

Scanner - URP

Introduction

This is a scanner effect. If you want to implement a scanner effect in your game like No Man's Sky. This package would be perfect for you. And it contains a simple demo to show you how it works. This package can make your game looks cooler. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The shader files expose multiple parameters for you to adjust. You can adjust more many different effects by yourself. Due to these cool effects achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline)

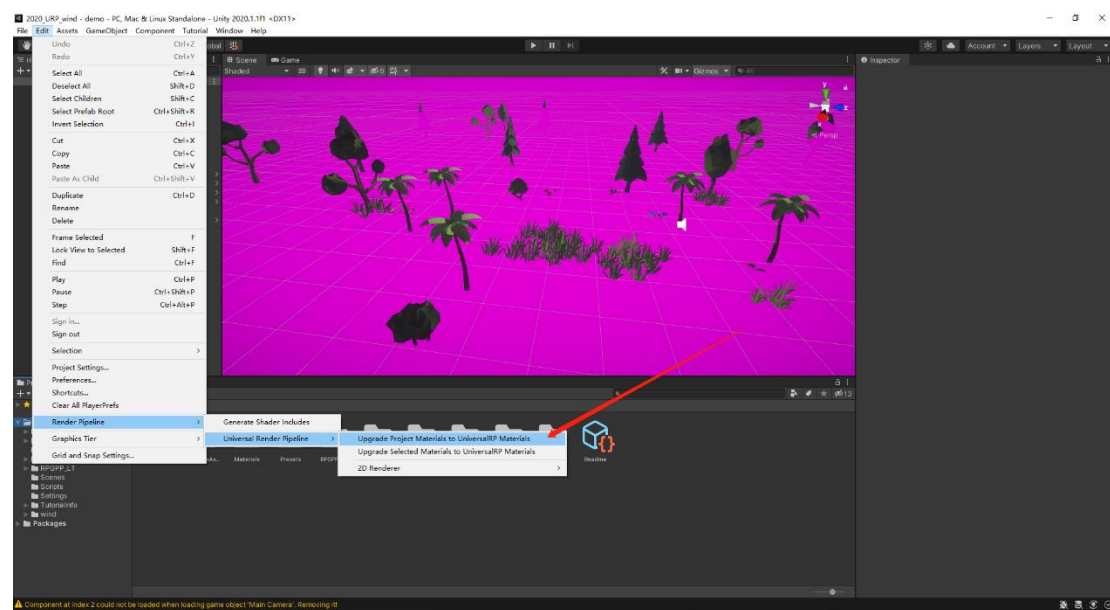
In order to show these effects better, I imported 1 free asset from unity asset store, which means that you also need to import them when you use this asset. Don't worry that they are all free. After importing, you need to upgrade their materials to URP. Here are asset store links:

<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>

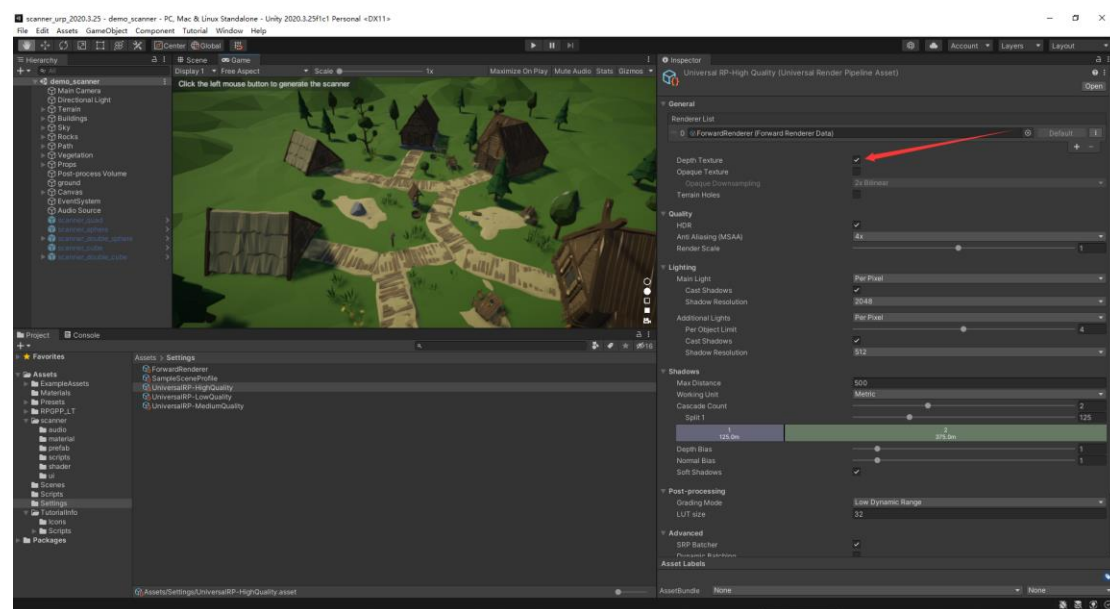
Main Features :

1. Easy to integrate into your project, no need to write any shader and code.
2. Contains 1 clear demo scene.
3. Contains 5 prefabs.
4. Only Support URP (Universal Renderer Pipeline).
5. You can modify the attributes exposed by the shader.
6. Support Android, IOS, Windows and other platforms
7. Clear demo, this demo will be very helpful for you
8. Cheap

After importing the dependency Package, You must upgrade the materials to URP:



You must change the UniversalRP Quality Setting, It is best to keep the following picture consistent.



How to use it

This scanner effect is to make a game object keep getting bigger, and then set a special shader ("EasyGameStudio/scanner" or "EasyGameStudio/scanner_quad") to this object, so that it only shows the part that is in contact with other objects, so just Such a scanning effect is achieved. You can refer to my demo scene to use

Contact Us:

If you have any questions or suggestions during use, please feel free to contact us.

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