

Thank You for Purchasing the Hologram Shader.

This shader will add a very cool holographic effect to any object you use it on. It also comes with a controller script you can use to add some runtime dynamics to the effect.

Once you have installed the package, take a look at the Demo Scene. It will show you the basics of the shader in action.

To setup the Hologram shader on your mesh do the following

- 1) Make a new material in Unity
- 2) Set the Material to UtopiaWorx/Hologram
- 3) Set your default emission color
- 4) Set your emission power
- 5) Adjust the Frensel slider to where you would like it.
- 6) Attach an Alpha based texture into the ScanLines image selector (2 have been provided in the Images folder).
- 7) Set a normal map you would like to use (1 has been provided in the images folder)
- 8) Adjust the Noise setting to add randomized noise to the hologram
- 9) Assign the new material you have created to 1 or many meshes

Additionally, if you would like to add some Runtime Dynamics to your meshes, there is a script included which will adjust the hologram on each frame. Simply drag this script onto any mesh you have assigned the hologram material to. Once you have done that, set the minimal Frensel amount you would like to use as well as the max (valid ranges are 0.0 - 20.0). Next set your Ramp Rate to determine how frequently the script will make adjustments (Best results are between 0.06 and 0.125)

OR

You can just apply the existing material setup in Materials Folder to any mesh.

Click Play and Enjoy.