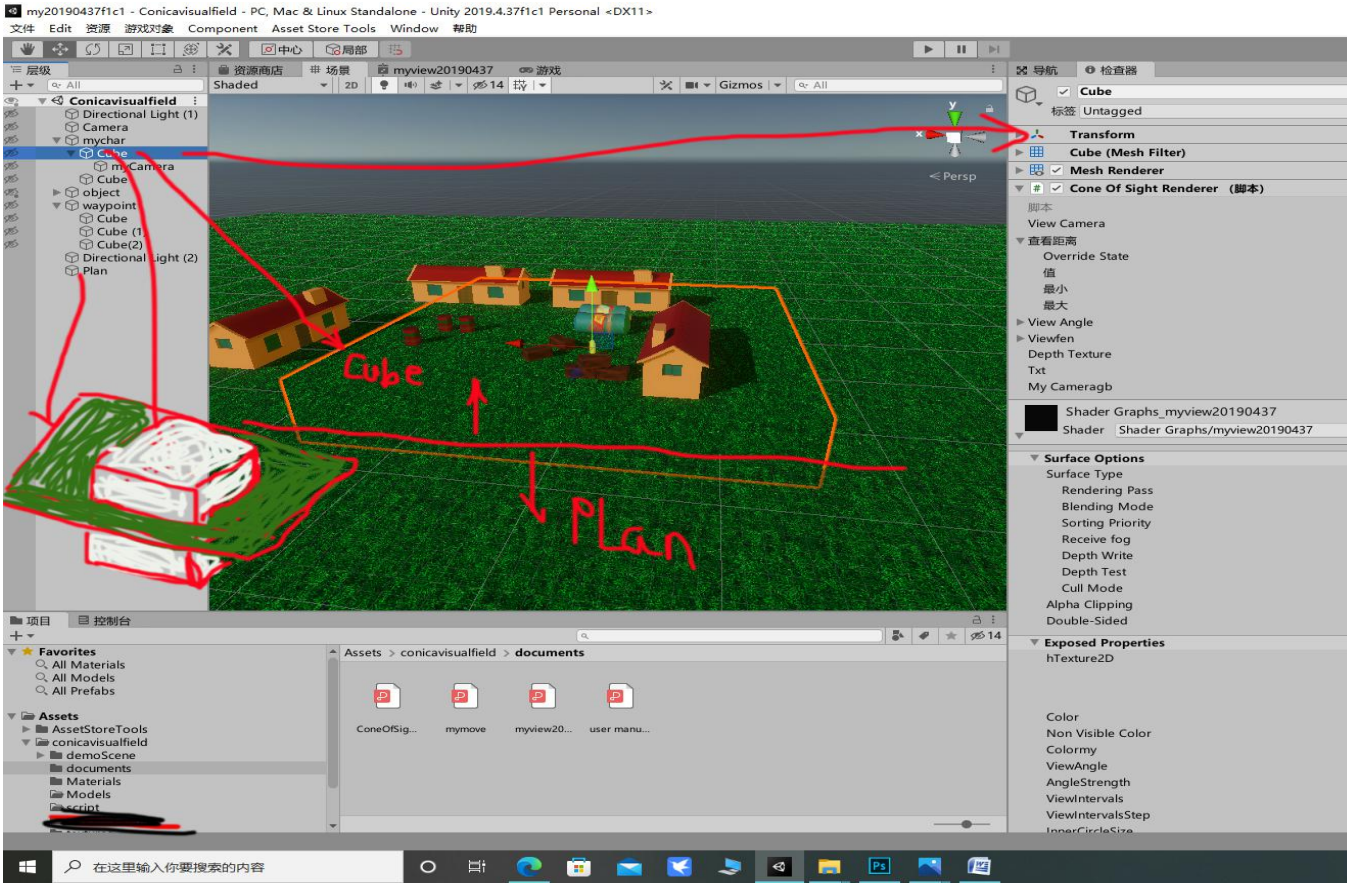
How to use:

The core file is a shader and coneofsightrenderer script

1. To create an hdrp project, the version requires unity 2019 4.37f1c1up

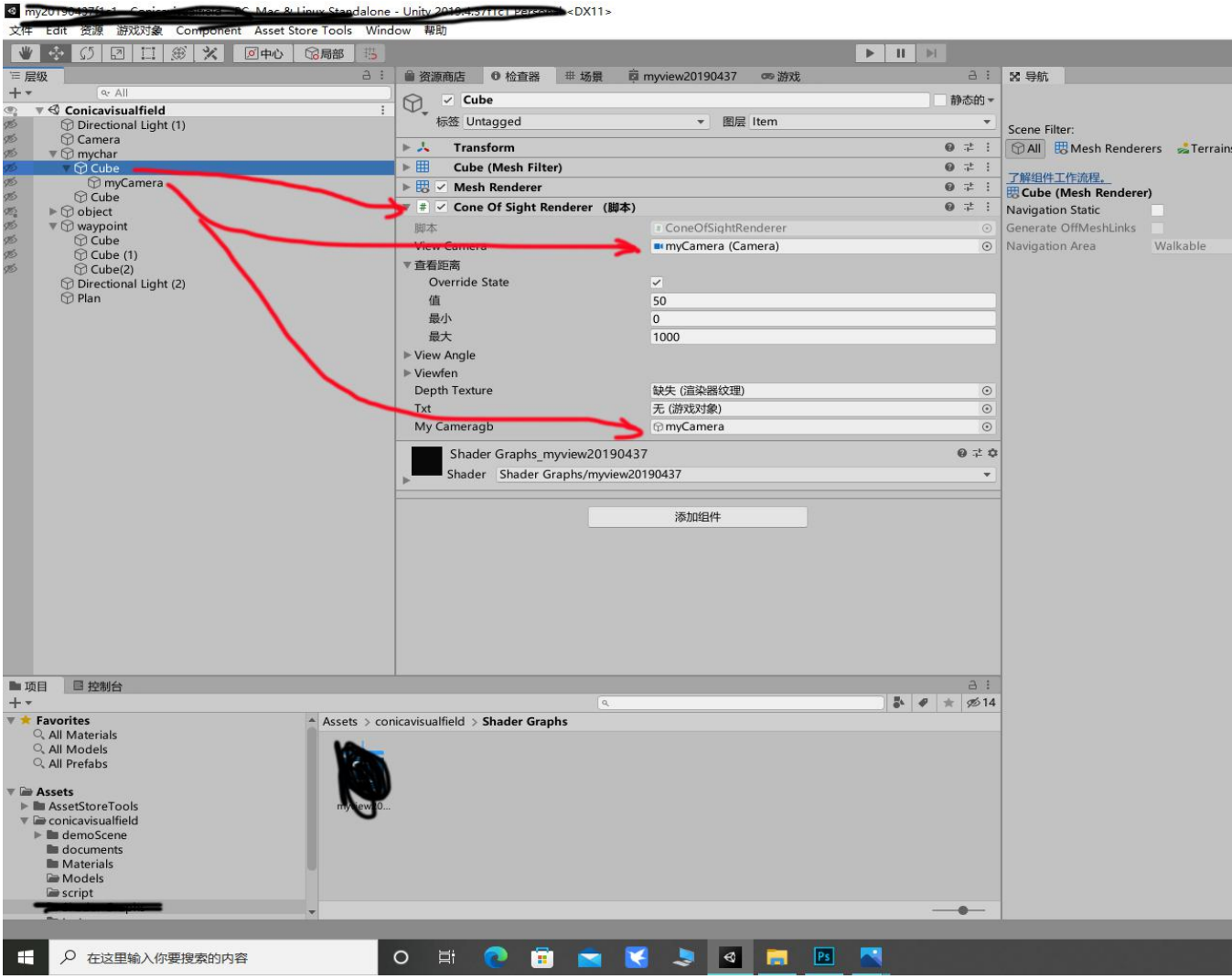
2. Create a ground or plane 3. Create a parent object

3. Create sub object Cube The position and height of the created cube must intersect the ground, because the field of view visualization is realized by projecting the field of view of the sub object camera to the ground through the shader of the cube. If the cube does not intersect the ground, it cannot be projected



4. Create a sub camera for Cube

5. Attach the script coneofsightrenderer to the bo

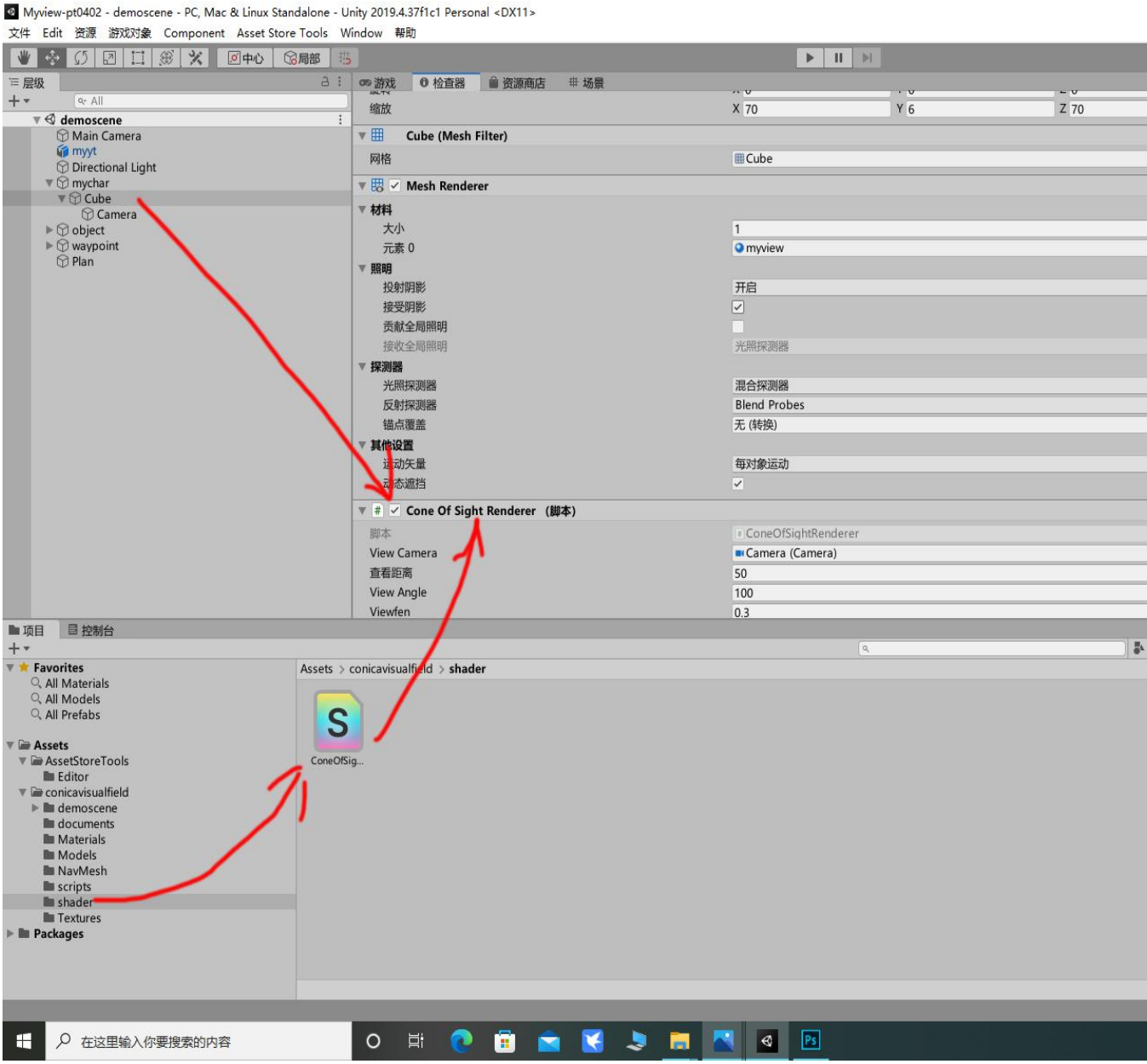


6. Attach the sub camera under the Cube to the script and set the corresponding value of the script

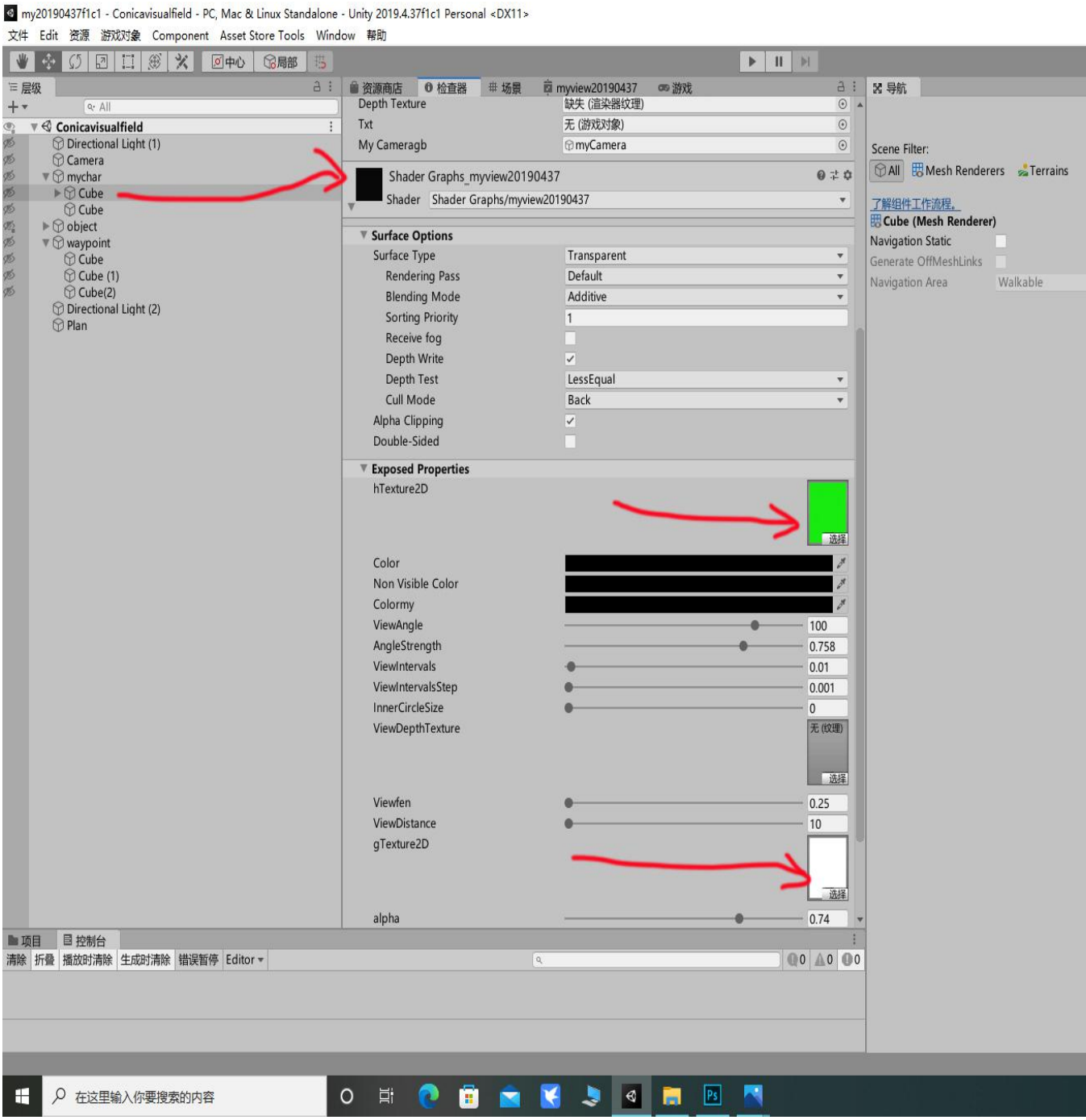
7. Select myview20190437 and right-click to create a material

Or first create a material and then modify the shader. In the case of URP and built-in rendering pipeline, use different shaders respectively, because shaders cannot be universal.

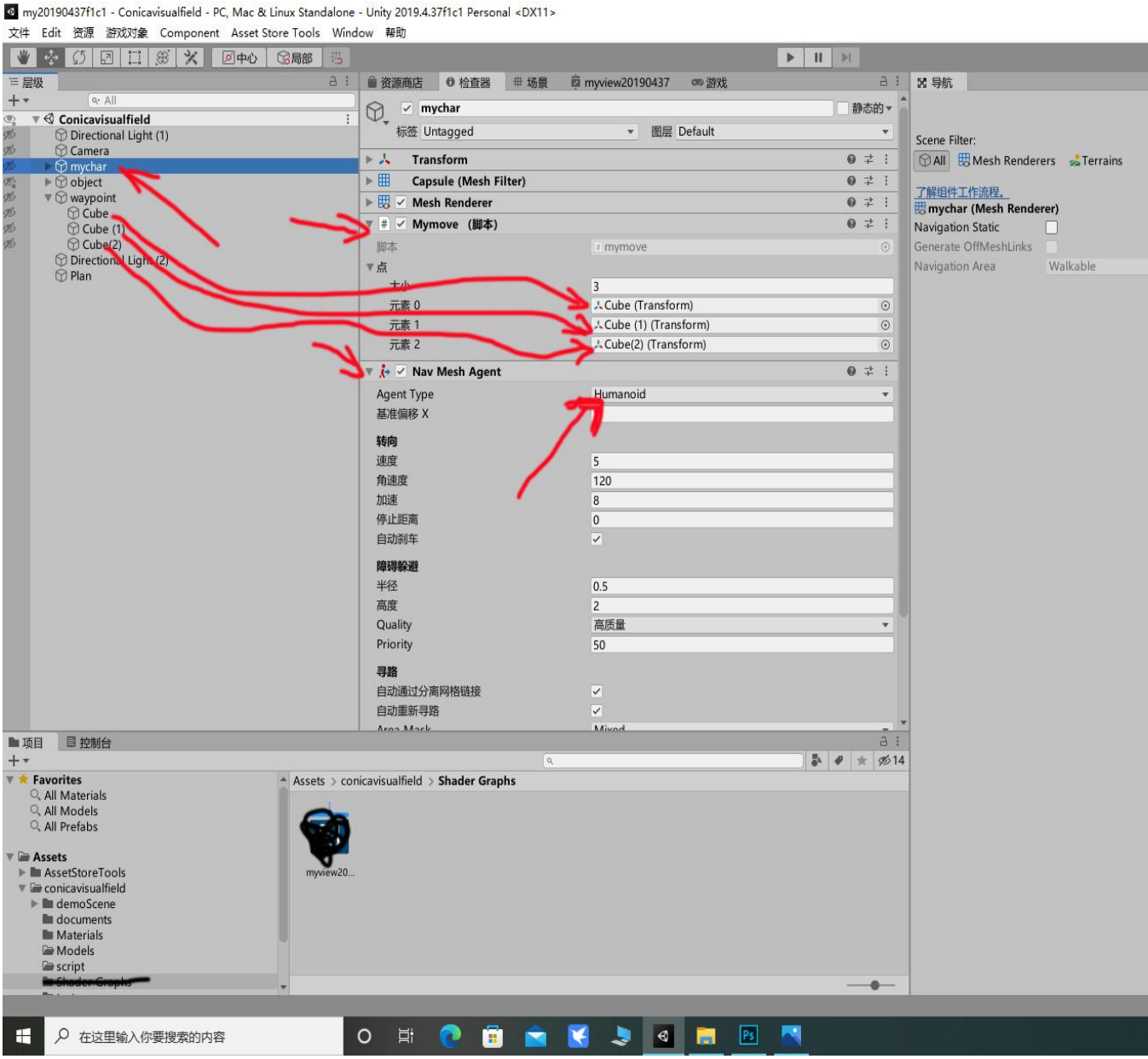
8. Attach the created material to the Cube



9. Drag and drop the texture to the material and set the corresponding value of the material The red and green textures in the material are respectively used to display the colors on both sides of the boundary controlled by the viewfen variable in the field of view. When viewfen = 0.25, the colors at the boundary are 50%, and the two colors account for half respectively



10. You can attach the mymove script to the parent object, set the patrol point, and attach the NAV mesh agent to the parent object, so that the parent object can patrol along the specified point In order to make the character move, AI baking must be carried out in advance so that NAV mesh agent can work



11. How to use in versions higher than unity2019:

--------Introduce myview20190437 shader graph into the new project

--------The coneofsightrenderer script is introduced into the new project

---------Introduce mymove script into the new project The configuration method is the same as above

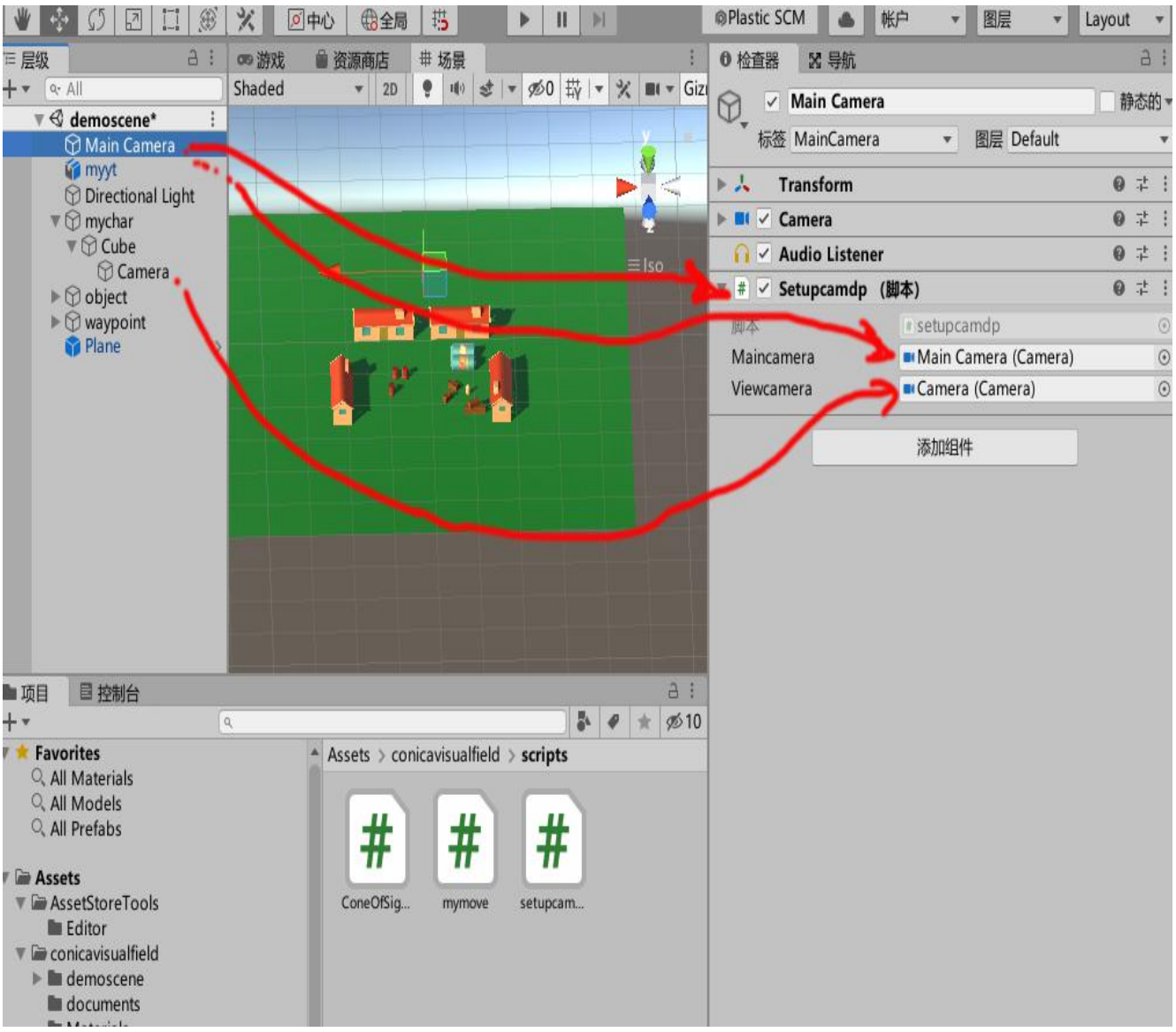
12. Provide a script shader in the URP project:

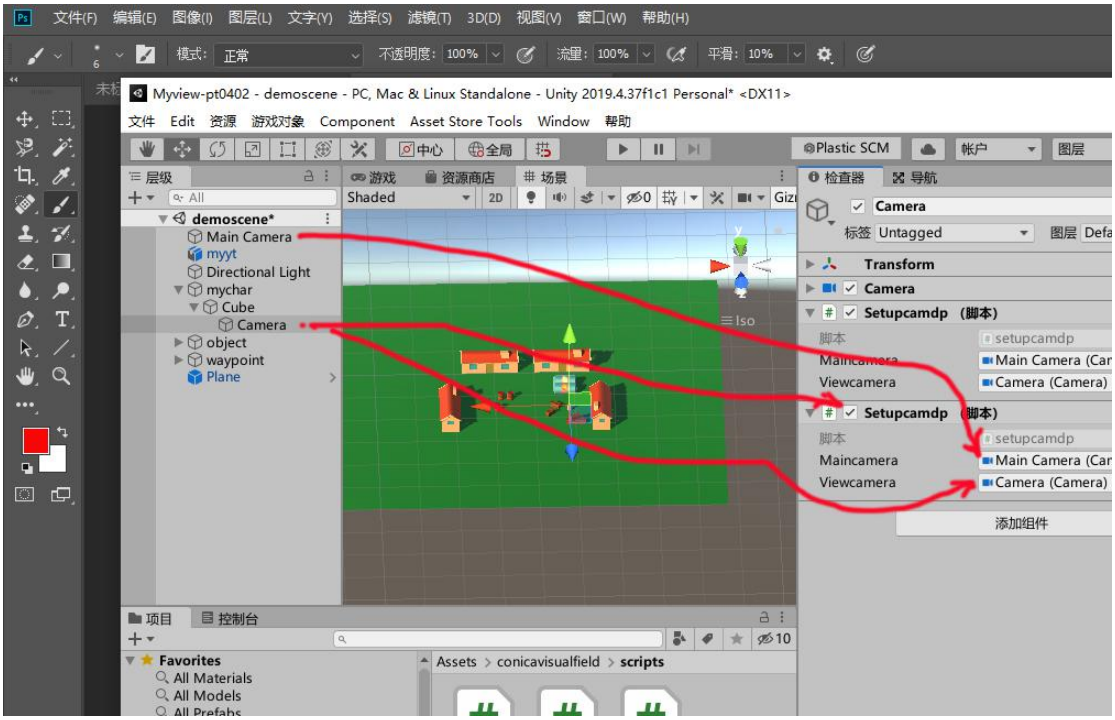
use coneofsighturp instead of myview20190437

Script shaders are also provided in ordinary projects:

coneofsight is used instead of myview20190437

13. Attach the setupcamp script to the main camera and the field camera under the cube, drag and drop the main camera to maincamera, and drag and drop the field camera under mychar / cube to viewcamera





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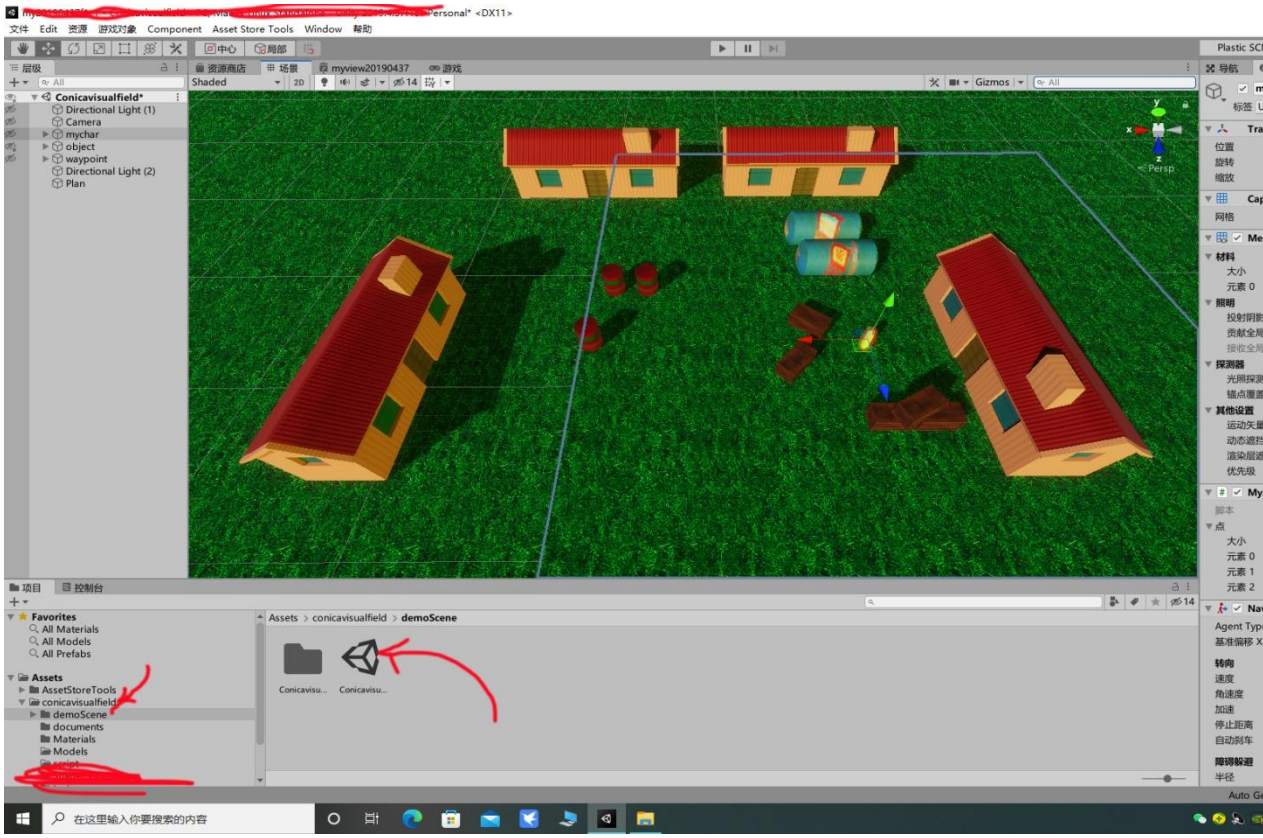
The examples of the above projects have

demonstration scenes



If you have questions, please visit: http://aaa88517.com Email: aaa88517@163.com thank you