

## Terrain Scanner

Terrain scanner is a VFX post processing shader for the Built-In pipeline. It has several components you can change in the material editor.

In Unity you can set material values at runtime. See this website for the various functions <https://docs.unity3d.com/Manual/MaterialsAccessingViaScript.html>

1. **\_RevealOrigin**: This is the Coordinates in space where you want the effect to originate from. For example, if you want the effect to happen around the player, you could do the following:  
**material.SetVector("\_RevealOrigin", transform.position);**  
This is assuming material is the reference to the TerrainScanner Material and transform.position is the player position
2. **\_Radius**: This is the radius of the effect. It can change at runtime.  
**material.SetFloat("\_Radius",5f);**
3. **\_OverlayColor** : Color of the Terrain Scanner.  
**material.SetColor("\_OverlayColor",5f);**
4. **\_OverlayEmission** : Strength of the Terrain Scanner emission
5. **\_Power** : A Higher value means the terrain scanner will only be pronounced at the edge of the circle.
6. **\_RadiusDispl** : The strength of displacement at the edge of the radius. This is used to make the edge shimmer and move.
7. **\_EdgeTex**: This is the texture used to displace the radius.
8. **\_RevealTex** : This is the texture that will be added to the zone in the radius. Can be used to give some effects to the zone.
9. **\_LineWidth** : Width of the concentric lines drawn
10. **\_LineDisplacement** : Space between each concentric line
11. **\_MaxLineCount** : Maximum amount of lines drawn. A smaller value will improve performance.

See demo scenes for some examples. You can use the provided scripts to have a starting base.

### SETUP:

The only script you absolutely need is the **CameraEffect.cs**. This script needs to go on the GameObject that has your camera. **The shader will not work if that is not the case.** Once it is on your camera you need to give it a Material that has the RevealEffect.shader shader. This will act like a Post-Processing Effect so do not worry if you think it's weird to have a material for a camera.

**Remember that this is an Image Effect so you will only see it through the camera it is attached to in the game window.**